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Mobile Connected App 2.0 – MINI UI for 07/20 & Way Forward

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Background

- **MINI specific UI Design** has been approved by ED and ED-M
- According to Architecture Circle alignment, **proposed Design not feasible**

→ CTW MINI Team **in-between** the **two directions**

- Agreement with DE-8 on 05/02/20 to go with an **iterative approach**:
  - **07/20**: Basic Theming/Skinning (+ MINI Upper Vehicle Tab)
  - **Next**: Working on Extended Theming
  - → **Prerequisite**: Agreement between all stakeholders (BMW + MINI) for this approach and working model to move forward

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Goal for Today

- Reach common understanding on **Implications & Limits** of (Slides 4-5)**:**
  - Basic Theming/Skinning
  - Extended Theming
  - Separate Widgets

- Reach agreement on **Scope for 07/20** (Slides 6-8)

- Align on prerequisites for **Extended Theming** (Slide 9)

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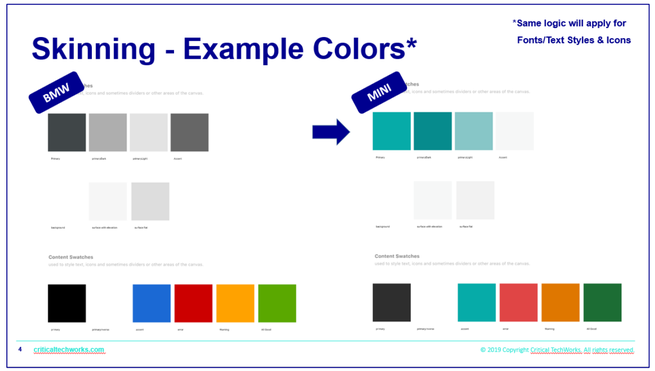
Clarification of Terms

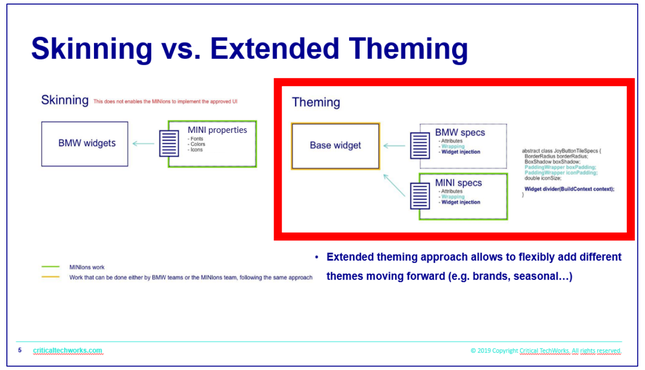
- **Basic Theming (“Skinning“)** = allows to apply different Colours, Fonts/Text Styles & Icons to widgets of the entire app via **global configuration** (“theme state class”), while the style of the widgets remains unchanged

→ **Doesn´t allow to implement MINI UI Design** In Progress



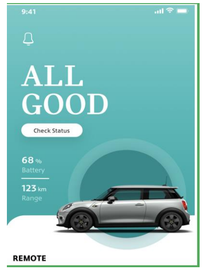
Common Library

- **Extended Theming** = additionally allows for different Borders, Shadows, Padding etc. of widgets, using a **“base widget”** with all behaviors for different widget styles as well as specs files for the specific styles (“specs classes”)



Common Library

- **Separate Widgets** = needed to further differentiate Design, (→ MINI Upper Vehicle Tab, Tab Bar)



