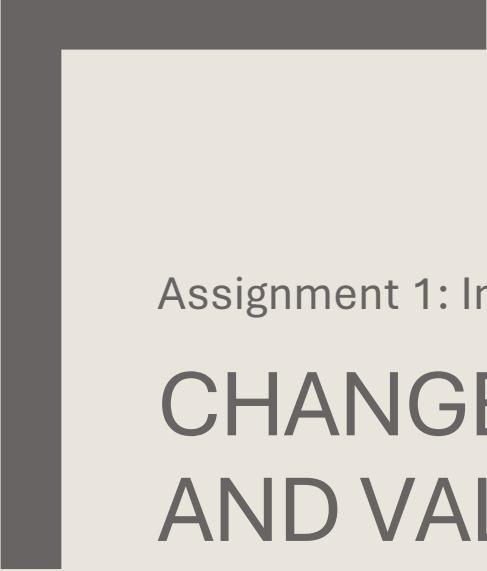




Assignment 1: Innovation and Project Management

CHANGEMAKERS: CREATIVITY AND VALUE CREATION

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UWTSD

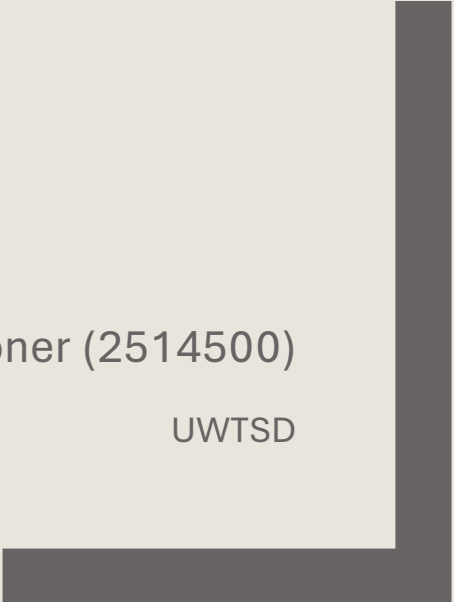


TABLE OF CONTENTS

Table of Contents	1
Task 1: Ideation and Innovation	2
Innovation	2
Ideation	2
Research	4
Task 2: Project Management	5
Project Planning	5
Gantt Chart	6
Risk Analysis	7
Task 3: Project Development method & Design work	8
Development Method	8
Requirement Analysis	9
Design	10
Initial Practice Implementation	11
References	12

TASK 1: IDEATION AND INNOVATION

INNOVATION

Creativity and innovation are key drivers of technological and societal progress, enabling the development of new ideas and practical solutions that improve quality of life and support economic growth [1][2]. The evolution of technology can be understood through concepts such as innovation, diffusion, disruptive innovation, and technology life cycles, which explain how new developments emerge and influence society. By recognising personal interests and developing creative thinking, individuals can generate innovative ideas and contribute to effective problem-solving and future advancements.

IDEATION

Project ideas include the following:

Idea 1

Title:	Automated Service Analytics System for Generating Developer Insights to Enhance User Experience
Summary:	Service analytics play a fundamental role in understanding the performance and effectiveness of modern applications and websites. This project proposes the development of an automated analytics system designed to support performance analysts with limited or no programming experience. The tool would streamline the implementation of analytics within a codebase while minimising manual intervention.
Pros:	Automated analytics integration and interpretation are technically complex.
Cons:	May require substantial development time and resources.

Idea 2

Title:	Coursework Completion World-Building Game: A Gamified Learning Platform to Enhance Student Motivation and Engagement
Summary:	This project proposes a gamified platform that rewards students for completing coursework through progression in a virtual world-building game. As students complete assignments, meet study goals, and achieve academic milestones, they unlock further progression and upgrades in the game. The aim is to increase student motivation, encourage consistent study habits and increase engagement with learning.
Pros:	Applicable across a range of educational levels and subjects. Easy to understand and based on established game principles.
Cons:	Gamification may not motivate all students equally. Development of both the learning and gaming components could be time-consuming.

