



Noroff

School of technology
and digital media

Technical Report

Project Methodology
Course Assignment:
"Lofthus frukt og saft"

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1. Summary

In this report I will discuss how I set up the project methodology for the home page of a website offering fruit and juice from Hardanger. The company is named "Lofthus frukt og saft" and can provide their customers with one of the best apple juices in Norway.

The web development team will consist of 5 members and all tasks that needs to be completed in order to develop the online website have got an owner who is responsible for completing the task.

"Lofthus frukt og saft" online website will include all the necessary content and will help the company expand and find new markets by promoting and selling their products online.



2. Body

Introduction

I have been asked by "Lofthus frukt og saft" to create a online website where the main purpose is to promote and sell their products.

The web development team will consist of 5 members:

- Project Manager
- Content specialist
- Front-End Developer
- User Interaction Designer
- Back-End Developer

All the different activities and tasks are assigned to a specific role in the web development team.



Main section of report

Responsibilities for each role:

- Project Manager – Planning, procurement and execution of the project
- Content specialist – Planning and creating written content(including photographs where applicable) for the online website
- Front-End Developer – visual design(colors, typeface, graphic design elements, layouts and grids, etc.) and writing code for the online website
- User Interaction Designer – All user interaction, wireframes and structuring information for the online website
- Back-End Developer – Writing code for the server

The project team have identified the user stories and further broken them down to tasks. After planning how long each task should take, a little wiggle room has been added to have a little to go on.

All the different activities and tasks have been placed in a project completion plan, to ensure all team members are working according to project priority and timeline.

Communication with the client will go through the Project Manager. He will be holding a weekly meeting with all stakeholders to give an update on the project's progress and report on any milestones met.

The web development team will use Gantt chart as a communication tool. Gantt chart is great for visualizing



activities and tasks and determining how long the project will take. If there are any blockers affecting the progress, the project Gantt chart will show the new end date of the project. This is important information for the Project Manager to convey to the company stakeholders.

The web development team will be coordinating their efforts in a daily stand up meeting every morning where they will report on the following:

- What they did yesterday
- A plan for the day
- Need for assistance for remove blockers

In order to protect Intellectual Property the project will be taking following actions:

- Web development team will have to sign confidentiality agreements before starting the project.
- All company related art works and designs developed and used on the website will have Copyright registered to the company.
- Database right will be registered to the company.



Conclusion

The project success factor will be the teams ability to communicate and getting the necessary assistanse in order to remove blockers. As long as the web development team stays true to the deadlines and prioryties in the project completion plan, the project will be finished in time.

Keeping the company informed every week is important in order to catch any changes to the plan as early as possbible.

Securing Intellectual Property will hold a high priority in this project in order to protect the companys interest. All IP will be transferred when Project Manager delivers the finished product to "Lofthus frukt og saft".



3. References

Gantt chart:

<https://github.com/kaae-feu/kristoffer-eide/blob/master/Gantt%20chart/>

GitHub repository:

<https://github.com/kaae-feu/kristoffer-eide.git>



4. Acknowledgements

Agile method is the inspiration behind the project methodology.