Unicorn/Feature

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Scope 07/20

Skinning
Separate Widgets

→ Clean architecture

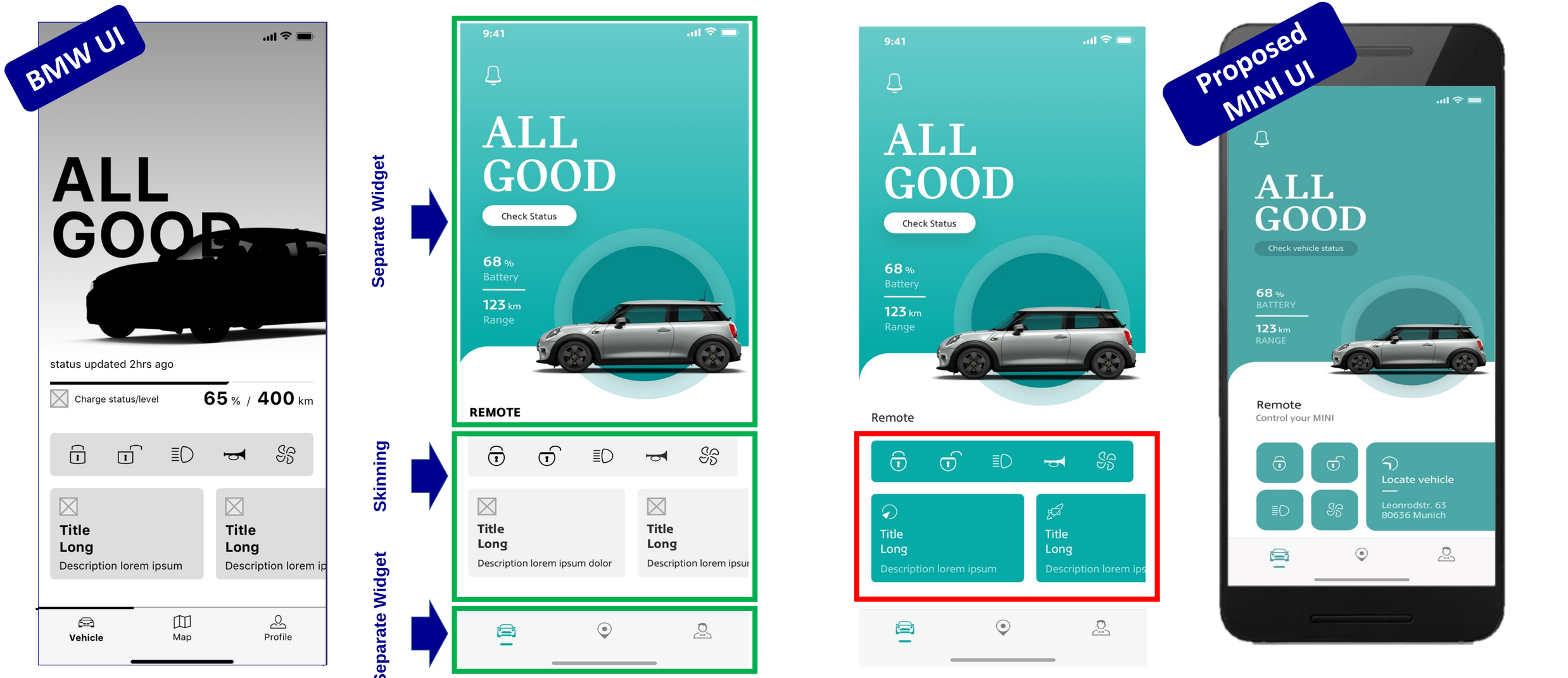
Not recommended

Skinning + Workarounds
Separate Widgets

After 07/20

Separate Widgets
Extended Theming

→ Clean architecture



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Scope 07/20 - Summary

WHAT	DESCRIPTION	HOW	AGREEMENT 05/02 & Planned
Colors (Light Mode), Icons, Fonts/Text Styles	Match MINI Colors, Icons and Fonts/Text Styles to exact same ones defined for BMW	Theme State Class (Basic Theming/Skinning)	**YES**
Asset Exceptions (Logo, Splash Screen, Images etc.)	Match MINI Logo, Splash Screen, Images etc. to BMW ones	Different Images	**YES**
