Team OutSystems

Semester Report

Tuesday, May 13

THE CLIENT

ABOUT AGILITY

agile methodology

ABOUT AGILITY

ABOUT AGILITY

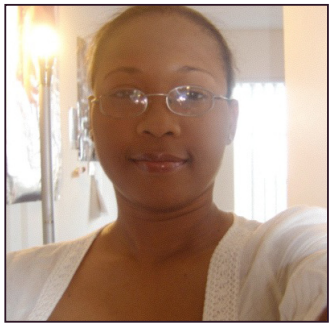
PROBLEM SPACE

Redefining Market
Targeting new users
Improving platform usability

AGENDA

Introduce team
Projected schedule
Actual schedule
Research results
Road blocks
What's next

THE TEAM



Gem Bleasdell
Project Manager

Korina Loumidi
User Testing Lead

Adam Matthews
Document Lead

Bharathi Pitti
Technical Lead

Ceren Sakizli
Design Lead

SEMESTER SCHEDULE

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Kickoff

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Kickoff

Focus Setting

SEMESTER SCHEDULE

Kickoff

Focus Setting

Understanding Problem Space

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Competitive Analysis

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Analysis of Current System

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Focus Setting

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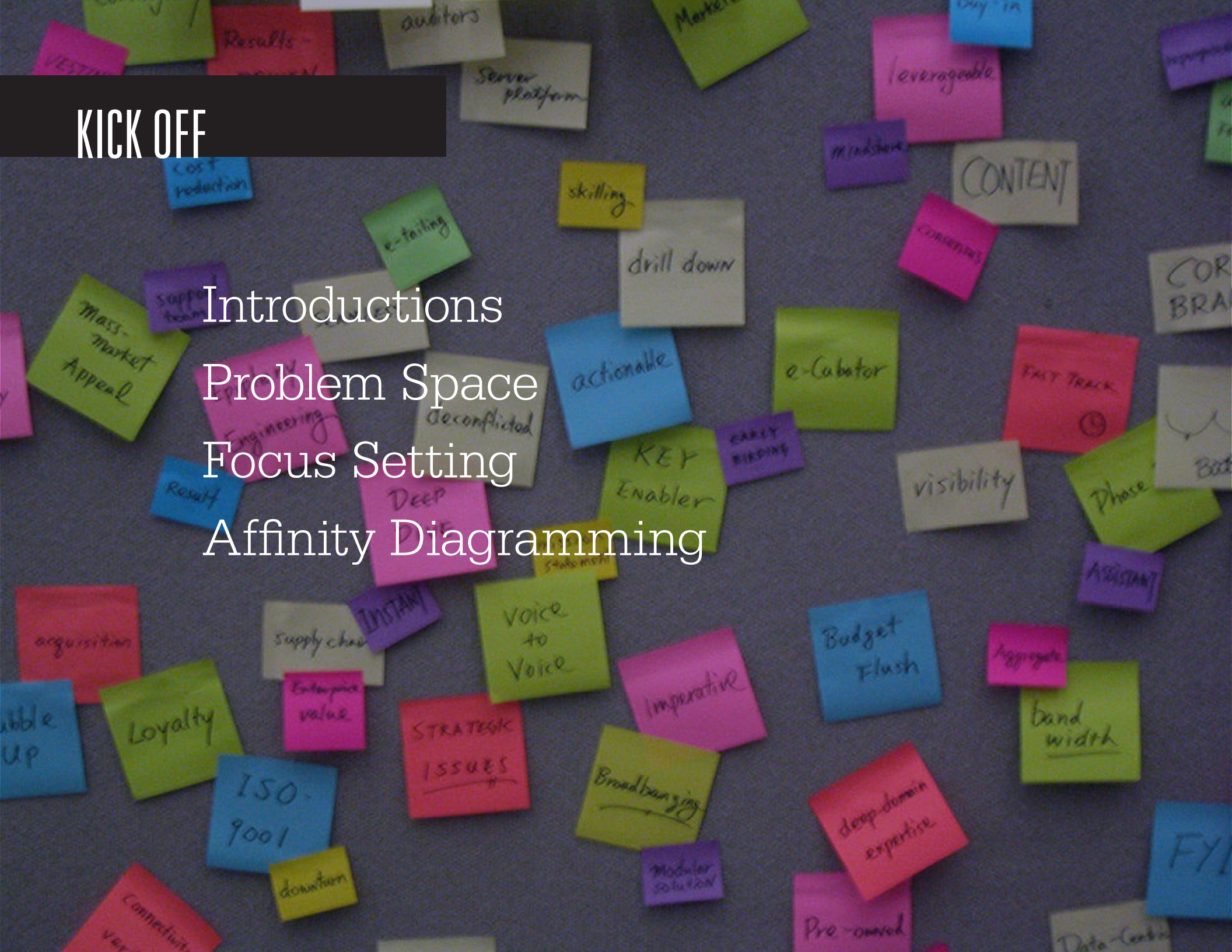
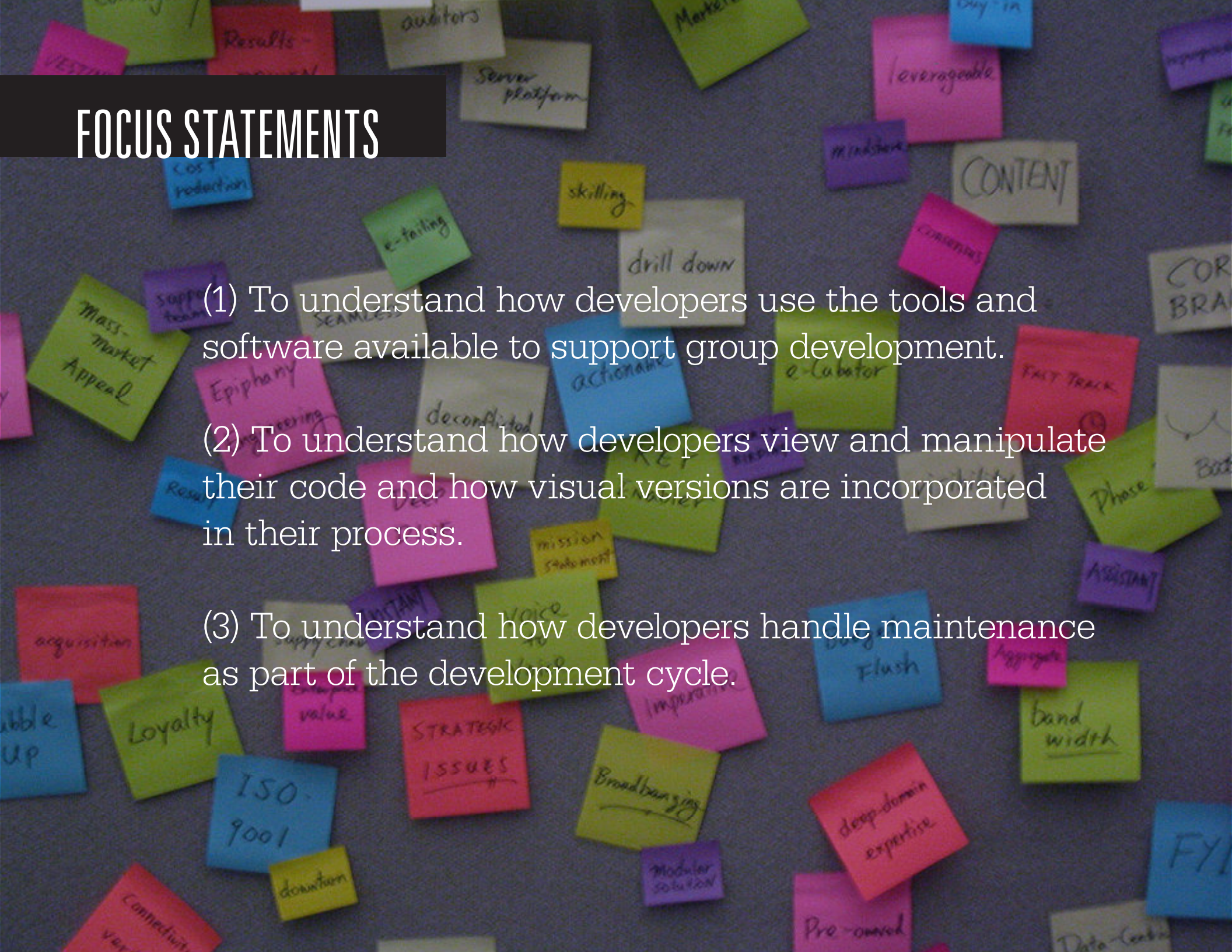
Analysis of Current System

Contextual Inquiry


KICK OFF
Introductions
Problem Space
Focus Setting
Affinity Diagramming



FOCUS STATEMENTS

(1) To understand how developers use the tools and software available to support group development.

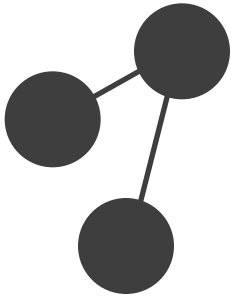
(2) To understand how developers view and manipulate their code and how visual versions are incorporated in their process.

(3) To understand how developers handle maintenance as part of the development cycle.

