

University Video Web Site Design and Development: Critical Path

The Critical Path of a project is the longest path in the overall network diagram. The set of project tasks that make it up represent the longest duration amounts of tasks necessary to achieve project completion. Essentially, these are the work items or tasks that if delayed will delay the scheduled completion date. For the University Video web site design and development project, the critical path includes the following tasks.

1. Staff Interviews (slack 14)

Interviewing University Video staff (owner, manager, sales representatives) is the first project step that must occur.

3. University Video Analysis (slack 14)

After the staff has been interviewed GD Interactive must assess University Video's current situation before comparing it to their competitors.

5. Competitor Analysis (slack 14)

After University Video has been analyzed the competitors must also be analyzed before GD Interactive can fully assess the requirements of the website and begin site design.

7. Graphical Treatment (slack 14)

After GD Interactive has performed the necessary interviews and analysis, graphical treatment design can begin.

8. Information Architecture (slack 14)

After GD Interactive has performed the necessary interviews and analysis, information architecture can begin. After information architecture and graphical treatment is complete design and technical aspects of the style guide can begin.

9. Design Aspects (slack 14)

The style guide design aspects can be worked on after the graphical treatment and information architecture phases of the site design have finished.

10. Technical Aspects (slack 14)

The style guide technical aspects can be worked on after the graphical treatment and information architecture phases of the site design have finished.

12. Cutting Up Design (slack 14)

After the completion of the style guide and site design, cutting up of the design can begin. After the design has been cut up into manageable pieces the templates creation (global elements coding, navigational system coding, content sections coding) can begin.

13. Global Elements Coding (slack 14)

The coding of global site elements can begin after the design has been cut up. After this coding takes place, the navigational system can be coded.

14. Navigational System Coding (slack 14)

The navigational system must be coded after the global elements and before the content sections.

15. Content Sections Coding (slack 14)

The content sections coding completes the development of the templates.

16. Apply Templates (slack 14)

After the templates have been coded they then can be applied to individual pages.

17. Integrate front-end w/ back-end (slack 14)

After the templates have been coded their will be enough information about the page structure and coding to allow database integration to begin.

18. Import Content (slack 14)

After templates have been applied to individual pages, those individual pages may then be populated with content.

19. Database Testing (slack 14)

After the database has been integrated with the front end of the web site, testing of the database and web site interaction may begin.

20. Page Testing (slack 14)

After individual pages have been populated with content the testing of the pages quality and interactivity can begin

21. Requirements Completion Report (slack 14)

After the entire site and database interaction have been tested, the requirements completion report can be prepared.