Color Manipulation for Widgets, Text, Icons	Apply a different Color than the BMW one to **defined** MINI Widgets, Text, Icons	Exception inside Widget (Workaround) *or* Widget Specs Classes ("Extended Theming")	**NO**
Upper/Lower Case Text Manipulation	Adapt BMW Upper Case to Lower Case for MINI Widgets	Different approaches	**NO**
Border Radius, Box Shadows, Paddings etc.	Add/Adapt/Remove Border Radius, Box Shadows, Paddings of Widgets for MINI	Widget Specs Classes ("Extended Theming")	**NO**
MINI Tab Bar	MINI specific Widget	Separate Widget	**YES**
MINI Upper Vehicle Tab	MINI specific Widgets	Separate Widgets	**YES**
~~MINI Garage~~	~~MINI specific Widget~~	~~Separate Widgets~~	~~?~~
MINI Background Chooser	MINI specific Feature	New Feature Module	**Stretch Target**

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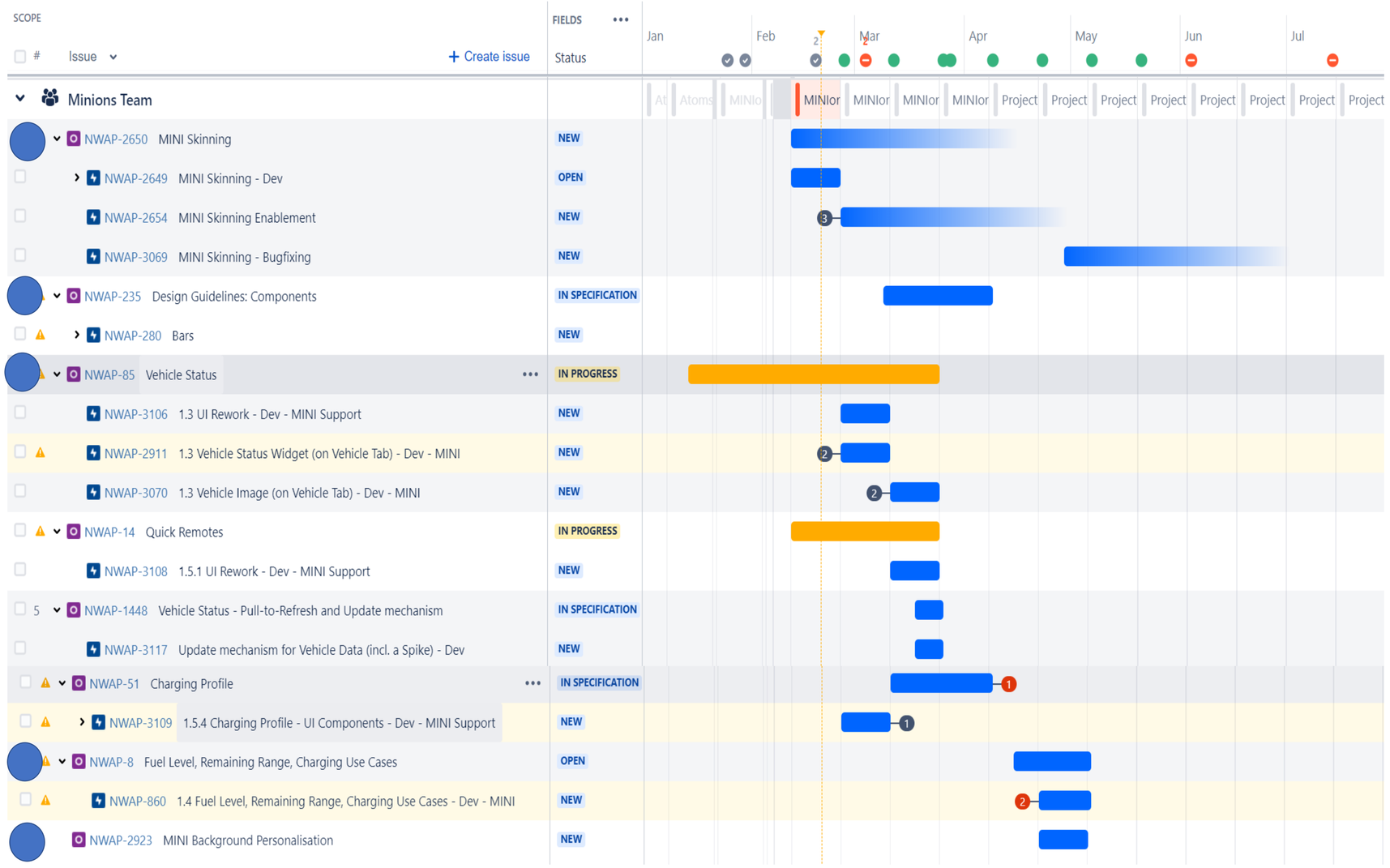
07/20 Planning: Feature complete in 05/20