FOCUS STATEMENTS

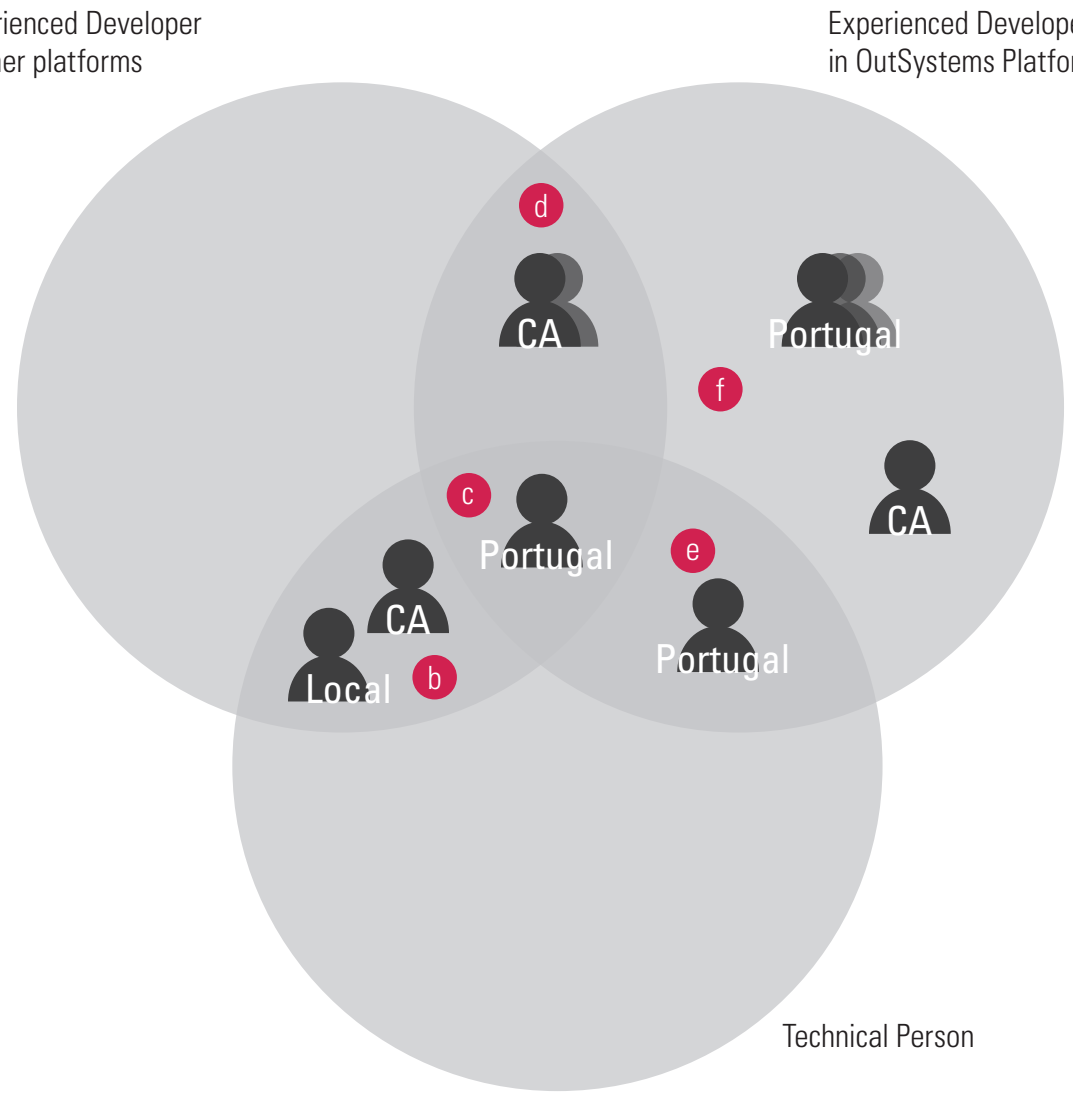
communication

maintenance



visual
representation
of code

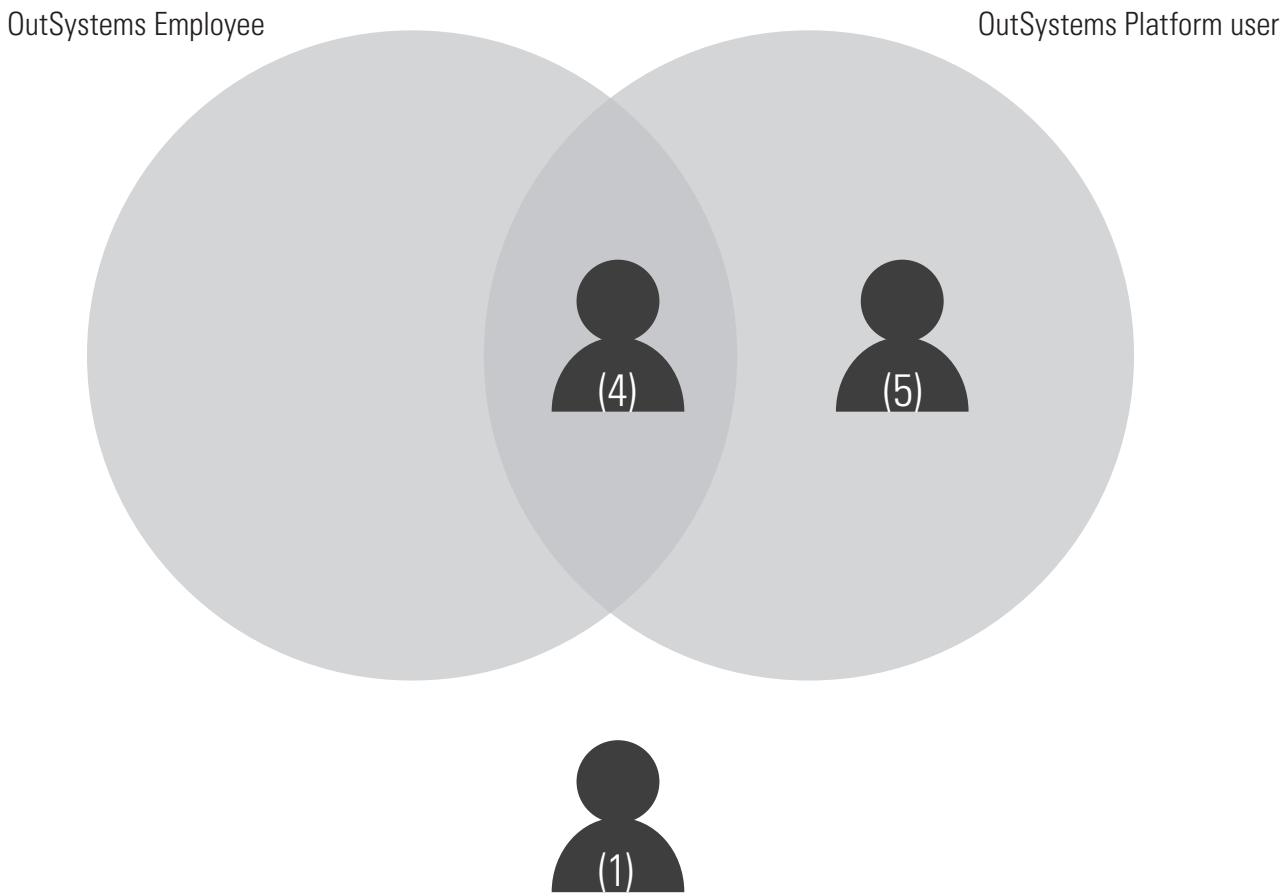
USER DEFINITION



- b — One (1) local CI and one (1) CI in California with technical developers who are experienced in other platforms
- c — One (1) CI in Portugal with technical developers who are experienced in multiple platforms
- d — Two (2) CIs in California with non-technical developers who are experienced in multiple platforms
