# Activity sheet 1.26: Building skills for assessment activity

*Learning outcome B: Be able to use project planning techniques to plan, design and develop a user interface*

*B4: Developing a user interface*

Members of the XYZ Leisure Centre can book activities such as squash courts, yoga classes and swimming lessons. They can do this by telephone or in person at the centre’s reception desk.

The leisure centre is planning to introduce an online booking system that members will be able   
to access from a link on the homepage of its website. The system will need to work on desktop, laptop and tablet computers, as well as smartphones.

The leisure centre has members of all ages from 18–95. Some members are expert users and some are novices.

When planning a project, you should ensure that it meets the requirements.

1. List three different requirements you should consider when planning a project.

An agile project methodology is to be used.

1. Explain how an agile methodology is different from a waterfall methodology.

1. State two benefits of using an agile methodology.

The project will be planned using a Gantt chart. A number of task dependencies and milestones have been identified.

1. Give an example of a task dependency.

1. Explain how a Gantt chart can be used to show the overall flow of activities through the project.

1. Give three examples of how milestones could be used during the project.


5. List three different design principles that you should consider when designing a project.

A design specification needs to be created; this should meet a number of different requirements.

1. In the context of the XYZ Leisure Centre, give two examples for each of these requirements:

User requirements



Input requirements



Output requirements



Accessibility requirements



1. Explain how using a storyboard could help the design process.