Idea 3

Title:	Code Optimisation Tool: An Automated Solution for Improving Software Development and Performance
Summary:	This project proposes the development of a tool that analyses source code and identifies opportunities to improve performance, maintainability, and efficiency. The tool would provide developers with recommendations for optimising algorithms, reducing unnecessary complexity, and enhancing overall code quality. The system aims to support developers in producing more efficient and reliable software.
Pros:	Relatively simple to implement due to its focus on code analysis. Requires minimal hardware and little to no networking infrastructure.
Cons:	Many similar tools already exist within the software development market. Widespread AI integration in existing tools may reduce demand for a standalone solution.

Chosen Idea (4)

Title:	Interactive Game Help Guide Website: Phasmophobia
Summary:	This project proposes the redesign and enhancement of an existing game help guide website. The current website contains limited information and lacks interactivity. The aim is to update the content, introduce interactive features like help/detective tools, in-depth help guides and developer feedback. The aims is to create a more streamlined user interface, resulting in a resource that is easier to navigate and more effective for players.
Pros:	Builds upon an existing project, reducing initial development effort. Relatively straightforward to implement using established web development technologies.
Cons:	Content must be maintained and updated to remain accurate and relevant. The project's scope may be restricted by the foundations of the existing website.

Aim: To design and develop an interactive Phasmophobia help guide website that improves usability, accessibility, and player support through interactive features.

Specific	Analyse the current implementation of the website to identify usability issues, missing content, and opportunities for improvement.
Measurable	Produce a redesigned user interface and document a minimum of five improvements to functionality, content, or usability.
Achievable	Develop and implement at least one interactive feature, such as a ghost detection tool or evidence tracking system.
Relevant	Ensure the website contains accurate and up-to-date game information, including recent updates, patch notes, and gameplay changes.
Time-Bound	Complete the analysis, redesign, development, testing, and evaluation phases by 7 August 2026, in line with the Assignment 2 deadline.

RESEARCH

Some helpful sources that could be used to achieve the project's aim are as follows:

- Udemy for business course titled “**Frontend web developer Modern HTML CSS JavaScript**” [3]

This course provides a comprehensive introduction to core web development technologies, including HTML, CSS, JavaScript, and the JavaScript Document Object Model (DOM). It will support the development of the technical knowledge required to implement and maintain the proposed website.

- Udemy for business course titled “**Web Design for Web Developers: Build Beautiful Websites!**” [4]

This course explores key web design principles, including colour theory, page layout, user interface (UI) design, and visual hierarchy. The knowledge gained will inform the development of an intuitive and user-friendly website design.

- **Official Phasmophobia webpage** [5].

The official Phasmophobia website will serve as the primary source of authoritative information, providing access to patch notes, development updates, and other relevant game-related content required to maintain accuracy.

- **Community-Maintained Help Resources** [6][7].

Community-maintained resources will be utilised alongside existing website content and prior knowledge to establish a comprehensive knowledge base.

TASK 2: PROJECT MANAGEMENT

PROJECT PLANNING

Proposed Solution:

The outcome of this project will be a fully functional and interactive website that provides players of Phasmophobia with a range of support tools, including features such as an evidence tracker and a ghost behaviour tracking system. The website will be designed in accordance with WCAG 2.2 [8] accessibility guidelines to ensure it is accessible and user-friendly for a wide range of users. Additionally, the website will feature an engaging and intuitive user interface whilst providing accurate, relevant, and up-to-date information on ghost types, game mechanics, and recent updates within Phasmophobia.

Required Resources:

Required resources for this project are very minimal.

Hardware	Access to a device capable of running a modern web browser, such as Google Chrome, Microsoft Edge, or Safari, is required. As the project involves enhancing an existing website, no additional hardware resources are expected compared to current implementation.
Software	A stable internet connection, a compatible operating system, and a modern web browser are required for accessing and testing the website. A code editor, such as WebStorm [9], will be used for development. Additionally, version control software (GitHub [10]) may be utilised to manage source code and track project changes. Browser developer tools and accessibility testing tools may also be used to support debugging and ensure compliance with WCAG 2.2 [8] accessibility guidelines.

