

State of New Jersey Department of Human Services

OneApp Refresh

Shared Goals & Priorities

- Works on all browsers and mobile responsive
- Easier to use and understand
- Build on prior learnings from GetCalFresh
- Improve completion rate
- Welcoming, friendly experience
- Deliver within resource constraints
- Don't break anything, ensure maintainability



Our Approach

An iterative approach where we make small changes and stage the application as we go

- **Design / Usability:** Updates to the user interface, use plain language for content, application flow would remain the same
- Technology: Preserve existing ASP.net code with minor changes, presentation remains intertwined with application logic, support mobile usage and across browsers
- Training: Work with NJ dev team on knowledge transfer



Project Timeline



 Sign-off on scope and prioritization of USDS design & build plan

- Complete setup of dev/testing environment
- Sign-off on design and content of the new OneApp
- Ensure internal/ external stakeholder alignment
- Work with USDS to develop and conduct pre-launch usability testing and QA + UAT test cases

- Communications and training for county case workers & PR
- Finalize launch plan (e.g. no Friday deployments)

- Closely monitor OneApp use and performance post-launch
- Determine if there are any "hot fixes"
- Determine next phase of engagement



Design>Build>Test Process

- Design and prototype OneApp screens on a page-by-page basis
- Pull in content designer and plain language experts as needed
- Review and gather feedback from NJ DHS Team and case workers
- Conduct usability testing using the invision prototype (or pages in staging)
- Develop pages based on finalized prototypes, partnering with NJ Dev Team (Carmen, etc) on coding edits and modifications
- QA/UAT testing from NJ DHS Team and case workers
- Push changes to staging iteratively to prep for next release



Next Steps

- Obtain access to a development environment
- Conduct usability testing using the invision prototype
- Continue to check-in on design updates and dev work



Questions?



Discovery: Our Findings

- OneApp is built in a legacy and unsupported .NET framework.
- The front-end is written in ASPX using the AJAX
 Toolkit for the majority of the interface and the back-end is written in C#.
- There is a mix of business and presentation logic in the system, with a significant portion of application logic contained within database functions and procedures.

Component	Count
C# Files	183
JavaScript Files	54
Database Connections	254
Select Statements	89
Insert Statements	15
Update Statements	315
Delete Statements	66

