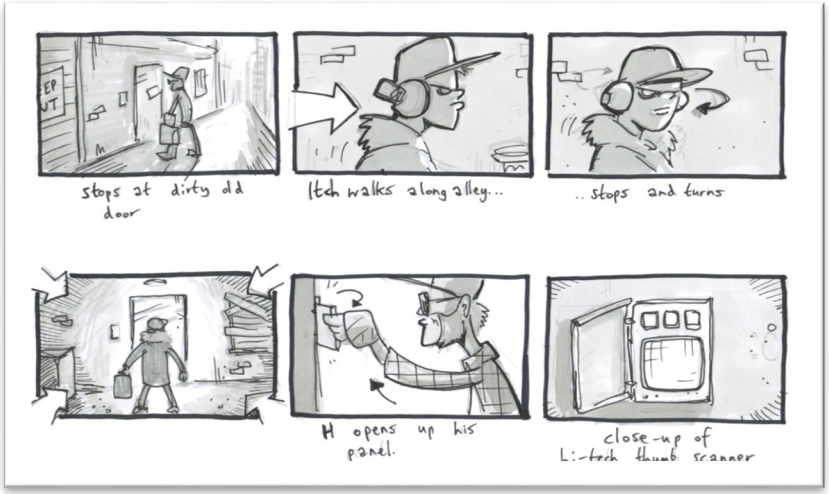
Knowledge Organiser (LO2): Complex Planning

You must be able to demonstrate complex planning techniques to show what the product will look like.

The stages and **some** relevant consideration for the development of a **Project Plan**

1. Research	2. Plan	3. Create	4. Review
⇒ Refer to client specification	⇒ Layout	⇒ Assets	⇒ Quality
⇒ Target Audience	⇒ Colours	⇒ Templates	⇒ Testing
⇒ Identify existing solutions.	⇒ Fonts	⇒ Images	⇒ Fix errors
⇒ Is the project achievable	⇒ Media	⇒ Logos	⇒ Obtain feedback
⇒ Target audience	⇒ Content	⇒ Text	⇒ Check fit for purpose
⇒ Technology needed to complete the project	⇒ User needs	⇒ Media	⇒ Improvement
	⇒ House Style	⇒ Hyperlinks	⇒ Meets client requirements
	⇒ Charts	⇒ Forms	⇒ Use target audience
	⇒ Equipment	⇒ Testing plan	

Using the planning techniques should enable you to be able to produce a **visualisation diagram** or **storyboard** of the multimedia product that is in your client brief. It should represent the full consideration of the client brief.



Visualisation diagrams and **storyboards** are always produced prior to creating the multimedia project. They assist in the development of the project ensuring that all the clients requirements have been fulfilled before the expressive task of creating the media begins.

Storyboards and visualisation diagrams are never edited once the multimedia product has been completed, so some differences are expected to be seen.

Required Evidence	Examples of evidence
Written and presentation files	•Electronic files/evidence •Written report/presentation
Client requirements	•Written report, presentation, audio commentary
Planning Documents	•Work plan, asset table, visualisation diagram and test plan
Finished product	•An interactive multimedia product.
Review	•Written report, presentation or recording.

Knowledge Organiser (LO2): Project Plan and Test

You must be able to demonstrate complex planning techniques to show what the product will look like.

Testing Interactive Multimedia

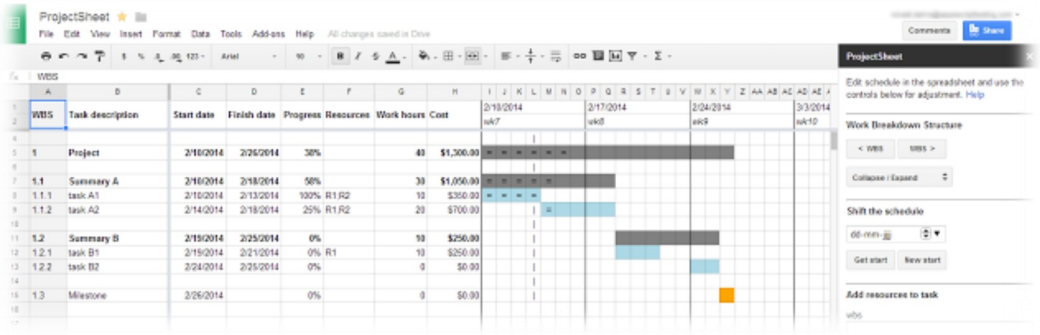
Testing is about identifying areas for improvement and further development with a view to meeting the clients requirements.

It is essential that you produce a **clear** and **detailed** test plan for the interactive multimedia product. The test plan must

- fully test the functionality, listing **all** the tests that you will carry out,
- describe the expected and the actual outcomes after a test has been completed.
- identify any corrections needed and the re-testing that is needed after corrections are made.

You might consider the following tests (this is not a complete list):

- **Size:** Is it suitable for web and print use? How to test? What is the expected outcome?
- **Blurriness:** Do you need a higher resolution image? Does it look right if printed or viewed on a larger screen?
- **Readable**: Is text readable? Would changing the font, colour or size improve this?
- **Contrast**: Do the colours clash making it difficult to see?
- **Audio**: Is it appropriate for the target audience? Is it clear? Loud enough? Background noise interfering?
- **Resizing**: Does the multimedia look clear and sharp when viewed on large screens as well as small screens? How can you test? What can cause problems in this area?



A **Gantt chart** is a type of bar chart that illustrates a **project schedule. Gantt charts** illustrates the start and finish dates and the steps of a project.
You can use a spreadsheet (such as above) or free software such as Toms Planner to create a Gantt Charts.

Test Plan:
Ensure your test plan has all the information expected to produce a clear and detailed test place that fully tests the functionality, listing the test, expected and actual results and actions required if retesting.

Test Plan

Test No.	Test Type	Target File or Screen	Test Name	Purpose of Test	Test Data or Situation	Expected Result	Actual Result	Outcome and Actions Required
1	Browser	flight_info.php	Rendering of arrivals table	Test that table renders as expected for arrivals	Date set: 2nd July 2007 1. Internet Explorer 7.0.6000 2. Mozilla Firefox 2.0.0.6 3. Safari for Windows 3.0.3	Six rows for arrivals, five coloured blue, one coloured red, displayed in ascending order by time. Column sequence: flight number, from, time expected, status, gate. Row 1 should contain an image arrivals.jpg). Last row should contain an image in right-most cell (corner.jpg)	1. As expected 2. As expected 3. As expected	All screens rendered as expected. No actions required
2								
3								