Report:

Work process of project planning and making a Gantt chart

Project Methodology

Course Assignment

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INTRODUCTION

This report will explain the process and choices made in the Gantt chart for the project of making the website for "Lofthus frukt og saft". I will go into detail about why I chose Verdana for the copy, why I chose blue and orange for the colors, a short note on the composition of the Gantt chart and which means of communications will be used on this project. Lastly, I will comment on choices made in the project planning - the choice of doing UX/UI testing at an earlier stage, among other things.

INTERPRETATION OF THE TASK

Making a Gantt chart for the project of making the website for "Lofthus frukt og saft". The chart should be a visual representation of tasks that needs to be done and the timeframe for completing them. There will also be an overview over how much this project will cost the customer.

INSPIRATION

For inspiration in solving this assignment, I have used the case study examples posted on Canvas. I have also used some of my previous experience from a former Web design study I took at NKI where one of the subjects was Interaction design.

WORK PROCESS

TYPOGRAPHY

In this Gantt chart, I have chosen to use the typeface Georgia for the header and the typeface Verdana in different font-sizes in the chart. I chose Verdana because it is a typeface that reads well at smaller sizes and is a web-friendly font, and I chose Georgia for the header because it is different enough with the serifs to stand out a bit from the rest of the copy, but still similar enough to be a good match with Verdana (see reference).

COLOURS

I have chosen to use the complementary colors of the hues blue and orange on this Gantt chart. I have use different saturations and brightness levels within the hues to create some depth in the color scheme of the chart.

COMPOSITION, LAYOUT, GRID AND OTHER ELEMENTS

The elements are positioned with a bit of space between each element for better readability. Every element is also positioned in chronological order so that it will be easy to read which task needs to be done when.

COMMUNICATION

The communication between the client and the team will mainly go through the project managers as he will have weekly briefs with the client. In these briefs, the project manager will inform the client about progress and receive any inputs from the client. There will also be one meeting at the start of the project with the project manager, content developer and the client, one meeting halfway through the project with the whole team and the client and one final meeting with the team and the client before launch.

For internal communication in the team we will mainly communicate in Slack. This because it Slack is a great tool for short messages within the team as well as a great way to share relevant information, code snippets and files within the team. We will also use daily standup meetings that lasts no longer than 5 minutes. Here we will do a short brief with the other team members where we share what we have done, what we are doing and if there are any issues we need help with.

In addition to the Gantt chart, we will also use Jira for project planning. The reason for this is that although the Gantt chart is a great way to plan a project, Jira is great for real time updates of the progress. It also enables the entire team to report and keep track of bugs/issues and divide each task in even smaller pieces.

For source control, we will use GitHub so that we have backups of the entire project at all times. Also, it makes it easier for all the team members to work at the same time on the project and because it allows them to experiment some on the project without ruining the rest of the team's work.

CHOICES MADE IN PROJECT PLANNING - GANTT CHART

I have chosen to have a close client relationship with both meetings with the entire team and meetings with the project manager. This is because I think it is important to get input from the client throughout the entire project to avoid miscommunications and issues at the end of the project.

I have five professionals on this team, where the project manager, the content developer, the designer and the developer are working on this project on a nearly daily basis. The photographer is on the project for three days to do a photo shoot and retouch of the photos for the website.

On background of former experience, I wanted to do the initial testing of the UX/UI based on the wireframe/mock up. This because testing before starting to build the code for the project can be a great way to discover faults in the design and it is better to work these out before you put in too many hours in site build. There is scheduled a second round of UX/UI testing at the end of the site build period.

SUMMARY AND EVALUATION

In this report, I have commented on different choices I have made throughout the process of planning this project and making the Gantt chart. I think the process has gone well, even though I have spent some time debating with myself how I should design the Gantt chart. Especially I have put some thought into which tasks needed to be done in the first week of the project since this is the area I have the least amount of knowledge about the process. I decided to use the Case study examples posted on Canvas as a guide for my own Gantt chart, and have made the changes I felt was necessary to adapt it to this project. I think the final product of the Gantt chart is an easy to read and easy to follow schedule for completing the "Lofthus frukt og saft" website on time.

SOURCES AND REFERENCES

- Case study examples posted on Canvas
- Design for hackers /*Reverse engineering beauty*/, David Kadavy, Appendix A - Choosing and pairing fonts, 2011

Inspirations:

- Interaction design course, provided by Westerdals school of Arts, Communications and Technology, hosted by NKI nettstudier.

Tutorials:

- Course material in Project Methodology provided by Noroff FEU.
- Lynda lessons linked in the course material