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Technical Report

Project methodology CA

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1. Summary

This report includes a brief explanation my work thoughts and why I did what I did, I explain the assingment, and the Gantt chart I chose to use.

2. Body

This is a report of our course assignment where the assignment was to create a Gantt chart from our previous module assignment where we created some system must for this website that we are supposed to create. Also, we created simple tasks which are going in the Gantt chart.

To start this assignment, I began creating tasks from the user stories we made previously in the module assignment. I created one to two tasks per user story so that I had enough task to go in the Gantt chart. I created very “easy” tasks, that means that the tasks are very open and have subtasks that are so small that they don’t deserve their own place in the Gantt chart. Once I had a created what I felt like was enough tasks to fill the Gantt chart I started thinking about what kind of Gantt chart I wanted and whether or not I wanted to create my own.

In the assignment information it says that you can create a Gantt chart yourself or use a template, my plan was initially to create my own Gantt chart, but after some reading I found a very easy to understand Gantt chart, and I would say that if this was a real client this Gantt chart would work well to impress the client.

To briefly explain the Gantt chart, I have two sections, or two main tasks that have multiple subtasks, the two main tasks are programming/coding and design. I use eight days on each of the main tasks and two to four days on each of the subtasks, some of the task overlap and you can easily see where they overlap, the reason they overlap is because there are different people working on the tasks, therefore they can work simultaneously.

For each task I have in the programming/coding section there is another section that designs this task, meaning I have on task in the programming section which is e.g. creating a shopping cart, so therefore I have one task designing this shopping cart in CSS.

In addition to being very straightforwardly, this Gantt chart easily shows progress, just by typing the percentage of progress it greys out the bar, you can see an example of this in the main task “programming/coding” where the progress shows 50%, therefore 50% of the bar is filled, in this case 50% of eight days is four days, this can easily be changed if needed.

Also if a task takes longer then planned then all you need to do is change the date of the specific task to however long you may need and everything will follow because all of it is depended on what it showed over, so if you change the duration of the task creating a menu by two days, everything else will be shifted two days.

My communication with the client would be to start everything of with a meeting hearing their thoughts and ideas on the project, I would take notes of everything they would request and try and make their wishes come true. After the initial meeting I



would create a sketchup/style tile for them to see so that I know I would be creating something remotely close to what they had in mind, here I would also take notes of what changes I could make to my already made sketchup/ style tile.

3. References

Linked in video explaining Gantt chart - <https://www.linkedin.com/learning/agile-product-owner-role-foundations/themes-features-epics-and-user-stories?u=43268076>

Gantt chart example 1 in the assignment information - <https://www.studiobinder.com/blog/free-gantt-chart-excel-template/>

