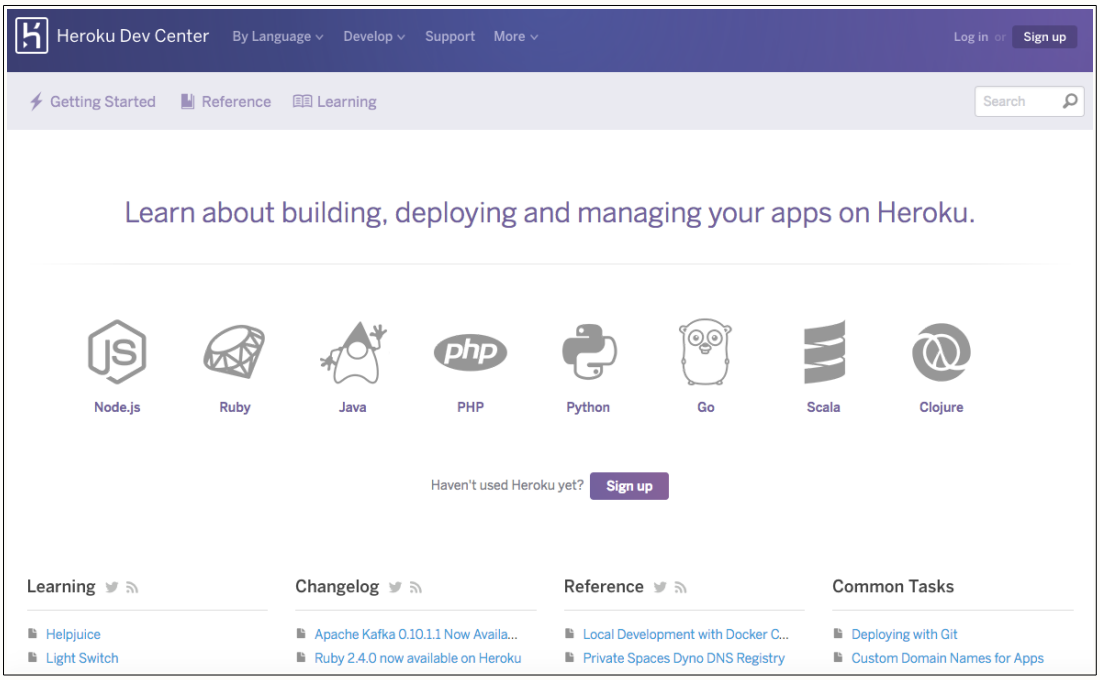
PART I – BEST PRACTICES

1.1 Intuitive Navigation

When a developer lands on your documentation home page, they're likely:

1. Curious what you're offering
2. Eager to get started
3. Stuck and in need of help

We need to make sure the developer has an easy access to all the information.



To start, the core non-navigation text on the page shouts the purpose of the site in 30 pixel font: "Learn about building, deploying and managing your apps on Heroku." Below that, it speaks to developers in the eight languages supported by Heroku. Immediately, developers know what Heroku offers and whether there's something

> for them.

1.2 A Getting Started Page

A quickstart or getting started guide plays an important role in introducing new technology to developers.

The document should demonstrate how to get started using the API, bringing the developer from zero knowledge to a working piece of code. If they can get to that minimal working piece of code, then they will feel much more motivated to continue exploring the API using just the reference.

> GitHub is a tool with an advanced audience, but their getting started document doesn't use the reader's knowledge level as an excuse to make the content complex. At over 2,000 words it's not a particularly short guide, but it eases into its overview of what's possible in the API. It starts very simple, working its way up to useful calls including:

1.3 Copy-paste Ready Samples

Provide the code needed in a way the developer can simply copy and paste. You'll find plenty of examples of documentation where the code is *almost* ready to go: just insert your API key here, or include the appropriate cURL command to make a complete API request.

1.4 API References

Once developers understand the basics of an API, they will likely leave the documentation as they work on their implementation. When they return, they

come to answer a specific question. Usually, they'll find the answer in an API reference—something that needs to be easy for them to find.