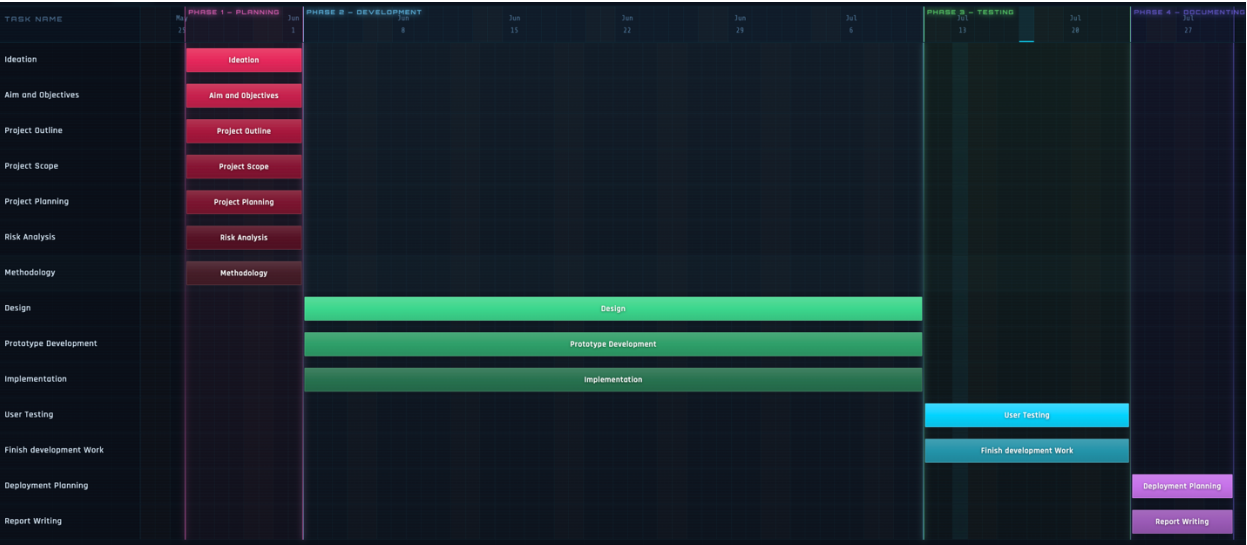
Project Timeline:

Total time: 99.5 Hours

Task	Time Taken	Estimated Completion
Ideation	2 Hours	
Aim and Objectives	1 Hour	
Project outline: description & Key sources	30 Minutes	
Project scope: timeline & resources	1 Hour	
Project Planning: Task schedule & Gantt chart	1.5 Hours	
Risk Analysis	1 Hour	
Development methodology selection	30 Minutes	09/06/2026
Design phase	5 Hours	
Prototype Development	20 Hours	
Implementation	10 Hours	14/07/2026
User Testing & feedback	5 Hours	
Finish development work	5 Hours	28/07/2026
Deployment planning	2 Hours	
Reflection and Report writing	5 Hours	04/08/2026

GANTT CHART

See bespoke Gantt chart below [11].



The Gantt chart is aligned with the project timeline and associated deadlines. It is divided into four key phases: planning, development, testing, and documentation, providing a structured overview of project activities and milestones.

RISK ANALYSIS

What is a risk?

A risk is defined as the possibility of something bad happening [12]. Project development is full of risks; some can be seen below:

Risk no.	Risks	Impact	Contingencies
1	Time constraints resulting in delayed project completion.	High	A project plan with defined milestones and deadlines will be followed to ensure progress remains on schedule.
2	Game content and mechanics may change during development.	Medium	Review development roadmaps and patch notes regularly, and where possible consult official developer communications. Display the supported game version on the website to inform users.
3	Loss or corruption of project data.	High	Back up work regularly and utilise version control software, such as GitHub [10], to manage and recover project files.
4	Interactive tools may not function as intended.	Medium	Conduct regular testing throughout development and resolve issues as they are identified.
5	Website may not meet WCAG 2.2 accessibility requirements.	Medium	Use accessibility testing tools [13] and perform regular reviews against WCAG 2.2 guidelines.
6	Browser compatibility issues.	Medium	Test the website on multiple browsers, including Chrome, Edge, Firefox, and Safari.

