Project plan

Individual project / portfolio

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Author	**:**	**Luc Swinkels**

Version

Version	Date	Author(s)	Amendments	Status
0.1	11-09-2023	Luc Swinkels	First draft	Draft
1.0	11-09-2023	Luc Swinkels	First definitive version	Definitive
1.1	11-09-2023	Luc Swinkels	Changed planning structure	Definitive
1.2	12-09-2023	Luc Swinkels	Changes based on feedback Bardt	Definitive
1.2.1	12-09-2023	Luc Swinkels	Grammar fixes	Definitive

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1. Project Assignment

1.1 Context

The assignment for this project is to research, design and develop a digital portfolio that showcases all other projects that I made during this semester. This portfolio should be user friendly in terms of navigation and look like a modern website.

As this is an individual project with no direct clients, it will be built mainly for myself and its users (other students and teachers).

1.2 Goal of the project

The goal of this project is to solve the following problem:

There is currently no digital portfolio available to showcase my work for this current semester.

This project will be based on the following main research question and 2 sub questions:

How can I create a digital portfolio that showcases my work in a visually attractive way?

- How can I make sure the portfolio is technologically solid (fast loading, no errors/bugs)?
- How can I make the portfolio easily maintainable when adding new content?
- How can I make sure the portfolio is easy to navigate for users?

When these questions are answered, I am able to come to the conclusion that the desired situation looks like a modern digital portfolio that is technologically solid and user friendly.

The benefits of the project will be, when completed, a modern and maintainable digital portfolio that can also be used in the future.

1.3 The assignment

The assignment for this individual project is to research, design and develop a digital portfolio that showcases all other projects that I made during this semester. This portfolio should be user friendly in terms of navigation and look like a modern website.

Research
Researching the main and sub research questions to figure out which technologies to use to build this portfolio.

Design
Design wireframes for the layout of the portfolio, creating a clear portfolio structure that can be followed during the development stage for a better development experience. During this phase, there will also be a testing phase for general usability. Later on, turn this into a Hi-Fi UI design prototype.

Develop
Develop a modern website/web app prototype using the technologies found during the research phase, according to the design of the design phase.

1.4 Scope

The project includes:	The project does not include:
1 Research document on modern webdevelopment technologies	1 Branding
2 UI wireframes	2 Portfolio content
3 UX/Usability testing document (based on wireframes)	
4 Software diagram (C4 model)	
5 Hi-Fi UI design prototype	
6 Hi-Fi website/web app prototype (coded and hosted online)	

1.5 Conditions

The digital portfolio should be scalable and modernized, therefore it will be developed using a modern web framework like React or Next.js.

The code should also be available upon request, and hosted on a version control platform such as GitHub.

To design the wireframes and the Hi-Fi UI prototype I will be using Figma. To perform user tests on these wireframes, I will be using Maze.

1.6 Finished products

The following products will be delivered upon project completion:

- Research document on modern web technologies
- UI wireframes
- UX/Usability test for navigation (based on wireframes)
- Hi-Fi UI design prototype
- Software diagram (C4 model)
- Hi-Fi Website/web app prototype (coded & hosted online)

1.7 Research questions

Main research question:

- How can I create a digital portfolio that showcases my work in a visually attractive way?

Sub questions:

- How can I make sure the portfolio is technologically solid (fast loading, no errors/bugs)?
- How can I make the portfolio easily maintainable when adding new content?
- How can I make sure the portfolio is easy to navigate for users?

2. Approach and Planning

2.1 Approach

Since this is an individual project, there will be no agile methods like SCRUM being used. I will however create a short planning that I can follow throughout the 3 week time span of the project.

I plan on approaching the project by dividing it in 3 main phases:

- Research
- Design (and testing)
- Development

2.1.1 Test approach

User tests will be performed on designs, therefore I will be using online tools like Maze to create simple and intuitive tests.

2.2 Research methods

The research methods for this project will be based on the CMD-methods.

The main part of the research will be done by conducting library research (literature study), where I browse the internet to answer the following sub questions:

- How can I make sure the portfolio is technologically solid (fast loading, no errors/bugs)?
- How can I make the portfolio easily maintainable when adding new content?

I will also be using field research by conducting user tests that help me figure out which type of navigation to use, based on my third sub question:

- How can I make sure the portfolio is easy to navigate for users?

A summary of CMD methods that will likely be used:

- Peer review
- Usability testing
- Library research
- Literature study
- Prototyping

2.3 Breakdown of the project

The project can be divided into 3 main phases:

Research
Researching the main and sub research questions to figure out which technologies to use to build this portfolio.

Design
Design wireframes for the layout of the portfolio, creating a clear portfolio structure that can be followed during the development stage for a better development experience. During this phase, there will also be a testing phase for general usability. Later on, turn this into a Hi-Fi UI design prototype.

Develop
Develop a modern website/web app prototype using the technologies found during the research phase, according to the design of the design phase.

2.4 Time plan

Week 1
- Create project plan
- Research webdevelopment technologies
- Design UI wireframes

Week 2
- Test wireframe navigation/usability
- Design Hi-Fi UI prototype

Week 3
- Setup development environment / CI/CD
- Design software diagram (C4 model)
- Start Hi-Fi website/web app prototype development

Phasing	Start	Ready
1 Research	Week 1	Week 1
2 Design (& testing)	Week 1	Week 2
3 Development	Week 3	Week 3

3. Project Organization

3.1 Team members

Name	Role/tasks	Availability
Luc Swinkels	*Student, project executor*	*Mon/Tue/Wed @ Strijp TQ4.1* *Thu/Fri @ online on MS Teams*
Bardt van der Dennen	*Teacher / semestercoach, give feedback on development*	*Mon/Tue/Wed @ Strijp TQ4.1* *Thu/Fri @ online on MS Teams*

3.2 Communication

Communication will be done in person and online. I will be seeing my semester coach and fellow students in person from Monday – Wednesday, and online on MS Teams on Thursdays and Fridays.

3.3 Test environment & configuration management

Source code for the prototype will be hosted on GitHub in a public repository.

For CI/CD, the code will be hosted on Vercel and automatically deployed to the development or the production environment based on the deployment branch by using the integrated Vercel GitHub CI/CD.

It will use a main branch for production, and a development branch for development. The development branch will be used as a test environment where experimental code can be previewed.

4. Finance and Risks

4.1 Cost budget

There are no costs applied to this project as I can deliver all the finished products without needing paid products.

4.2 Risks and fall-back activities

Risk	Prevention activities included in plan
1 The student becomes ill and cannot continue with the project.	Documentation is frequently updated and the code will be well documented using a conventional commit message system