Project Methodology:
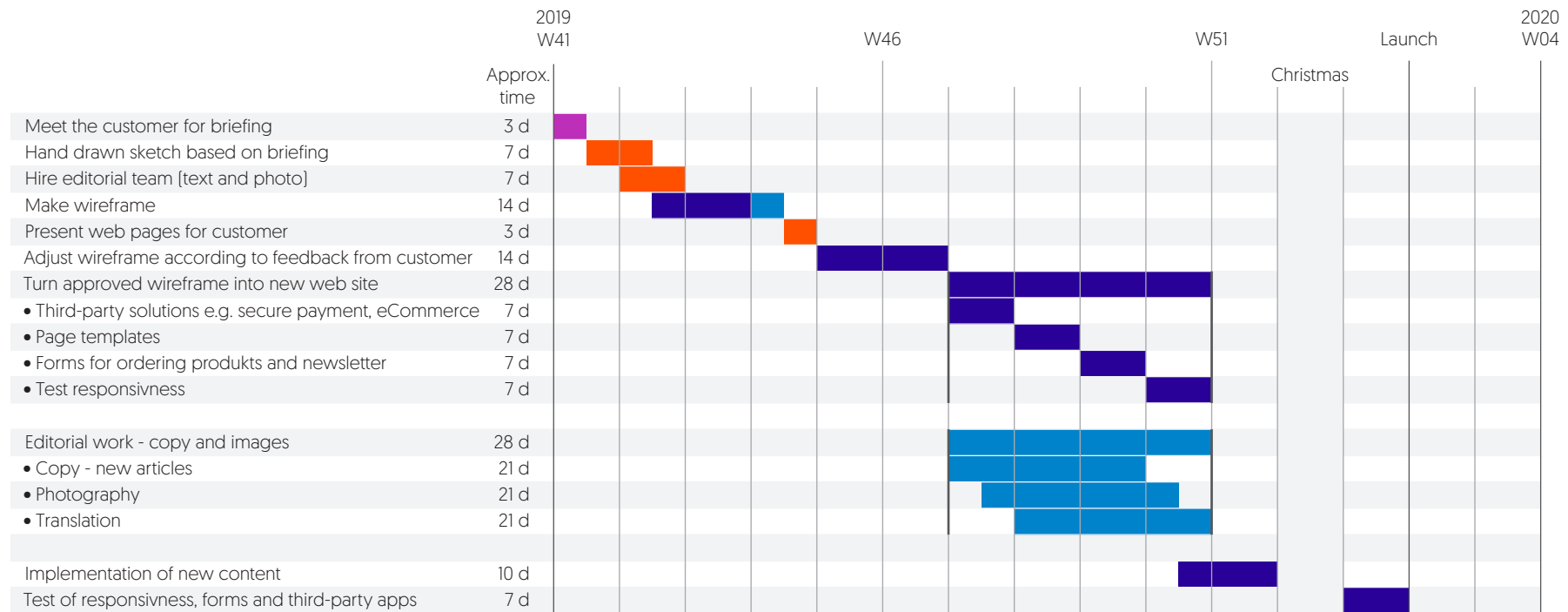
Gannt Chart

– LOFTHUS FRUKT OG SAFT –

GANNT CHART OF THE "LOFTHUS FRUIT" WEB DEVELOPMENT PROJECT

Task	Approx. time
Meet the customer for briefing	3 d
Hand drawn sketch based on briefing	7 d
Hire editorial team (text and photo)	7 d
Make wireframe	14 d
Present web pages for customer	3 d
Adjust wireframe according to feedback from customer	14 d
Turn approved wireframe into new web site	28 d
• Third-party solutions e.g. secure payment, eCommerce	7 d
• Page templates	7 d
• Forms for ordering produkts and newsletter	7 d
• Test responsivness	7 d
Editorial work - copy and images	28 d
• Copy - new articles	21 d
• Photography	21 d
• Translation	21 d
Implementation of new content	10 d
Test of responsivness, forms and third-party apps	7 d

Timeline markers: 2019 W41 · W46 · W51 · Christmas · Launch · 2020 W04

Teams
- Front-end developer
- Front-end developer + designer
- Front-end developer + designer + programmers
- Designer + photographer + copy writer + translatator

REPORT

"Lofthus fruit and juice" is located at Hardanger fjord and is known for the apple juice - one of the best in Norway. In addition to apples, they also have morels, plums and pears. They produce e.g. juice, jam and canned fruit of these fruits.

Today, they only sell on the local market in western Norway, but as part of their plan to find new markets and expand, they have asked us to create new, modern websites. Here they will advertise and sell their products. They want us to have the pages ready by the beginning of January 2020.

On Monday in week 41 I will travel to the customer to be briefed on their thoughts and wishes for the new web pages. My designer and I will come up with the design itself later, but it is important to clarify which tasks will require hired help. They want to sell over the internet, but should the payment be made there or are they billed afterwards? Should all old articles be included or should everything be new. In connection with new cases, pictures must be taken and we must hire a photographer. Do they want to make commercials for the web? New articles require help with writing and in addition, translation assistance is needed. How many languages? Should readers be able to subscribe to newsletters?

When I return to the office, I and my designer will sit down for a workshop and come up with a preliminary design. Probably only sketches made by hand. Here we will also clarify what we need from hired help. In this process, we will begin to inquire about who can help us. These tasks will overlap.

Once the sketches are drawn, we will immediately begin the job of creating a wireframe of the site that we can present to the customer. We have set aside two weeks for this and during this period several creative brains will participate in the project. The designer will make suggestions for a new logo and copy writer will supply dummy text.

In Week 4 of the project, the designer and I will travel to the client to present our proposal. Have we understood the task correctly?

For the next two weeks, I [the front-end developer], the designer and the programmers will adjust functionality and content based on feedback from customer. During this period we will have frequent Skype meetings until they have accepted the solution and we can start the job.

The programs will now develop the wireframe to be completed web pages. They will implement payment solutions, set up forms for ordering products and subscribe to newsletters. Different templates of blog pages should be set up and make the pages are responsive.

The design team will write new articles, take pictures and translate old and new articles. They have been allocated 3 weeks each.

It has been set aside 10 days to implement articles and images. The last week before launch will be used to test responsivness, forms and third party applications. Launch week 2 in January 2020.

Now the company will have plenty of time to prepare for the good times when the flowering in Hardanger is happening.

REPORT CONT.

Throughout the process of website development, we use various tools in communication.

In contact with the customer we will use Skype when we have weekly meetings. The best conversations one has is when we can look each other in the eyes. Documents not intended for everyone will be sent by mail. For pictures and other large files we will use Dropbox. With Dropbox we have backup, synchronization of files to everyone involved in the project and version history. These are all tools that are common in the business world.

In the communication between front-end developer, designer, programmer, copywriter, translator and photographer we use Slack. This is a popular tool for programmers where you have direct messages and you can create private channels for group calls. In addition, it can be integrated with Dropbox. Weekly meetings will happen in real life or by Skype.