Clearbit documentation is easy to browse. Since it's on a single page, a great feature of an API reference, it's `Ctrl+F`/`Cmd+F`-able. That is, you can search using your browser's find functionality. Every section is detailed in the navigation on the left side, which expands as you scroll. The far right column of Clearbit's API reference is dedicated to example requests and responses, organized by language. The snippets can be copied and pasted nearly as-is; you just need to insert your API key.

1.5 Getting Feedback

You should also solicit feedback from your community–the developers who use your API or tool. One of the best ways to make your commitment to the community clear is to treat your documentation like an open source project.

> Good documentation allows feedback from readers so they can point out inconsistencies or typos and have them addressed quickly. Even better is providing a feedback loop where those readers can see that their issue has been noted and track progress and see how it fits into the rest of the work to be done. Better still is a place where readers can jump in and submit their own edits if they feel inclined.

1.6 Code Playground

It can sometimes be a lot of work for a developer to setup an environment to start using a particular API – sometimes, it's so much work that they don't ever do it. If a developer can start playing with API code live on your site, without any setup at all, and see what the code results in, then they're more likely to get excited about an API and put in the effort to start using it. That's why interactive code playgrounds are a nice complement to documentation.

1.7 Articles, Blogs & Tutorials

While a developer's guide should walk a developer through the basic usage of an

API and its functionality, it can't cover every possible use of that API in a coherent way. That is where articles and tutorials come in, to teach developers tangential or specialized uses of an API, like combining it with another service, framework, or API.

Articles vary in form - some are like tutorials that step you from beginning to a final output, some are a collection of tips and some can be screencasts visually demonstrating a process. Each of those formats appeal to a different developer and work for different content, and it's a good thing to experiment with the different formats and see what works for your audience and API.

PART II – CASE HEROKU

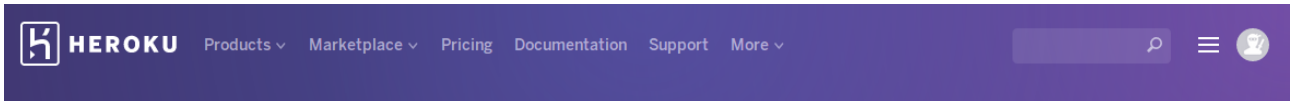
2.1 Heroku Overview

What is Heroku? Here's what they say on their website:

> Heroku is a cloud platform that lets companies build, deliver, monitor and scale apps — we're the fastest way to go from idea to URL, bypassing all those infrastructure headaches.

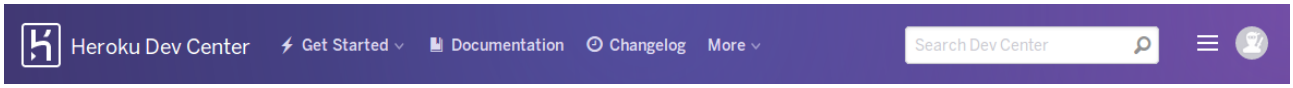
Heroku allows developers to build and deploy applications quickly. The website is excellent and has a massive library of developer documentation & articles integrated into it. Let's have a look.

Main page menu:



Link: https://www.heroku.com/home

Documentation page menu:

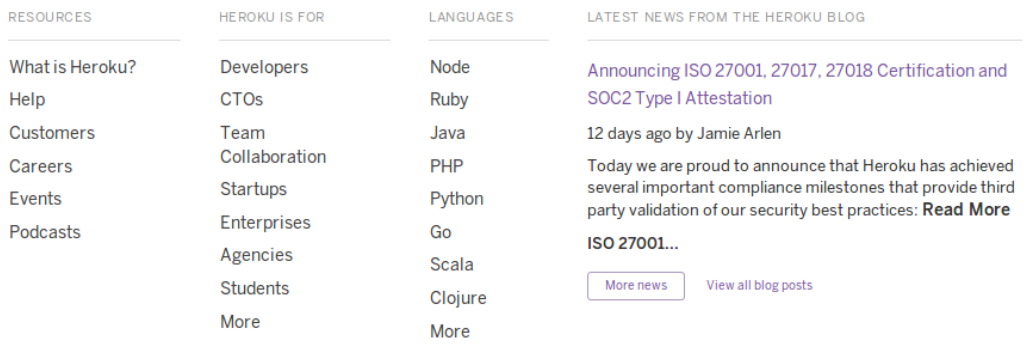


Link: https://devcenter.heroku.com/

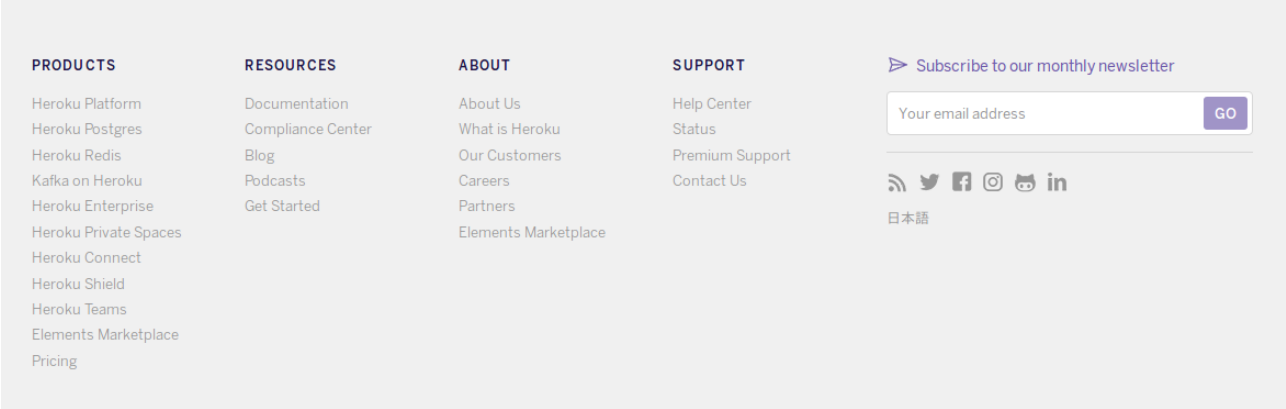
Support page menu: *(the same as the main page menu)*

Link: https://www.heroku.com/support

'More' drop-down menu:



Main Page Footer:



Documentation Page Footer:

2.2 Heroku Documentation Overview

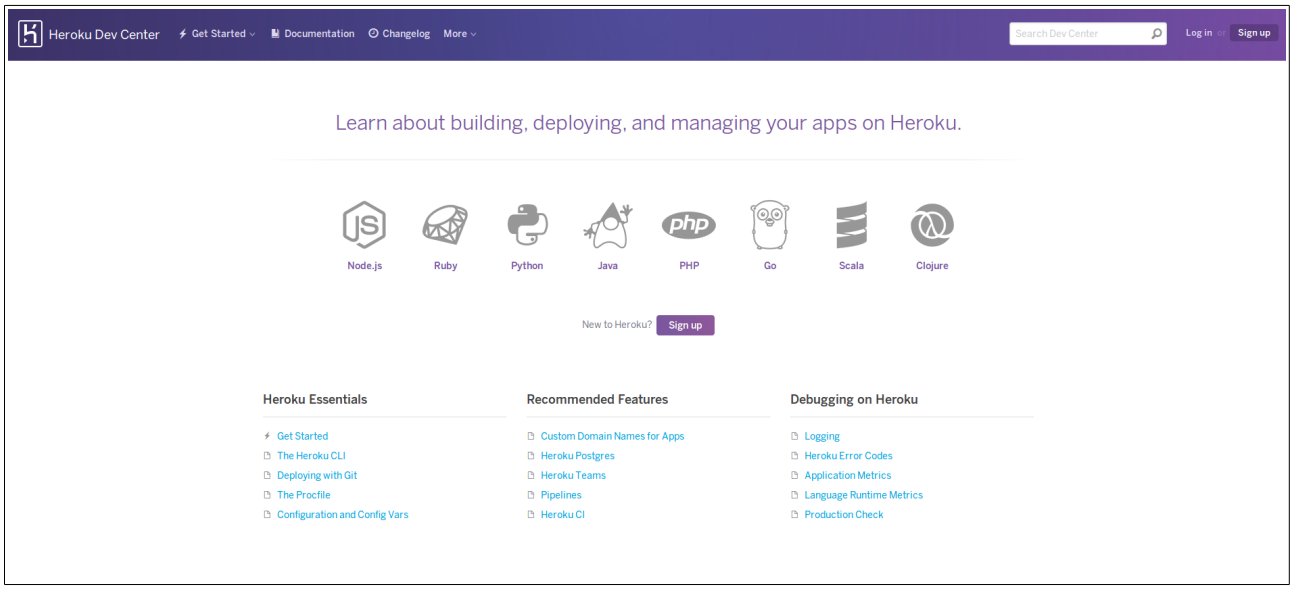


Image 1: Heroku Dev Center

I land on a page for developers in general, from which they can are funnelling the visitors to more specific places depending on what they are searching for.

There's a call-to-action to 'Sign Up' for new developers. Let' say I'm a new developer and I click it.