- e — One (1) CI in Portugal with technical developers who are experienced only in OutSystems platform
- f — Three (3) CIs in Portugal and one (1) CI in California with non-technical developers who are experienced only in OutSystems platform

Total = Ten (10) CIs

USER DEFINITION



NON OS EMPLOYEE

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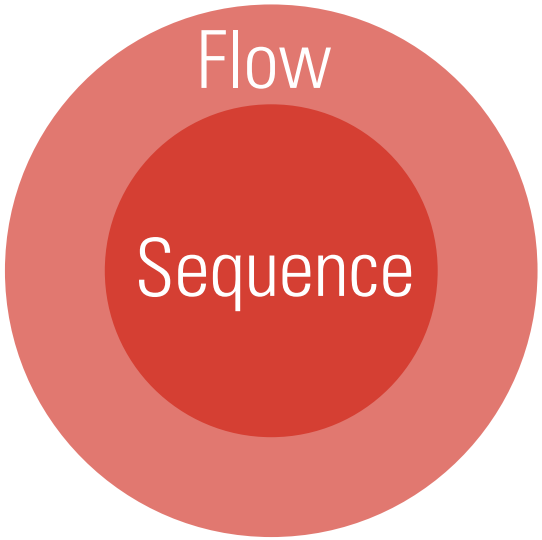

