Lofthus-frukt-og-saft

# Introduction

## Interpretation of the task

The main issue in this task is to build a website that fits with the logo and the brand strategy. My task will be to create a Gantt chart and define what work will be done, and how long time it would take. Also, the chart should include the overlapping of the tasks and the workers that will be working on the project.

As the project description did not specify what time the project should be completed within, I have chosen a period of 4 weeks to run the project for.

# Work Process

## Visuals

As the Company does not have any visual assets (except for the logo), one of the most important parts of the website development will be the style tile. Also, the project will require to work with other professions to build a complete website.

# Gantt Chart

## Choices

I chose a simple Gantt setup where I would start the process with a discussion with all the workers that would be included in the project. Throughout the project the plan is to have the project manager keep track of how far in the project we have come, so we can update this chart and make it accurate.

During the planning stage the most important task is to have talks with the client to figure out what the project really requires and with the rest of the team that will be working on any part of the development of the website. When working within the team, it was quite simple to choose the relevant software. In this project we will be using Slack to talk between the workers, and Google Drive to share ideas/solutions about the project. The client situation could be a bit more difficult, as some users are not as used to using the slack platform as others. The best thing would of course be to have the client on the same website as the rest of the team, but failing that we could really use any chat clients to have talks with the client.

Finally, we come to the design part of the development, where the most important part is the development of the style-tiles as the company did not supply / did not have any visual assets to supply. Here, typography will be a likewise important part of the project. During this first part of this process we should have a basic structure of how the website should function.

In the build part of the website, the design of the site should be finished, and should be “converted” to a wireframe (description to the developers of how the website should look). The UI-planning is probably the single most important step of this part of the development as it decides how the website would stand out, and if there is any issues with any elements of the website. And while this is in development the coding and the site build of the website would be in progress.

In the last part of the development, which I in this chart I have called “Launch”, the final part of the UI would have to be finished. Then it is just a lot of testing and refining required to ensure that the website looks good and still works as intended. An important step before the refinement can begin is to make sure the website looks good on “all” devices, as in reality about 50% of the visitors to a website comes from a mobile device.

Under all parts of the development it would probably be advisable to give a “sneak-peak” to the client, as they might have some ideas/solutions to some issues of the development. This is probably one of the more important parts as we get to the end of the development, before the website can finally be launched.