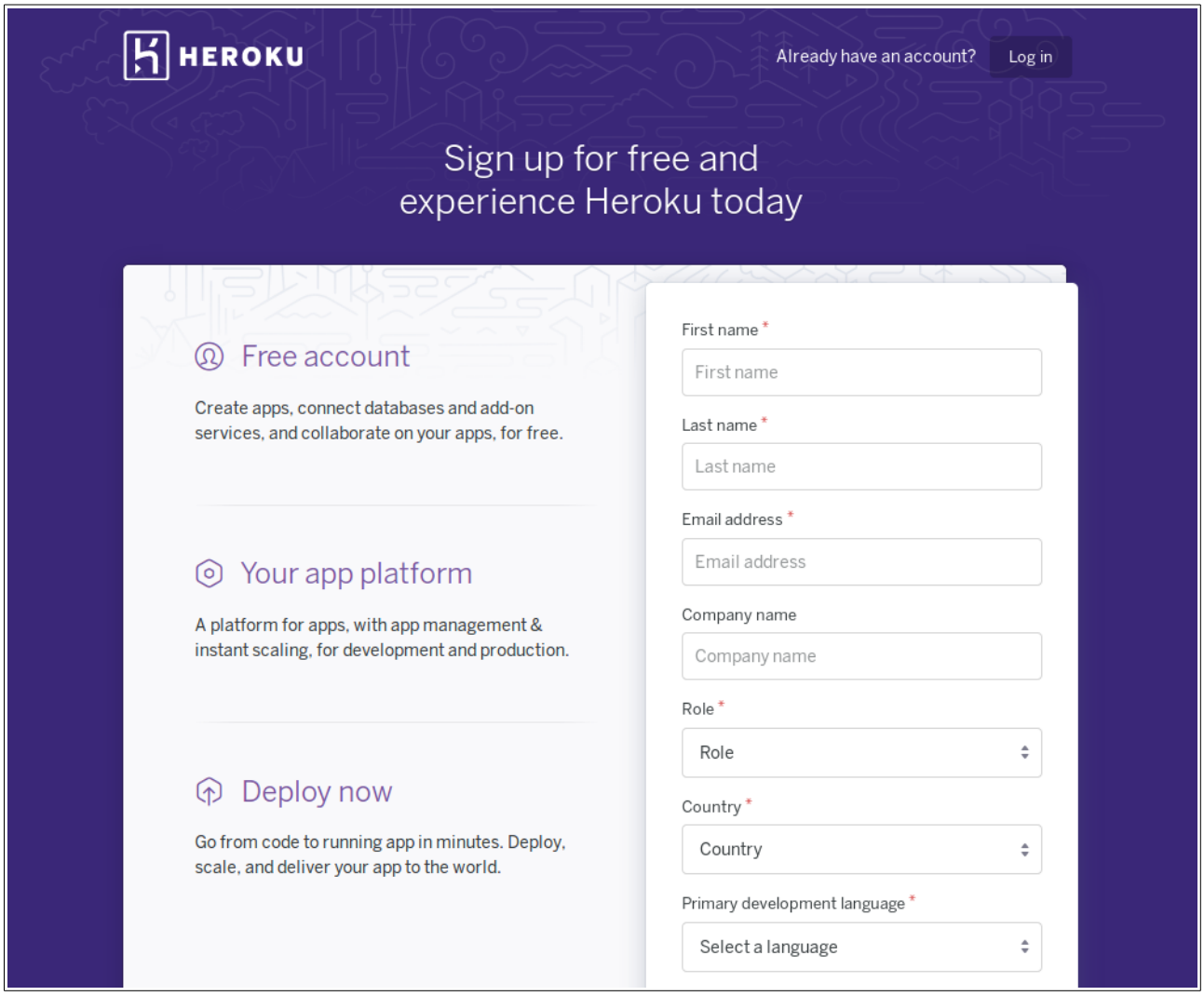


Image 2: Sign up form

The sign up-page tells me more about what I can do by registering, and that the account is free. It also tells me that I'm signing up to build apps on their app platform.

1. Code & develop
2. Deploy
3. Scale-up

During the sign-up process, they collect information about me, such as my primary development language. I can even tell them that I'm not a developer.

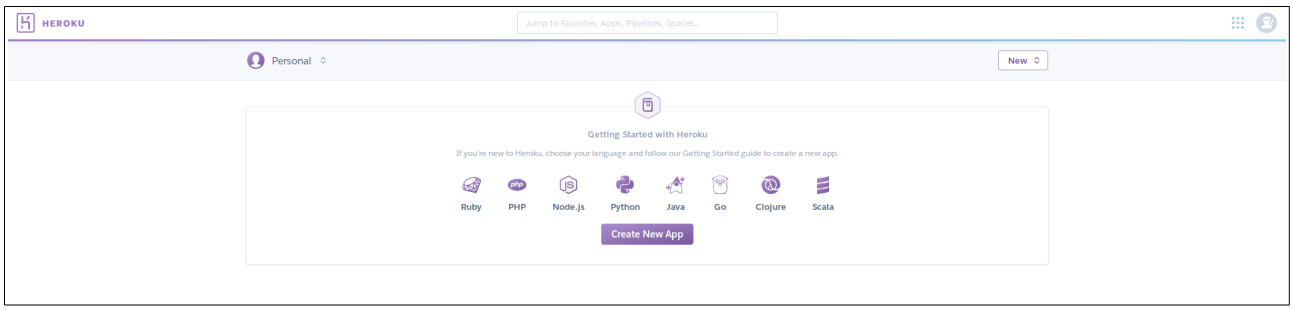


Image 3: Platform Dashboard

After signing in, I land on their dashboard. What is it? They explain:

> The Heroku Dashboard is at the center of the developer's Heroku experience. Dashboard is where you manage all of your apps and organizations, scale your deployments up or down, and manage databases and add-ons. The Heroku Dashboard makes all of this much easier and more intuitive, with thoughtfully designed workflows and UI.

The dashboard is a bit similar to what the 'getting started' page is on the Heroku Dev Center.