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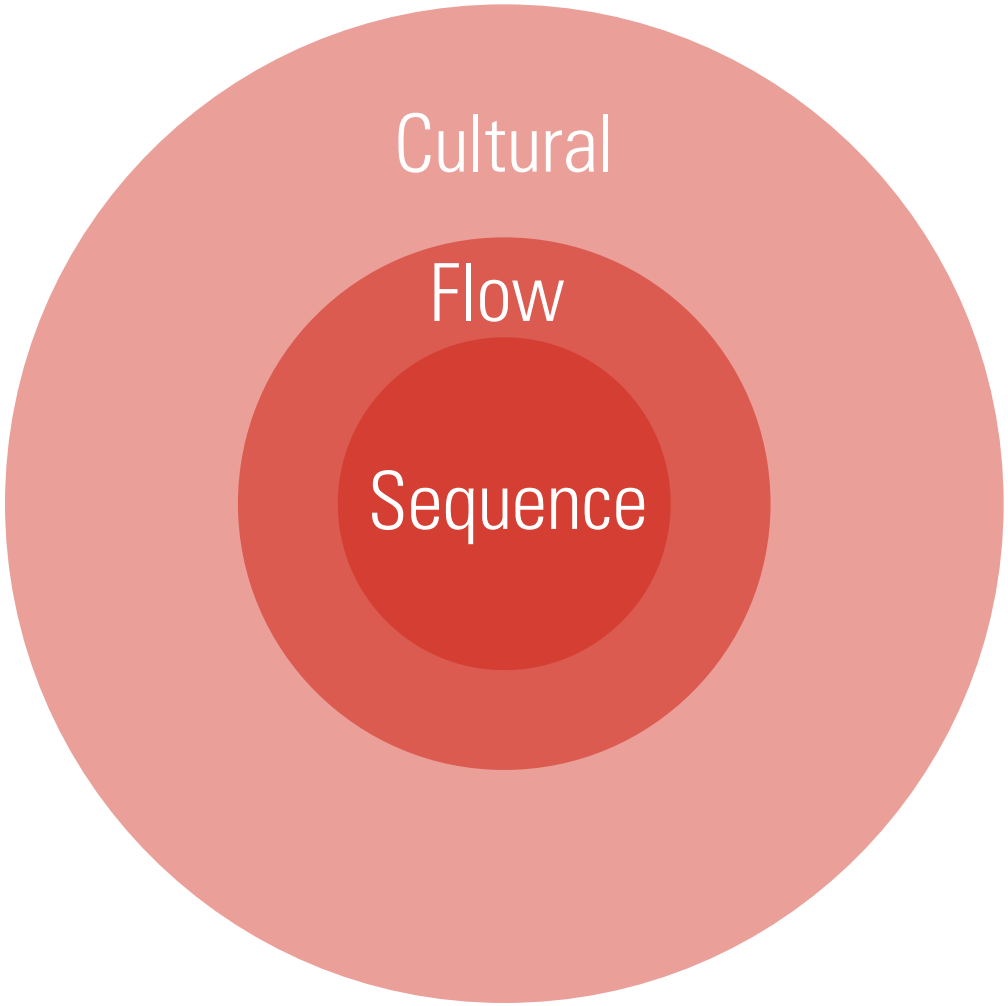

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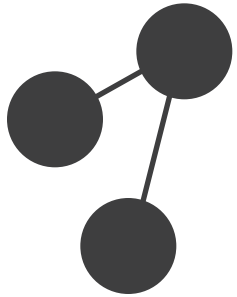

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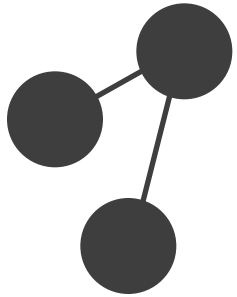
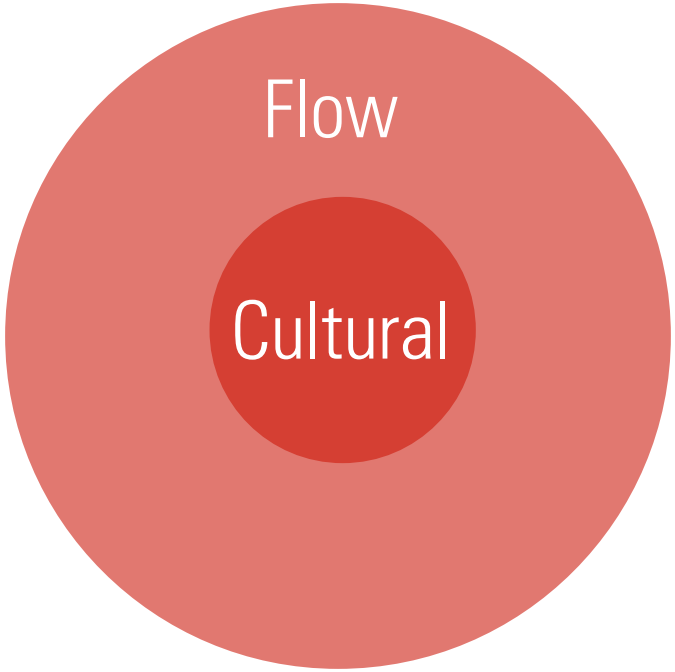