● = Primary MINI UI Sagas (other Sagas Atoms UI Support)

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Team	Saga	Saga specific dependencies*	Forecast Saga 07/20*	Confidence of forecast
Minions	NWAP-2650 - MINI Skinning NEW	Ensure that feature teams need to implement features for both BMW & MINI (where applicable), e.g. via Acc. Criteria in every Saga and Part of every Sprint Review NO MEASURES Configuration for MINI needs to be available – dependency on CHG Core team. MEASURES IN PLACE Brand specific feature toggling required. MEASURES IN PLACE	MEASURES IN PLACE	Medium
Minions	NWAP-235 - Design Guidelines: Components IN SPECIFICATION Disclaimer: Saga is shared with other teams. Forecast and Confidence only related to Mini part		ON TRACK	High
Minions	NWAP-85 - Vehicle Status IN PROGRESS Disclaimer: Saga is shared with other teams. Forecast and Confidence only related to Mini part	Mini UI required for: Vehicle Status Widget (on Vehicle Tab), Fuel Level, Remaining Range, Charging Use Cases NO MEASURES Atoms to finish stories: Vehicle Status Widget (remaining work), Vehicle Image (2TW), Widget UX / UI MEASURES IN PLACE	MEASURES IN PLACE	Medium
Minions	NWAP-14 - Quick Remotes IN PROGRESS Disclaimer: Saga is shared with other teams. Forecast and Confidence only related to Mini part	Waiting for final BMW UI, but addressed in overall dependencies.	ON TRACK	Medium
Minions	NWAP-8 - Fuel Level, Remaining Range, Charging Use Cases OPEN Disclaimer: Saga is shared with other teams. Forecast and Confidence only related to Mini part	Mini UI required for: Vehicle Status Widget (on Vehicle Tab), Fuel Level, Remaining Range, Charging Use Cases NO MEASURES Atoms to finish stories: Vehicle Status Widget (remaining work), Vehicle Image (2TW), Widget UX / UI MEASURES IN PLACE	MEASURES IN PLACE	Medium
Minions	NWAP-51 - Charging Profile IN SPECIFICATION Disclaimer: Saga is shared with other teams. Forecast and Confidence only related to Mini part	Waiting for final BMW UI, but addressed in overall dependencies.	ON TRACK	Medium
Minions	NWAP-1448 - Vehicle Status - Pull-to-Refresh and Update mechanism IN SPECIFICATION Disclaimer: Saga is shared with other teams. Forecast and Confidence only related to Mini part	Spike needed and planned. MEASURES IN PLACE	MEASURES IN PLACE	Low
Minions	NWAP-2923 - MINI Background Personalisation NEW		ON TRACK	High

= Primary MINI UI Sagas (other Sagas Atoms UI Support)

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Preparation Extended Theming

- **Agreement** by all stakeholders to move forward with evaluating **Extended Theming**, once Basic Theming/Skinning (+ MINI Vehicle Tab) is ensured for 07/20 (including priority for maintenance, if required)