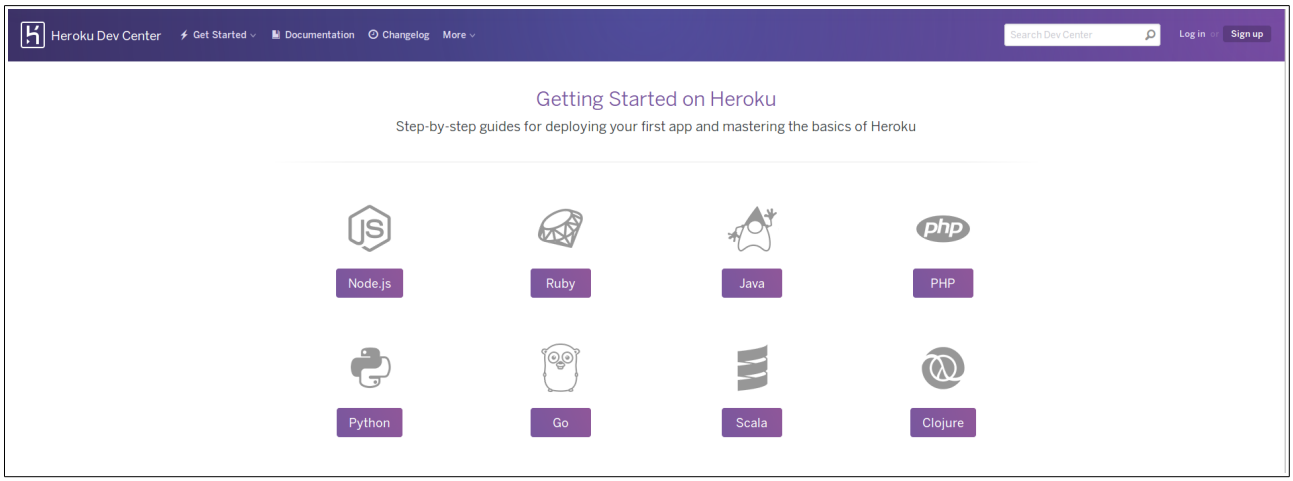


Image 4: Getting Started (Heroku Dev Center)

Next, let's move from the default 'getting starter' page to the more in-depth content on the "documentation" link.

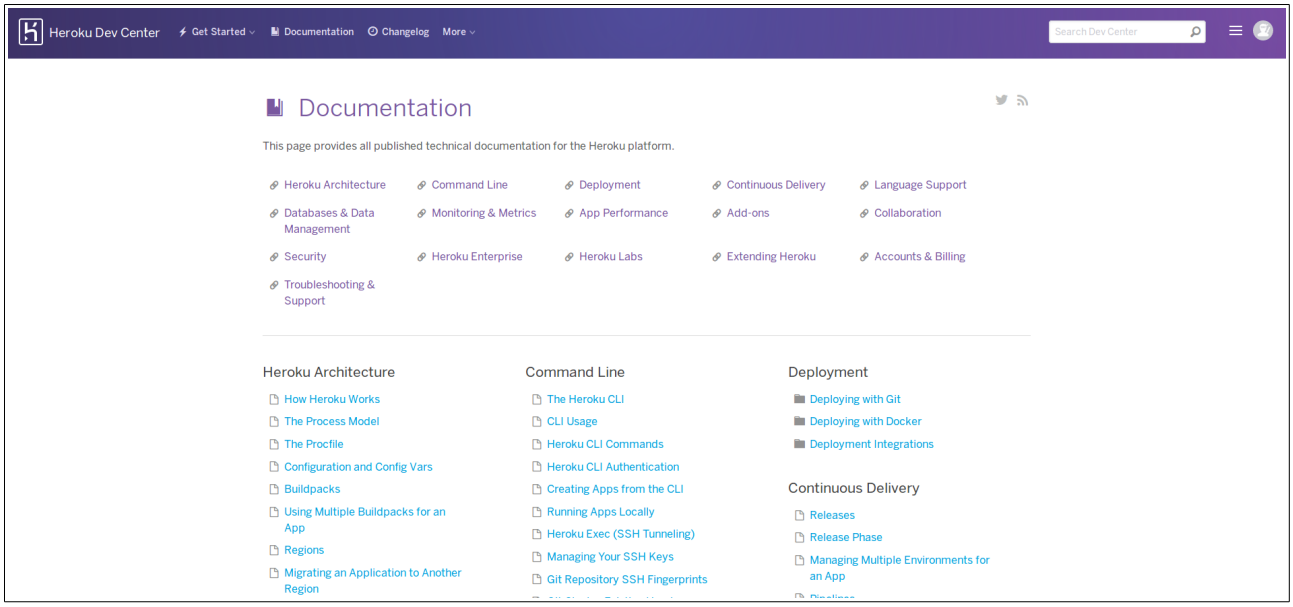


Image 5: Documentation (Heroku Dev Center)

The documentation page seems to have information from A to Z from ‘Accounts & Billing’ to ‘Security’.