Outside of foci

OS EMPLOYEE

OS EMPLOYEE

OS EMPLOYEE



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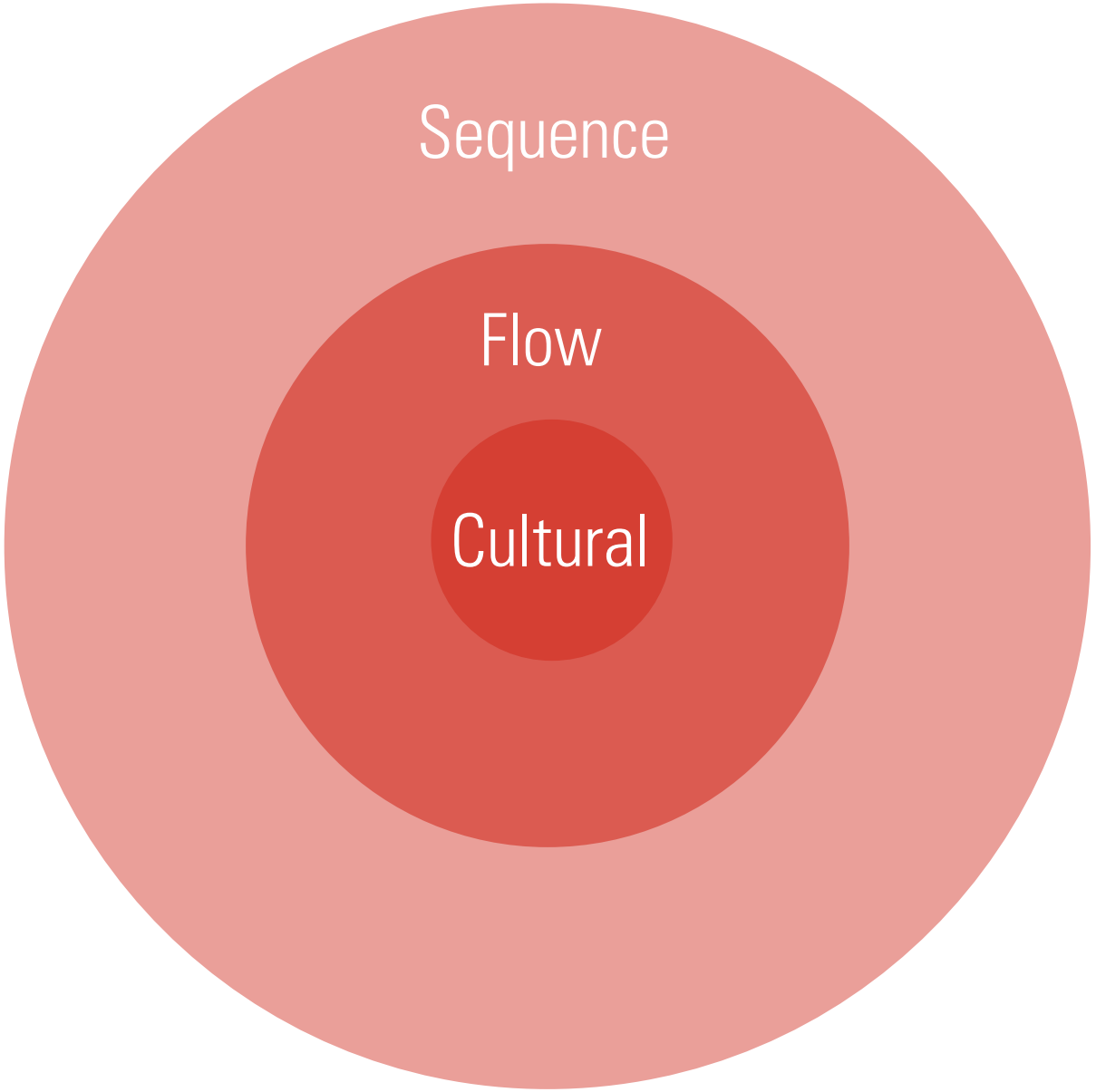
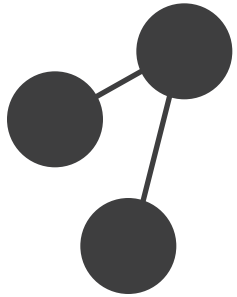