- **Working + Architectural Agreement** (via Architecture Circle) needed how to work on Extended Theming in parallel to Basic Theming/Skinning (e.g. Joy UI)
  - MINIons to come up with a proposal
    - Work jointly on Joy UI Library and built components in a way that they are compatible for BMW and MINI
    - *OR*: Provide final components for BMW and allow refactoring by MINIons

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Backup

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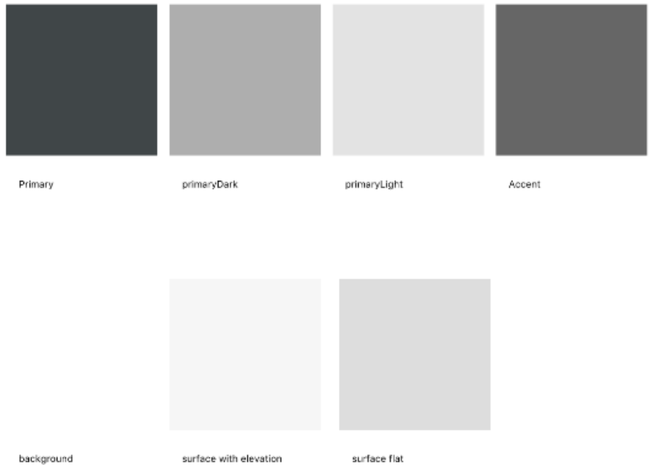
*Same logic will apply for