The first thing that popped into my eye was the “Heroku Architecture” page which provides more information about the platform itself.

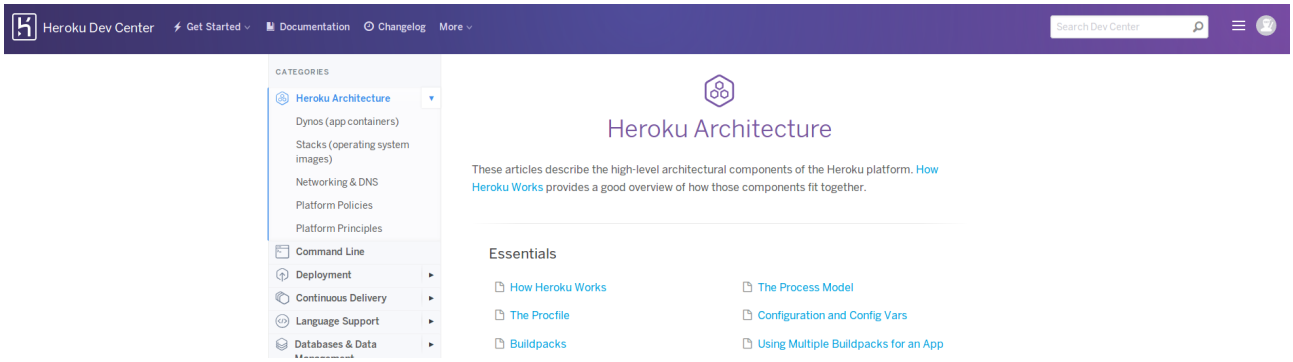


Image 6: Heroku Architecture page

This information is separate from the developer ‘getting started’ tutorial pages. On the page they make the following note:

> Performing one of the Getting Started tutorials will make the concepts in this documentation more concrete.

We too should seek to keep the more advanced “how our technology works” documentation separate from, the more practical “how to get started today” articles.

2.3 Heroku Support

They also have a separate support page for developers.