OS EMPLOYEE

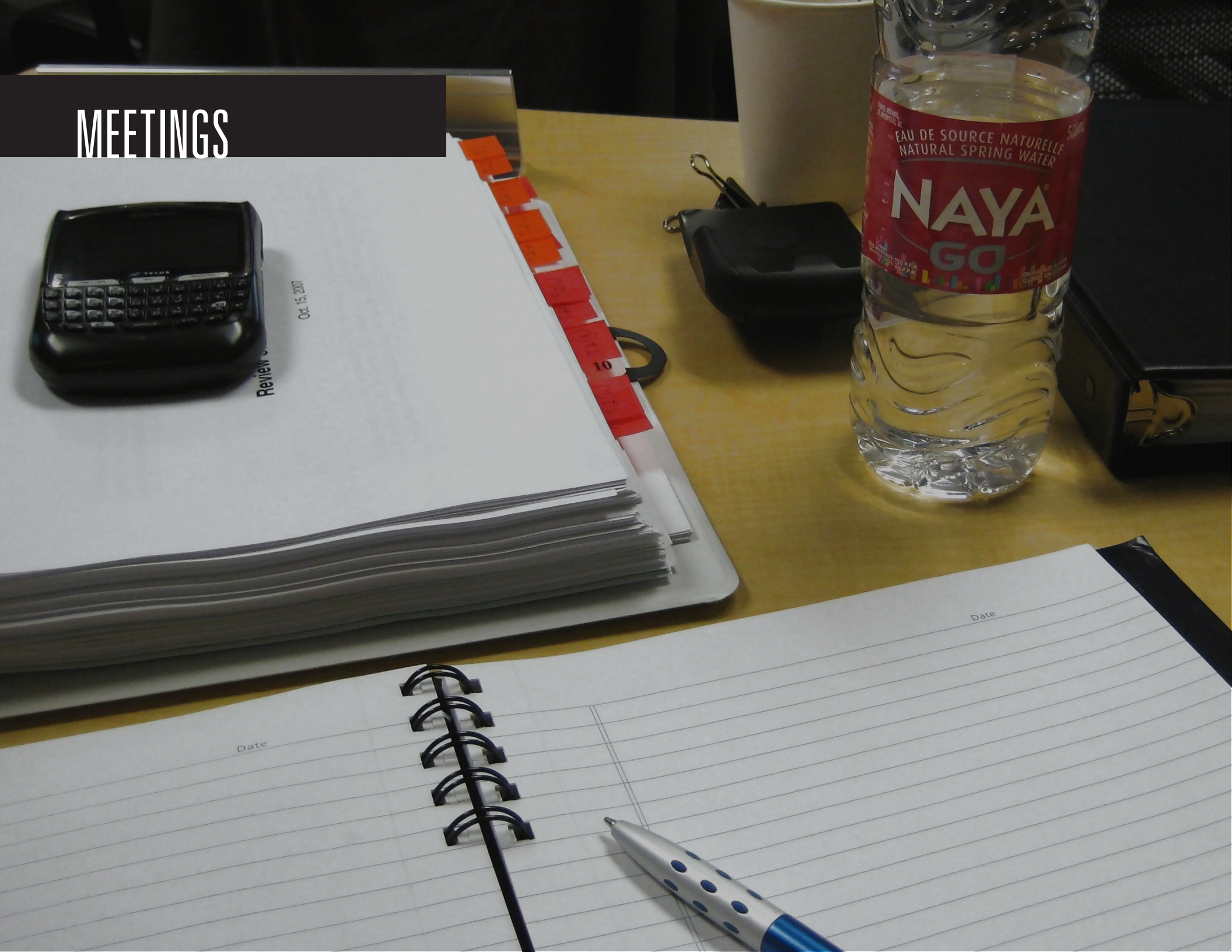
Most tasks
Commenting
Managers Involvement

Several tools
Commenting



Commenting
Breakdowns

MEETINGS


EAU DE SOURCE NATURELLE
NATURAL SPRING WATER
NAYA
GO
Oct. 15, 2007
10
Date
Date

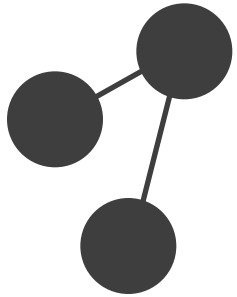
OVERVIEW OF FLOW

Several Mediums
Through a communication tool
- phone, email, IM, commenting

Breakdowns
- Completion of Tasks
- Understanding the problem
- Application maintenance

Relied on Commenting
Communication and maintenance

Breakdowns



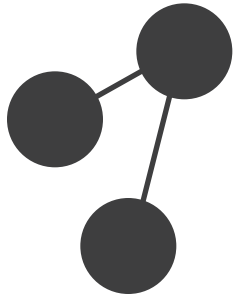
Most users
Design View/Flow View

Breakdowns
- Revolved around complexity
- Lack of commenting

OVERVIEW OF CULTURAL

No major conclusions
One breakdown may be attributed

No major conclusions



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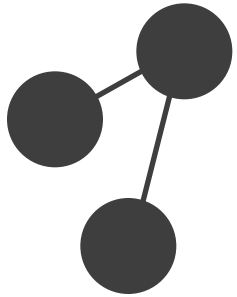


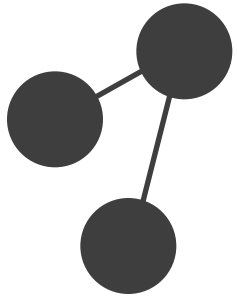
No major conclusions

Security
Project management breakdowns
Bugs

OVERVIEW OF SEQUENCE

Through commenting
Email
Several uses

Project management tools
Maintenance almost immediate
Breakdowns
- Network speed
- Physical constraints
- Commenting
- Time



Design view
- Heavy usage

Previews
- Browser

Visual Inspection of code

GENERAL FINDINGS

Commenting

- repeated theme
- Not a foci
- Useful
- Informational
- Communication

Breakdowns

- Lead to confusion
- Hinder work

GENERAL FINDINGS

Communication and Maintenance are interdependent

Communication tools mostly external

Maintenance is the main tasks of the developer

Maintenance pervasive

Tweaking & Testing

Visual inspection popular

User greatest influencer

Cultural breakdowns from user to software provider

Project management breakdowns generally cultural

Managers heavily influence users

COMPETITIVE ANALYSIS

MS Visual Studio 2008
MS Sharepoint
MS BizTalk
Salesforce.com
Apex
Force.com
PAAS
Skyway Software
Composite Software
Wave Maker

