



COMMON COMPONENTS

# Sprint Review

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Blast Off!

# Agenda

- 01 Prepare to Launch - Getting Started**
- 02 Ignition - Our First Steps**
- 03 Blast Off! - COCO Team Demo's**



# Prepare to Launch

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## Getting Started

准备启动 - 开始

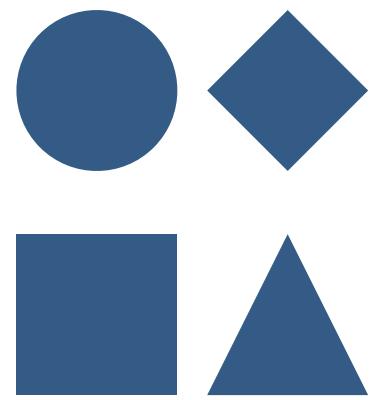
# Welcome to the Lab!



**Introductions in  
exchange for  
Timbits!**

 **Prepare to Launch - Getting Started**

# Shaping and Betting



## Shaping

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*Not too abstract, yet not so detailed  
that it leaves out freedom for the  
development team*



## Betting

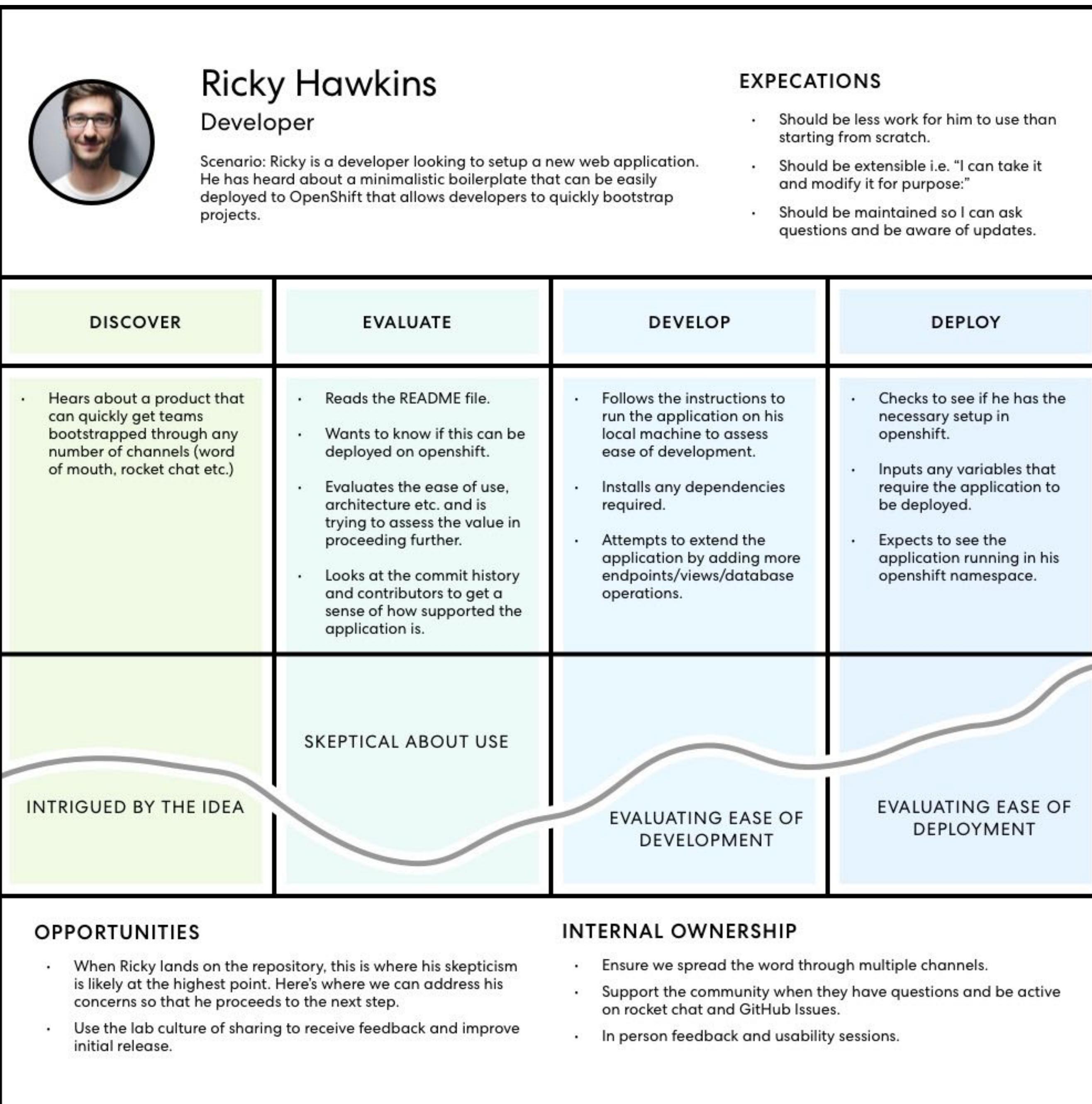
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*Taking a call on which shaped idea to  
pursue*

## 准备启动 - 开始

# MVP Workshop

## User Journey



## 准备启动 - 开始

# MVP Workshop



Is it **Minimal**?