TASK 3: PROJECT DEVELOPMENT METHOD & DESIGN WORK

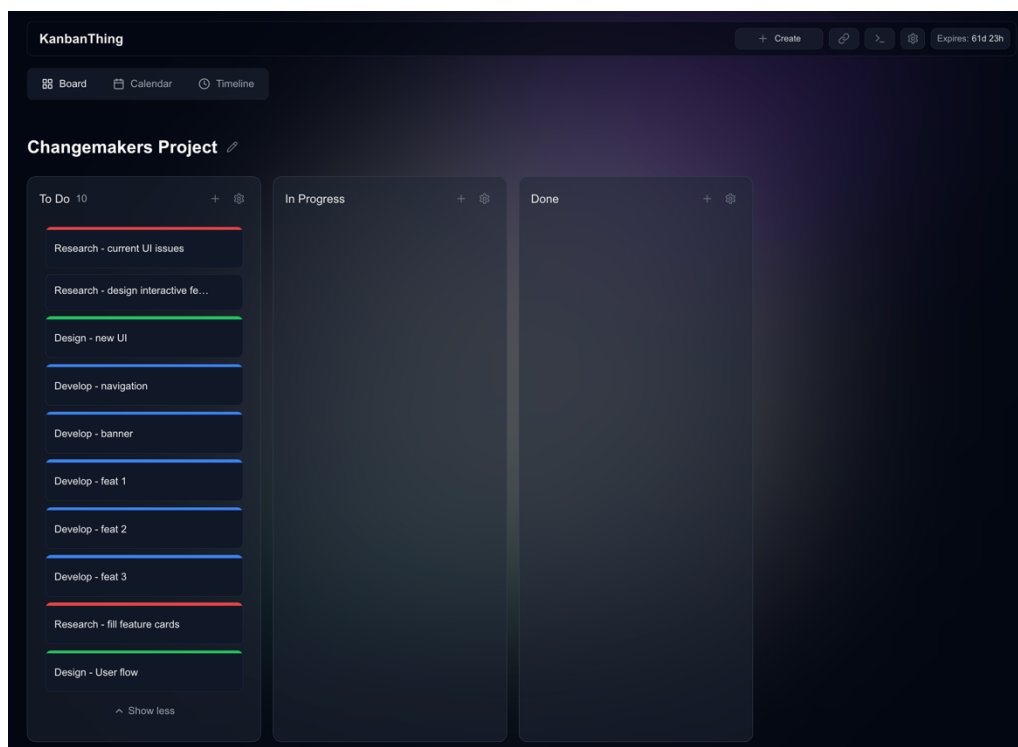
DEVELOPMENT METHOD

This project will be developed using a Kanban-based Agile methodology. Agile has been selected due to its emphasis on iterative development, continuous improvement, and flexibility when responding to changing requirements [14]. As the project involves maintaining up-to-date game information and developing interactive features, Agile provides the ability to adapt to changes throughout the development lifecycle.

The Kanban framework is particularly suitable as it allows tasks to be managed visually through a workflow consisting of stages such as To Do, In Progress, and Completed. This approach enables progress to be monitored effectively whilst prioritising tasks based on project requirements. Unlike time-boxed Agile methods such as Scrum, Kanban does not require fixed-length sprints, offering greater flexibility [15] when balancing development activities, testing and documentation around work and personal life.

Additionally, the use of continuous integration and continuous delivery (CI/CD) principles will support the regular implementation, testing, and refinement of website features. This will help ensure that issues are identified early, functionality is validated throughout development, and the final product meets the project's aim, objectives and scope.

Below is a Kanban board made for this project:



REQUIREMENT ANALYSIS

Functional Requirements

Req. ID	Req. Title	Must/Want	Comments
FR-001	Interactive Evidence Tracker	Must	Users must be able to select evidence and filter potential ghost types.
FR-002	Ghost Information Database	Must	Users must be able to view accurate and up-to-date information for each ghost type.
FR-003	Search and Filtering	Want	Users should be able to search for ghosts, mechanics, and guides quickly.

