

# Lofthus Frukt og saft

## INTRODUCTION

In this report you will see the process of making a website for *Lofthus Frukt og saft*, an apple juice company located at Hardanger fjord in western Norway. I have created a Gantt Chart to show the timeline of the project. The layout is simple with all the different tasks to the left, together with the team members in the project and the duration of each task. The total duration is four weeks, where the launch is happening on the first day of the fifth week.

## INTERPRETATION OF THE TASK

The main issue of this task was to calculate how much time we needed on each task, and how long it would take finish the entire project. I also found it difficult to delegate all the task to the team. Through the assignment it was clear that the Front-End Developer does most of the tasks. The assignment doesn't say anything about how many people we need, so I wanted to include at least two Front-End Developers in the project. They also need to know UX/UI design. The rest of the team is a Content Developer to help with the design of the website and a photographer.

## RESEARCH AND ANALYSIS

As shown in the Gantt Chart, we start off with a meeting with the Project Manager and the client to discuss the ideas that the client has in mind. The Project Manager will communicate with the client from start to finish, and will make sure that they are updated through the entire process.

After the meeting with the client, the Front-End Developers will explore the market and get inspiration before starting the content planning. They will spend the first week doing research and making the outline and structure of the site.

During the whole process, the team will communicate through Slack and Google Drive. We will use Google Drive for file management, and Slack for team collaboration. We can sync these tools, and we will have a great gathering point where we can discuss and manage tasks, and easily share thoughts, updates and files.

## **WORK PROCESS**

This is where the fun part begins – the design. We will spend the second week of the project on designing, and it starts with a meeting between the Front-End Developers and the Content Developer on Monday. The Front-End Developers will create the Style Tiles, and together with the Content Developer they will also create the text content. These activities will overlap, together with two days of wireframing.

After the design process, the Project Manager will have a new meeting with the client to present the Style Tile before we start to build the website. If everything is approved, the coding of the website will start on Monday the third week. We are using Stock Photos in the Style Tiles, but the Photographer will have a photo shoot in Hardanger after the meeting.

We will spend most of the time on coding the website and testing it. The coding and UX/UI planning will take place during the same time in the project, and the Gantt Chart shows some overlap. Testing the website is a very important part of the process, and we will spend several days testing the website on different devices. The last couple of days will be used for bug fixes and refinement before the launch of the site in a few days.

There will be one last meeting between the Project Manager and the client before launching, where the Front-End Developers also will attend to answer any questions the client may have. If everything is approved, the website will launch on Monday in the fifth week. Hopefully, the Gantt Chart have helped us to schedule every task in time before launching.