Is it **Viable**?

准备启动 - 开始准备

# Team Interviews - Research Methodology

**General Approach (themes, tips, audience)**

**List of Questions**

**Scheduling interviews**



# Ignition

## First Steps

 **Ignition - Our First Steps**

# Team Interviews - Who Did We Meet?

**Invasive Species**

**Common Services Showcase**

**BC Gov Design System**

**Health Gateway**

**BC Developers Kit**

**Real Property Division PIMS**

## Ignition - Our First Steps

# Team Interviews



## Lab and OpenShift onboarding experience

- Teams had inconsistent experiences onboarding into the lab and onto OpenShift
- Every team needed help and resources but were overwhelmed and unsure where to find them or if they were available.
- CICD Pipeline has to created from scratch at project start

## Ignition - Our First Steps

# Team Interviews



## Highest priority reusable components

- Almost all teams require Keycloak, yet most spent a lot of time and effort onboarding. How might we reduce friction during onboarding?
- All teams build front-ends using BC's brand guidelines. How might we provide simple reusable UI components to help them assemble services faster?
- Onboarding guide/better way to discovery existing components. All teams struggled to find out what others had built and wanted clear recommendations on tools and technologies.

## Ignition - Our First Steps

# Team Interviews



## **Previous common components interviewee's team had to create.**

- Every team has created components that could be reused however they are created within very specific use cases.
  - ▶ They need to be abstracted to be useful to other teams.  
Requires dedicated time.
- Each team has created forms in some capacity.
- Every team created custom CSS components based loosely off of currently published design system

 **Ignition - Our First Steps**

# Open Sprint Reviews

**Mines Digital Services**

**Invasive Species**

**Climate Action Secretariat**

**BC Services Card**

**Property Information  
Management System**

 **Ignition - Our First Steps**

# Open Sprint Reviews - Themes



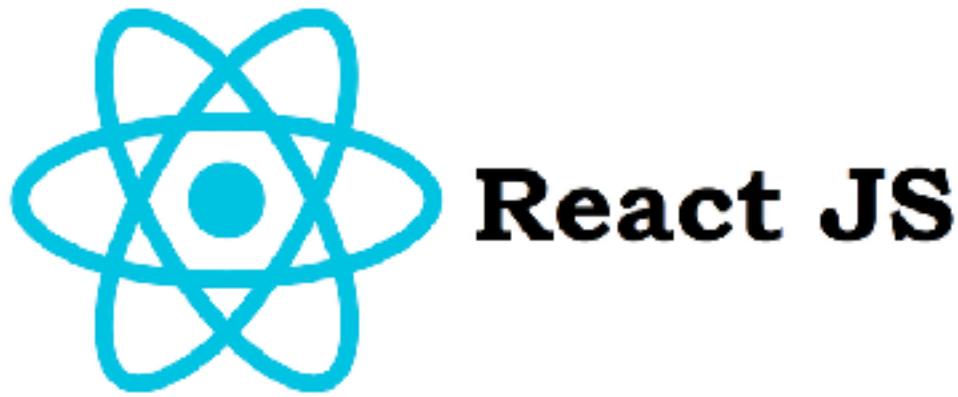
**Struggle with OpenShift and Pipelines**

**BC Gov Style Websites/Apps - same but different**

**CoCo Needs - Documentation, Support, Implementation**

Ignition - Our First Steps

# The Development Experience



## Ignition - Our First Steps

# The Development Experience

***The team at 7pm  
the day before  
sprint review!***





# Blast Off!

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## Launchpad Demo Time

 **Blast Off!**

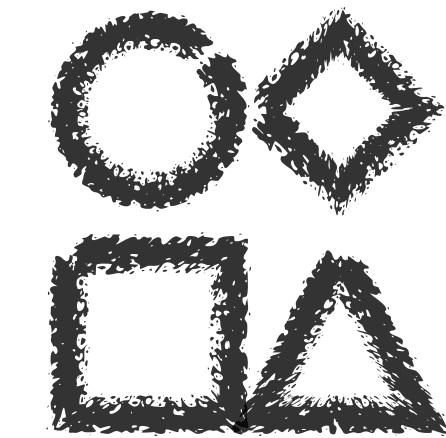
# Lessons We Are Learning



## Shaping (in theory)

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*Not too abstract, yet not so detailed  
that it leaves out freedom for the  
development team*



## Shaping (reality!)

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*Improvements to be made on the  
level of detail for the development  
team to avoid rabbit holes.*

 **Blast Off!**

# We'd love your feedback

**Would you use something like Launchpad? Why or Why not?**

**What's missing or what would make boilerplates more useful for you?**

**If we continue working on Launchpad, what languages/frameworks would be useful to tackle next?**

 **Blast Off!**

# Contact Us!



#team-coco



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# Thank You

From #team-coco

