**[Final Slide Deck Presentation Video](https://youtu.be/ucvKVrCtKtY)**

[**Final Slide Deck Presentation**](https://aquoco-my.sharepoint.com/:p:/g/personal/evoingram_aquoco_onmicrosoft_com/EYdRBEx9Wk9KuqGbxTX1QGsBGeDu_ewG5CF02SHvr8TL4A?e=L8wjJZ)

**Your slide-deck presentation should include the following:**

* **1 slide on the problem tried your team set out to solve.**
  + The biggest problem and the one we paid most attention to was that Swaap did not have a very consistent user experience. Considering this wasn't a greenfield project and we found a ton of bugs and potential things to fix, we decided it would be best if, for our first release canvas, we focused on making the web and iOS user experiences more consistent and clean. The second canvas we designated for a new feature and ended up evolving significantly from initial idea to final implementation.
* **1 slide on the user research that went into your product vision.**
  + We did several user personas and updated the competitor research, adding six plus competitors that we analyzed. Then despite not having a UX designer, we did create a survey to ask people to try out our app and answer some questions. We asked these questions to try to give us some direction for which features we should fix or develop first. With so many possible directions to go in given a limited time, what can we do that would have the maximum best impact on our users?
  + We got two responses, so it wasn't terribly informative. We ended up presenting this issue to the stakeholder and getting feedback on direction from the stakeholder.
* **1 slide on breaking down into releases Release Canvases**
  + As I said previously, our first release canvas was mostly bug fixes and our second release canvas was implementing a new feature to the extent we could, which I will discuss in a moment. The first release canvas resolved the following issues:
    - *Release Canvas I:* 
      * PROBLEM
        + User isn't warned before they delete a contact (deletes on click)
        + Mobile app and Web Portal aren't displaying same information

Changing birthdate on app won't update birthdate on the web portal.

Job title, location, tagline, bio section is not included on the Web Portal

Profile information on Mobile app is left out unless you're editing

* + - * + Profile picture alignment is off
        + Link updating/creation may be confusing for the user, refactor to enhance ease of use
    - *Release Canvas II:* 
      * PROBLEM
        + Unclear how to add and manage contacts

Users have no way to sort/filter their contacts for easy/quick access

Non-Swaap users have no access to your information

Map of where you met your connection

User onboarding

* **1 slide on favorite feature. Include screenshots as necessary.**
  + My favorite part of this project was helping manage it. My favorite feature was probably a tie between the search filter and the public page for non-Swaap users.
* **1 slide on how they tested that feature. Tell us how you made sure that the feature worked correctly and how you know it solves the problem you set out to solve.**
  + We approached our Cypress testing differently than originally planned and the reason for that was mostly technical. The previous Labs group had implemented almost no testing, like maybe one or two Cypress tests total.
  + So we put off writing Cypress tests until towards the end, and I wrote them initially. I wrote 110 tests, and basically started on the landing page and never made it to everything after the login due to time constraints. There was then a refactor at the end by Rob and others, so Sierra then updated the tests to ensure they still passed. When we tried to implement code climate for code coverage, there were some technical issues that we couldn't work out before Labs completed.
  + We tested both the search filter and public page by using the app with each other while on Zoom as a team. We have at least one person on our team who likes to find ways to break things, so that works to our advantage in testing. It means the stuff we put out is strong and covers a lot of edge cases.
* **1 slide of reflection as to what they did differently. This is to be a short retrospective of what you learned during your labs experience 1 slide on how they tested that feature. Tell us how you made sure that the feature worked correctly and how you know it solves the problem you set out to solve. 1 slide of reflection as to what they did differently. This is to be a short retrospective what you learned during your labs experience.**
  + So overall, both of our release canvasses greatly contributed to solving the problem of an inconsistent user experience by significantly synchronizing the web and iOS user experience. We made sure we solved that problem by initially going through the entire app as a team, both web and iOS, making a master list of everything that was different, and paring it down to what you see on the release canvasses. We wanted to do a new feature integrating events, but with the time constraints being what they were, the next best thing was to create some search filters and make it easier and more enticing for non-Swaap users to use Swaap by creating public profiles, to focus more on the core feature of connecting people effortlessly.