Nexaweb
Cape Clear
Inuvia
Yahoo! Pipes
IBM QEDWiki
Microsoft PopFly
Serena
CogHead
WinDev
Adobe Flex

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Microsoft PopFly
Serena
CogHead
WinDev
Adobe Flex

CURRENT SYSTEM ANALYSIS

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Four types of web applications

visualization of the design layout

Flow visualization

Uses internal language

Not always descriptive

Proper support

ROAD BLOCKS

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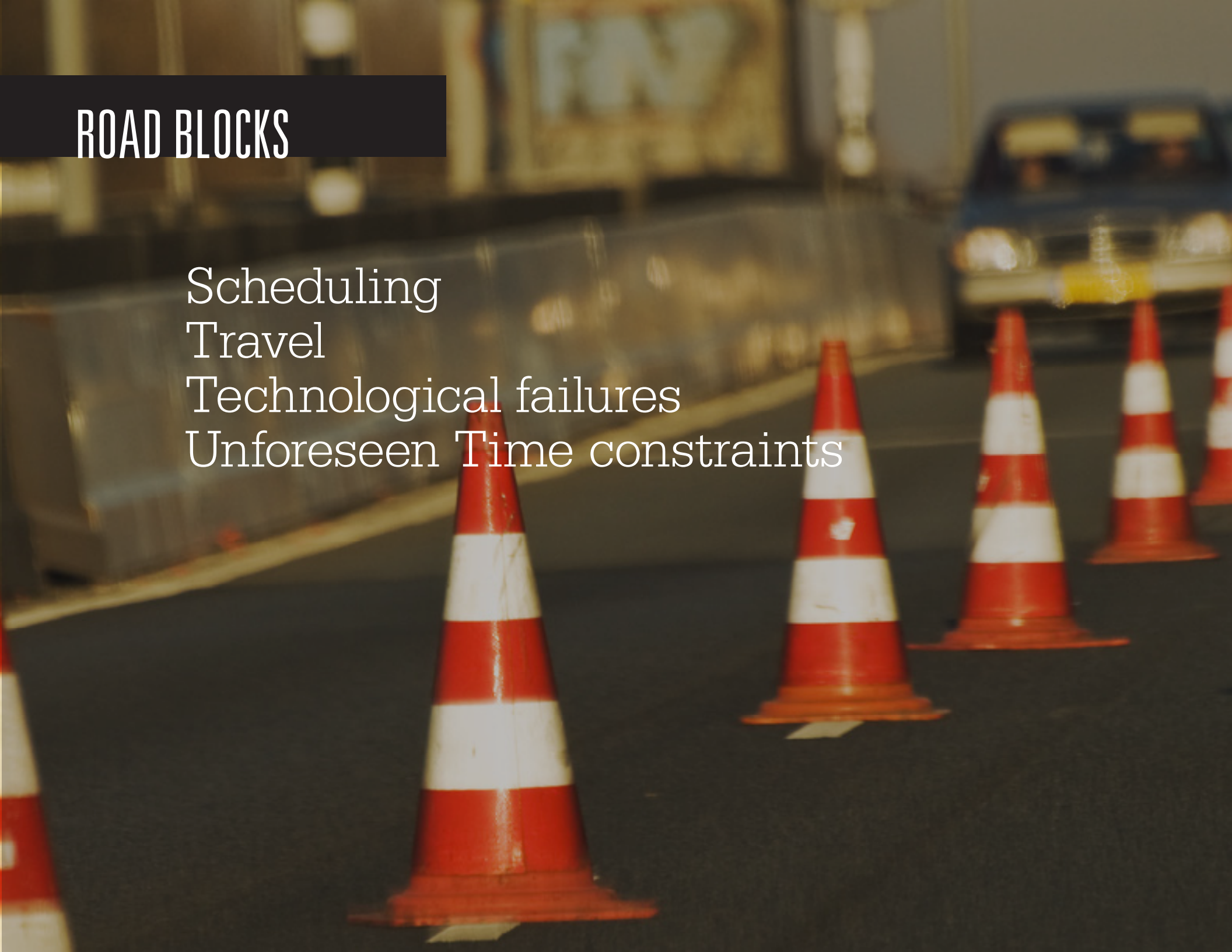

Scheduling
Travel
Technological failures
Unforeseen Time constraints

PROJECTIONS FOR SUMMER

Kickoff Meeting

PROJECTIONS FOR SUMMER

Kickoff Meeting

Brainstorming

PROJECTIONS FOR SUMMER

Kickoff Meeting

Brainstorming

Choosing Direction

PROJECTIONS FOR SUMMER

Kickoff Meeting

Brainstorming

Choosing Direction

Design Iterations

PROJECTIONS FOR SUMMER

Kickoff Meeting

Brainstorming

Choosing Direction

Design Iterations

Testing

PROJECTIONS FOR SUMMER

Kickoff Meeting

Brainstorming

Choosing Direction

Design Iterations

Testing

THANK YOU