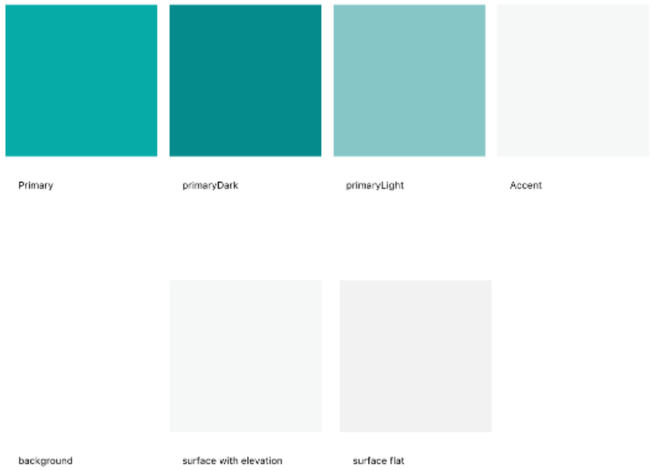
Fonts/Text Styles & Icons

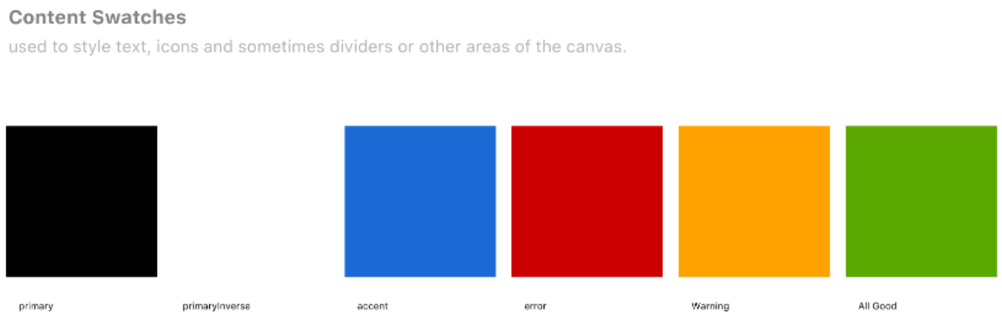
Skinning - Example Colors*

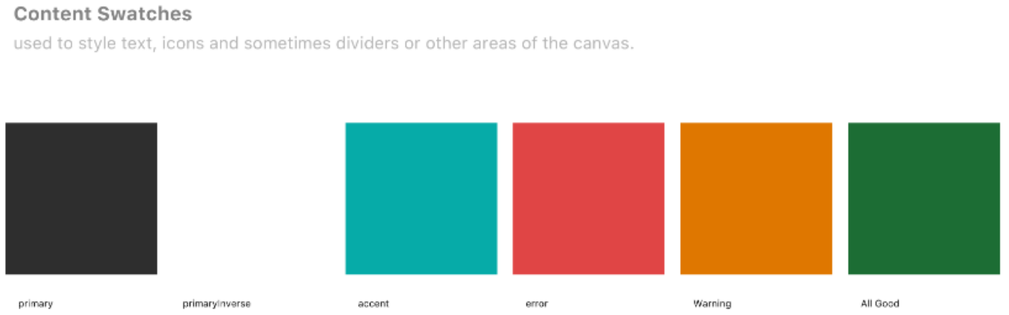
BMW



MINI







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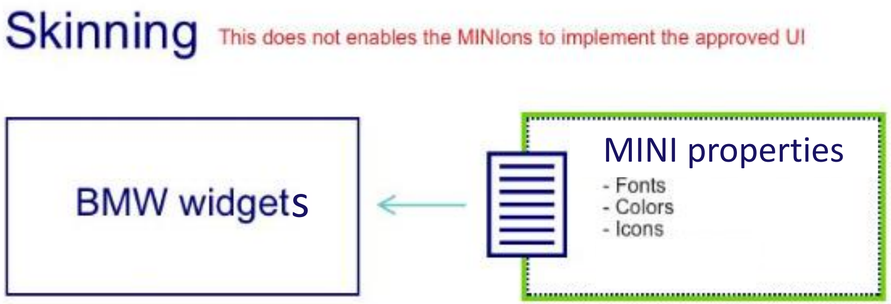
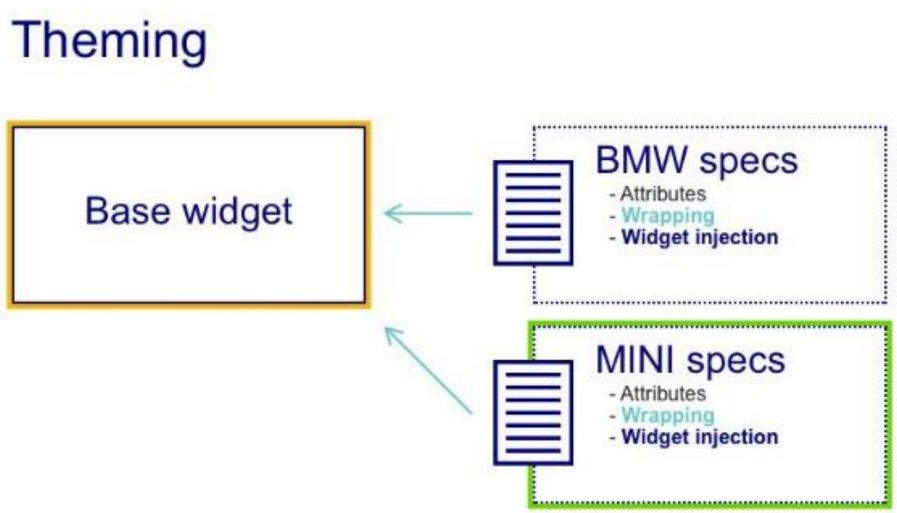
Skinning vs. Extended Theming






```
abstract class JoyButtonTileSpecs {
  BorderRadius borderRadius;
  BoxShadow boxShadow;
  PaddingWrapper boxPadding;
  PaddingWrapper iconPadding;
  double iconSize;

  Widget divider(BuildContext context);
}
```

MINIons work

Work that can be done either by BMW teams or the MINIons team, following the same approach

- **Extended theming approach allows to flexibly add different themes moving forward (e.g. brands, seasonal…)**