Design Requirements

Req. ID	Req. Title	Must/Want	Comments
DR-001	Responsive Design	Must	Website must display correctly on desktop, tablet, and mobile devices.
DR-002	Intuitive Navigation	Must	Users should be able to locate information within a minimal number of clicks.
DR-003	Consistent UI	Want	Colours, typography, and layouts should be consistent throughout the website.

Non-Functional Requirements

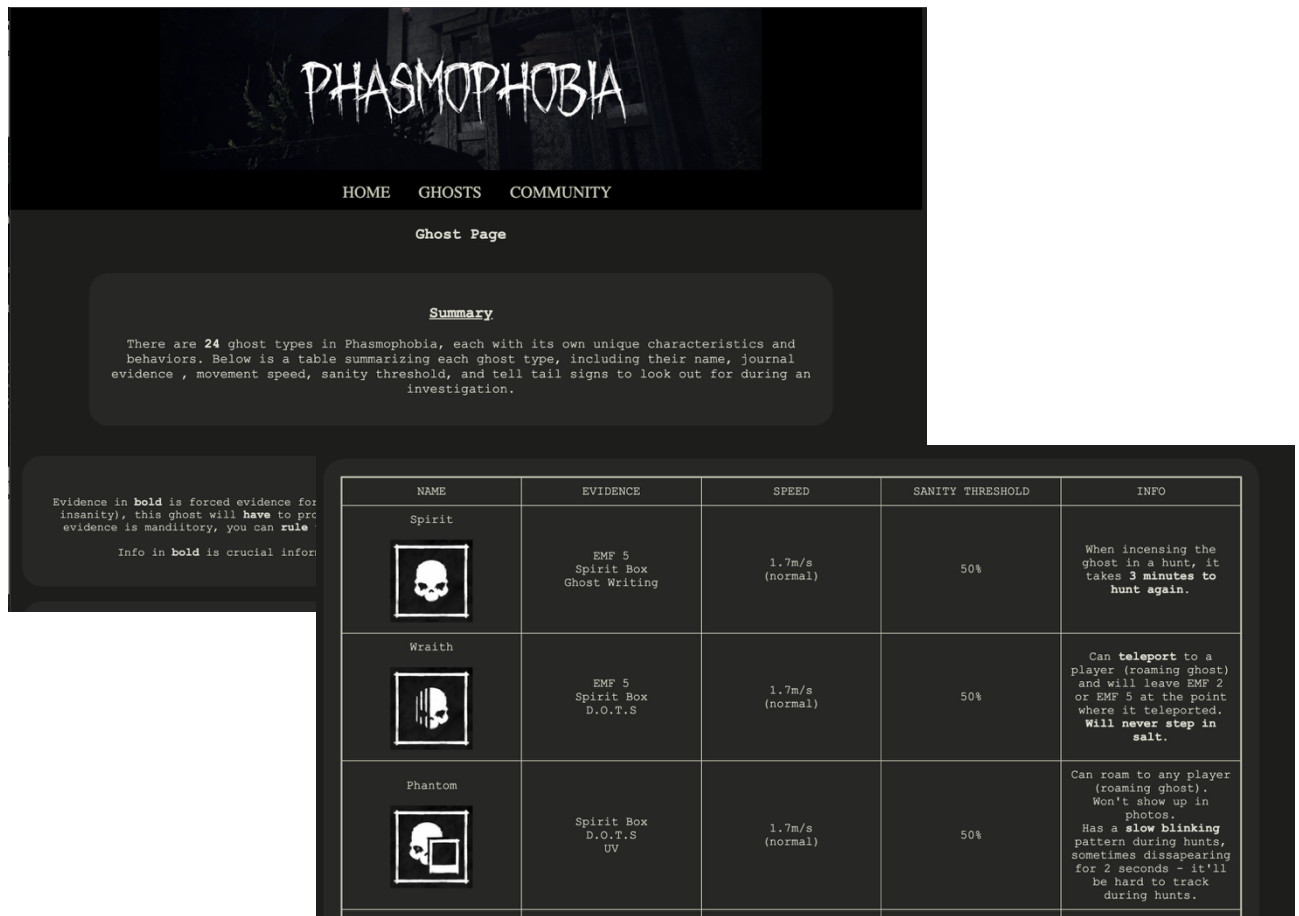
Req. ID	Req. Title	Must/Want	Comments
NFR-001	Accessibility	Must	Website should comply with WCAG 2.2 [8] accessibility guidelines.
NFR-002	Performance	Want	Pages should load quickly and interactive tools should respond without delay.
NFR-003	Usability	Must	The website should be easy to learn and use for both new and experienced players.

