

IMC, Inc. 18F Prototype Playbook

1 PLAY 1: UNDERSTAND THE USER COMMUNITY

June 18, 2015

Team meeting with the core team and leadership to discuss overall implementation strategy

Stand up daily team meetings

Establish Hipchat as team communication tool

Team decides to engage expert in user community for integration into the API design process

Engaged Jim Glass, a consultant focused on medical informatics and health information technology, and the former Chief of Informatics at the National Institute on Drug Abuse.

Identified core user community for IMC 18F Prototype and the OpenFDA initiative for transparency.

1. Consumers/Patients/Care Givers;
2. Researchers including Legal Professionals;
3. Physician and Medical Professionals.

Documented findings about user needs, goals, behaviors and preferences and shared with the team and leadership

Core team begins to identify the user stories for inclusion in the API

June 19, 2015

Reviewed the website patientslikeme.com to evaluate symptom data and reporting structure and understand patient/consumer user community

2 PLAY 2: ADDRESS EXPERIENCE

June 19, 2015

Identified pain points for users, including the need to distinguish between different classes (consumer, medical professional, and researcher)

Assessed OpenFDA and PatientsLikeMe.com in terms of user experience and current methods in which users can contribute or obtain adverse event information

Considered the mobile user and their need to receive information in easy to digest format

June 26, 2015

Decision made to start addressing mobile user experience in Sprint 2

3 PLAY 3: SIMPLE AND INTUITIVE

June 20, 2015

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Clean design following the IMC style guide is approved

User can contact IMC through footer information

June 24, 2015

Team agrees to final user friendly filter buttons most compatible with the mobile experience

June 25, 2015

Site language reviewed for consumer consumption

Site reviewed to determine ease of use to generate the chart. Instructions added under header

June 26, 2015

Sprint 2 allows consumers to view data source information for graph

4 PLAY 4: AGILE DEVELOPMENT

June 19, 2015

Conducted first daily scrum with core team

Conducted product meeting to finalize Sprint 1 user stories and minimally viable product for prototype

June 20, 2015

Finalized user stories for Sprint 1

June 21, 2015

Started initial development for Sprint 1

June 23, 2015

Notified of RFQ extension. Team meets to determine Sprint 2 scope from backlog maintained in JIRA

Testing begins with bugs tracked in JIRA

June 24, 2015

Reviewed the Sprint 1 prototype with Jim Glass

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June 26, 2015

Sprint 1 prototype (MVP) completed on schedule

June 26, 2015

Sprint 2 Backlog Reviewed

June 27, 2015

Sprint 2 Development Started

June 29, 2015

Sprint 2 Development Completed

June 30, 2015

Sprint 2 Testing Begins

Notification of Extension to July 7, 2015 1PM

Sprint 2A Identified

5 PLAY 5: BUDGETS

Scope Sprint 1 and Sprint 2 prototype efforts in JIRA for future budgeting efforts

6 PLAY 6: ASSIGN A LEADER

June 17, 2018

IMC leadership gathered to discuss the GSA solicitation and identify the resources required to deliver the API

Product owner is identified

Resources contacted and meeting called for the next day with the core team and leadership

Product delivery schedule is developed

7 PLAY 7: BRING IN EXPERIENCED TEAMS

June 17, 2015

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Core team resources identified by leadership are contacted and invited to meeting for the next day

Team is experienced in agile development for high traffic digital services using modern development and operations

June 24, 2015

Additional resources identified to complete the Sprint 1 and Sprint 2 work, including for mobile development

8 PLAY 8: MODERN TECHNOLOGY STACK

June 18, 2015

Created JIRA project for agile development

Created GIT version control for the project

June 22, 2015

All remaining open source software identified for use

9 PLAY 9: FLEXIBLE HOSTING ENVIRONMENT

June 18, 2015

Spin up Amazon Web Service (AWS) instance for development and production

10 PLAY 10: AUTOMATE TESTING

June 25, 2015

Testers use Selenium for automated testing on Sprint 1

June 29, 2015

Team plans use of Selenium for Sprint 2 testing

11 PLAY 11: SECURITY AND PRIVACY

June 18, 2015

Team decides to use HTTPS protocol for secure communication

Team confirms API will not contain PII or PHI information as source data is de-identified and users will not be required to provide information for login

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12 PLAY 12: DATA DRIVEN DECISION MAKING

Plan to track using open source system monitoring tool once in Production

13 PLAY 13: DEFAULT TO OPEN

Use of Open Source Tools throughout the Prototype Development

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