Lifecycle & Scheduling Report

WEBSCRP

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Introduction

This report will outline how the product lifecycle and scheduling turned out, throughout the duration of the project. It will also include the surprises along the way, and the lessons learnt.

The Surprises

Before the project I had considered myself relatively well versed in web design, I had started when I was around 9 or 10, and had built websites for clients. But from the first interim report, it was clear that I had been stuck in the pre-2000 era. Using PHP and MySQL for dynamic websites, shying away from JavaScript.

After naively starting the coursework, it was clear that I should be developing in JavaScript and using DHTML and events to handle functionality on the site. From that, I had to stop my development, and start again, but completely re-plan it. That is why the final product was so much different than the initial projected plan.

Because I had never really taken on such a large project on my own before, it was something that I had to learn about. A big surprise was the pure amount of research that was needed. During the course of the project, I was trying to develop with for code that I just had not learnt yet. I found this difficult. That it why the a majority of the development was underestimated in previous Gantt Charts, and overshot by a long haul.

A pleasant surprise was how easily and quickly I picked up JavaScript events and AJAX. It took a lot of planning and tests, but eventually I got a great understanding of manipulating browser history, and handling it manually within the program.

A service I had used in the past, and wanted to continue to use for this project was version control. So created a Git repository and documented all of the changes. I tried to track all my issues as best I could, and was seriously surprised at how easy it was. If I ever came across a bug, I documented it, such as when the user added categories containing spaces, this bug broke the system and had to be addressed. I addressed it on the 19/04 and did not get around to fixing it until the 25/04.

Once logged, it was easy to return to bugs and issues that I would have otherwise forgotten about.

The Lessons Learnt

Throughout the coursework, it was clear that I was going to have to learn a lot, and quickly, to be able to implement it in time for the deadline. Because the way the unit was taught, a large chunk of methods I wanted to use, but had not learnt yet, where taught in the second half of the year. This proved difficult, but also rewarding.

The reason I say it was rewarding, was because it had not been taught yet, I had to research into different aspects of JavaScript, such as creating DOM elements and session storage. This had the benefit, that once it was taught I was already aware, and it was pleasing that the lecturers were backing up, and justifying my methods.

I found that this coursework has taught me a great deal, and is one that I *actually* enjoyed taking part in. It took over my life, and was something that I could really get my teeth into. Web development is an area of computing that interests me, and this coursework gave me the opportunity to expand my knowledge into JavaScript and AJAX, two of which I had never used before.

I realise that my current methods are not particularly efficient, or perfectly written, but the learning curve this coursework has given me will allow me to continue learning new methodology.

Final Gantt Chart

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Year                       12                            13
Month                      11                12          01          02          03          04
Week Commencing            01 05 12 19 26 03 10 17 24 31 07 14 21 28 04 11 18 25 04 11 18 25 08 15 22
Analysis                   -  -  -
Project Plan               X  X
Schedule                      X  X
Specification              -  -  -
Functional                    X  X  X
Technical                     X  X  X
Design                              -  -  -
Blueprint Diagrams                  X  X  X
Implementation                            -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -
CMS Setup                                 X  X  X  X  X  X  X  X
Content DB                                X                    X
Data Processing (Client)                           X  X  X  X  X  X
Design (Client)                                    X  X  X  X  X
Data Processing (Customer)                                           X  X  X  X  X  X
Design (Customer)                                                    X  X  X  X  X
Testing                                   -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -
Unit test                                 X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X  X
Debug Info                                      X  X  X  X  X  X  X  X  X  X  X  X  X  X
Integration Test                                                                          X  X  X
Delivery                                                                                         X

Legend
X - A Milestone and report deadline
X - A completed task or report
X - An incomplete task
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