Constraints

Req. ID	Req. Title	Must/Want	Comments
C-001	Project Deadline	Must	Development must be completed before the Assignment 2 submission date.
C-002	Technology Stack	Must	The project will be developed using HTML, CSS, and JavaScript.
C-003	Dependency on Game Updates	Want	Website content may require updating following Phasmophobia patches and changes.

DESIGN

Old design viewed on Google Chrome:



The original website consisted of three main pages: Home, Ghosts, and Community, with only the Ghosts page being retained in the revised design. While the website successfully provided key information about ghost types, evidence, and gameplay mechanics, it primarily functioned as a static information source. Information was presented through large tables and text-heavy sections, which could be difficult for users to navigate efficiently during gameplay. Additionally, the Community page offered limited value in supporting the website's primary objective and will therefore be removed.

Below is a very simple design made using HTML

Find the Ghost Faster

Use interactive evidence and behaviour tracking tools to identify ghost types.

Evidence

☒ EMF Level 5 ☒ Spirit Box ☒ UV

Possible Ghosts

- Spirit
- Wraith
- The Twins

Though this is a rough draft, Evidence would hopefully be displayed via tick boxes that then limit the options for which ghost is available.in

INITIAL PRACTICE IMPLEMENTATION

Database

Below is a screenshot of the initial SQL implementation used to create the website's database:

```
CREATE TABLE GhostTypes (  
    GhostID INT PRIMARY KEY AUTO_INCREMENT,  
    GhostName VARCHAR(50) NOT NULL,  
    Evidence1 VARCHAR(50),  
    Evidence2 VARCHAR(50),  
    Evidence3 VARCHAR(50)  
);  
  
INSERT INTO GhostTypes  
(GhostName, Evidence1, Evidence2, Evidence3)  
VALUES  
( GhostName 'Spirit', Evidence1 'EMF Level 5', Evidence2 'Spirit Box', Evidence3 'Ghost Writing'),  
( GhostName 'Wraith', Evidence1 'EMF Level 5', Evidence2 'Spirit Box', Evidence3 'DOTS Projector'),  
( GhostName 'Phantom', Evidence1 'Spirit Box', Evidence2 'Ultraviolet', Evidence3 'DOTS Projector'),  
( GhostName 'Poltergeist', Evidence1 'Spirit Box', Evidence2 'Ultraviolet', Evidence3 'Ghost Writing'),  
( GhostName 'Banshee', Evidence1 'Ultraviolet', Evidence2 'Ghost Orb', Evidence3 'DOTS Projector'),  
( GhostName 'Jinn', Evidence1 'EMF Level 5', Evidence2 'Ultraviolet', Evidence3 'Freezing Temperatures'),  
( GhostName 'Mare', Evidence1 'Spirit Box', Evidence2 'Ghost Orb', Evidence3 'Ghost Writing'),  
( GhostName 'Revenant', Evidence1 'Ghost Orb', Evidence2 'Ghost Writing', Evidence3 'Freezing Temperatures'),  
( GhostName 'Shade', Evidence1 'EMF Level 5', Evidence2 'Ghost Writing', Evidence3 'Freezing Temperatures'),  
( GhostName 'Demon', Evidence1 'Ultraviolet', Evidence2 'Ghost Writing', Evidence3 'Freezing Temperatures'),  
( GhostName 'Yurei', Evidence1 'Ghost Orb', Evidence2 'Freezing Temperatures', Evidence3 'DOTS Projector')
```

The SQL schema will continue to evolve alongside the project's requirements, ensuring that the database can support both current functionality and any additional features introduced during development.

Page Removal

The community page has been removed due to its limited relevance to the current scope and objectives of the website.



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