

Visionary Integration Professionals



**CDT Agile Pre-
Qualified Vendor
Pool Debrief**
March 14, 2018

ADPQ/PQVP Timeline & Milestones

A look back at our key milestones:

- RFI released on 2/12 along with Pre-release Q&A
- RFI Addendum 1 released on 2/26 along with RFI Q&A
- TeamVIP Kickoff on 2/13
- Sprint 1 completed on 2/16
- Sprint 2 completed on 2/23
- Sprint 3 completed on 3/2
- Sprint 4 completed on 3/9
- User focus group signoff on 3/12
- TeamVIP bug fixes/final enhancements completed on 3/14
- TeamVIP Technical response validated on 3/14
- TeamVIP Debrief on 3/14
- TeamVIP Prototype ready for State Review by 3/16

Lessons Learned from Previous ADPQ RFIs

Lessons Learned



- Things done well by all Vendors in the past:
 - Submitted working prototypes;
 - Followed the requirement of not modifying the repository after the cutoff date;
 - Developed User Interfaces (UIs) that were accessible;
 - Demonstrated an understanding of agile development best practices;
 - Tested their code;
 - Followed the U.S. Digital Services Playbook;
 - Used at least three (3) “human-centered design” techniques or tools; and
 - Provided a description of DevOps (Continuous Integration and Continuous Delivery) that was thorough and supported by evidence in Github.

Lessons Learned



- Things that hindered Vendor submissions:
 - Poor UI implementation;
 - Some were not accessible (not WCAG 2.0/Section 508 Compliant);
 - Some were difficult to navigate, not intuitive; and
 - Some were not fully responsive.
 - Provided a solution that did not use a database;
 - Included software that was not open-source;
 - Submitted repository that was not used for the development of the prototype (i.e., very few commits);
 - Provided confusing, unclear, or missing responses to the Technical Approach requirements; and
 - Submitted Technical Approach responses that were not supported by adequate evidence in the repository.

The CDT provided past lessons learned (good and bad) for vendors to keep in mind for this iteration.

Our Lessons Learned

OpenSource = Many Possibilities

There are many exciting open source tools available for free use. Many of these tools can be incorporated into the demo to provide additional functionality and enhancements. In a short period such as this, it can be challenging prioritizing which tools and functions should be included over the alternatives.

User Feedback greatly influences product capabilities

We took a user-first approach in our prototype. Each user had a unique background and experience to bring to the prototype, which resulted in great functionality plus a list of future enhancements. It is important to select the right users and have a strong product owner/team to prioritize and incorporate new requirements.

Iterative Development is not only preferred, but needed

Given the short duration of this prototype, iterative development was not only preferred, but necessary to accomplish our functioning prototype within the 4 week window. With each sprint, our users provided valuable feedback to help make our product better, more stable, and more valuable. A flexible and adaptive team is needed to be able to apply iterative improvements and bring in new functionality as the product is developed.

Right Technology Stack + Right Experience = Best App Dev Accelerator

Given the quick turnaround time needed for the prototype, we needed to assemble a team with the right experience and the right technology stack to accelerate our development. We believe this approach was integral to our ability to deliver during each Sprint.

TeamVIP PQVP Survey

- Please fill out the survey sent to your emails for how we could have improved
- Please indicate things that we could recommend to the State for the next release of the PQVP

Thank You!

Special thanks to the following:

- Ankur, Dima, Ameet, and Lynda – Core Dev/Tech Team
- Ned, Meredith, Steve – Core Administrative Response Team
- John, JP, David, Jeremy, Hardian, Nishant, Jonna, Jennifer, Ean, Hank, Jeff
- Everyone else who played a role in delivering our prototype to the State.