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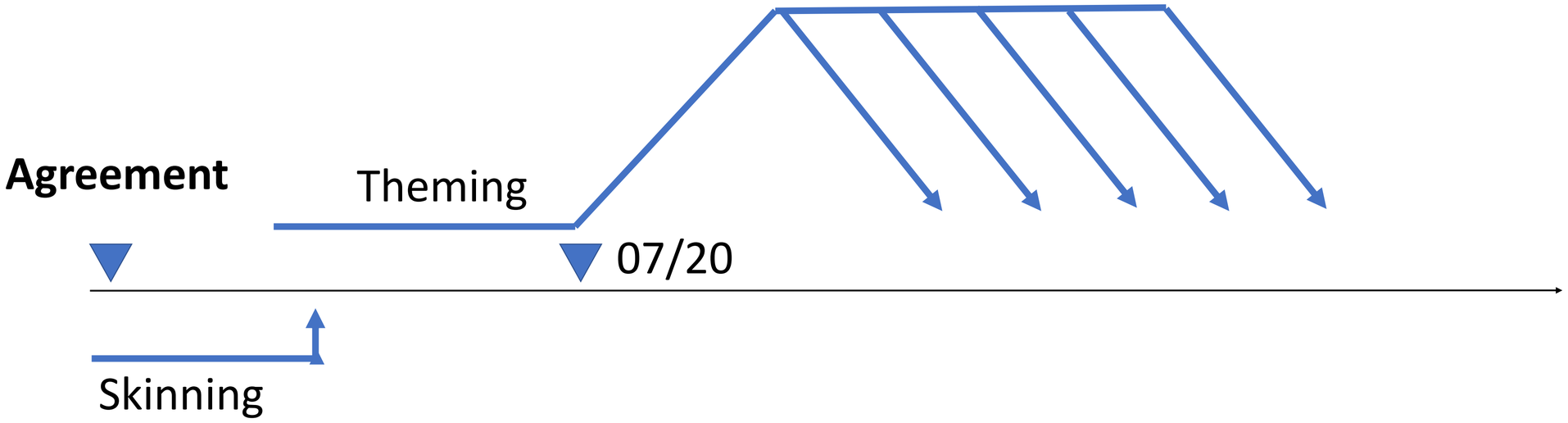
Suggestion

- **Iterative approach:**
  - Priority: Skinning to be ready for 07/20 (basically already there)
  - Next: Working on Theming approach
  - Common agreement on this approach and working model to be achieved before (incl. MINI)



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Joy in Motion

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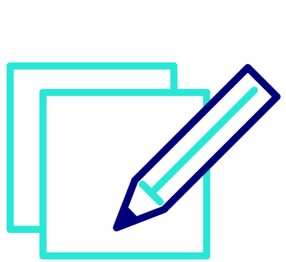
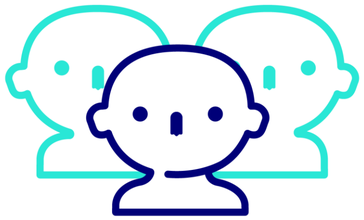
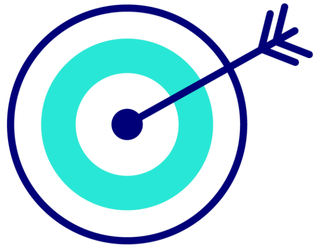
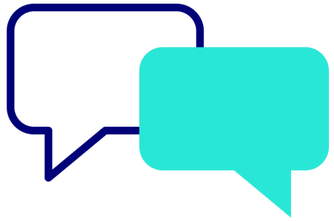
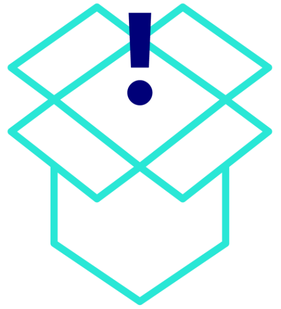

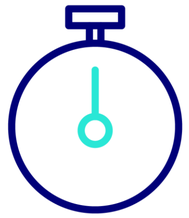

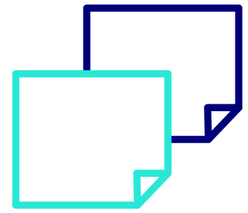

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