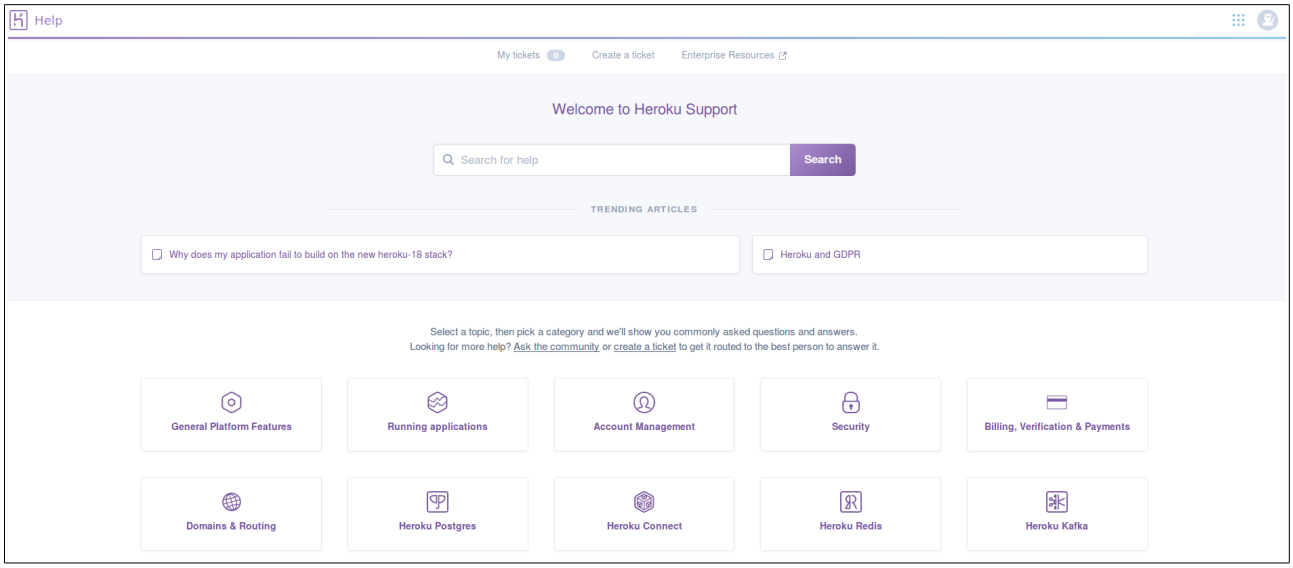


Image 7: Heroku Support

The support page is for troubleshooting and for opening a ticket. Useful tickets are published with an 'issue' and 'resolution' format, see below:

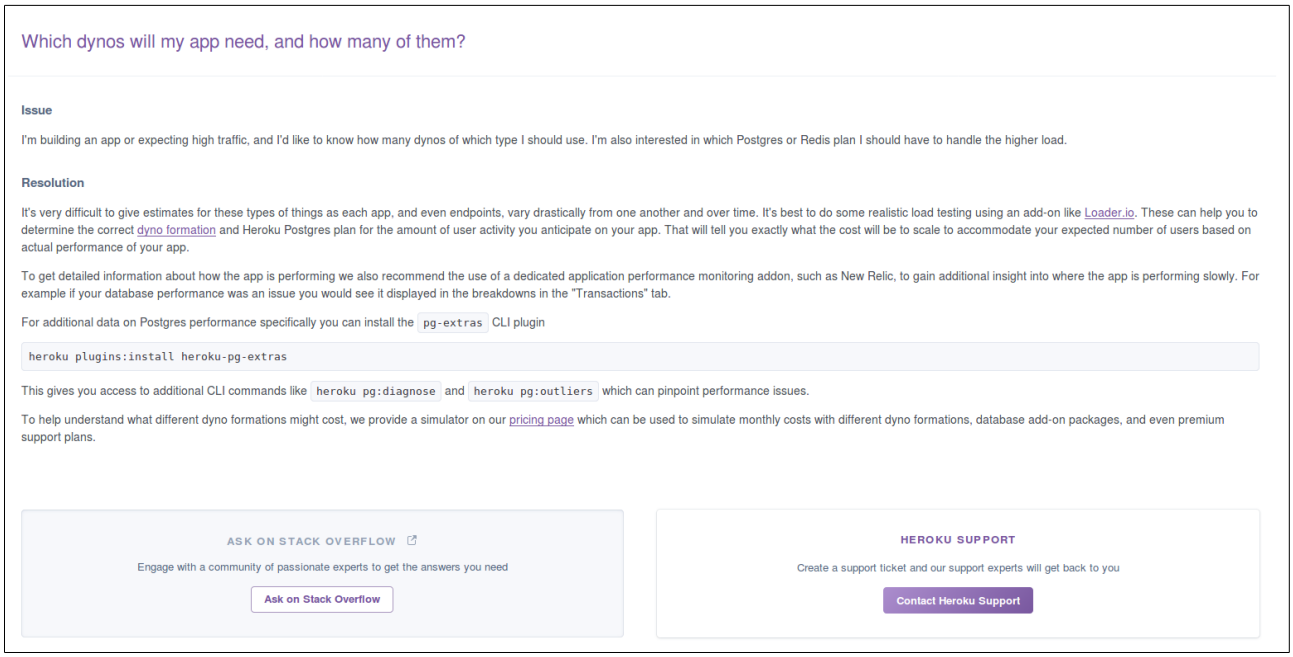


Image 8: Heroku Support – issue & resolution

If you can't find a solution through the search function, then you can open up a

ticket. To open a ticket, you first have to select the category where your issue belongs to.

While clicking through the categories, the site provides potential answers automatically. Some questions lead to the ‘issue & resolution’ reply while some forward to the usual documentation pages.

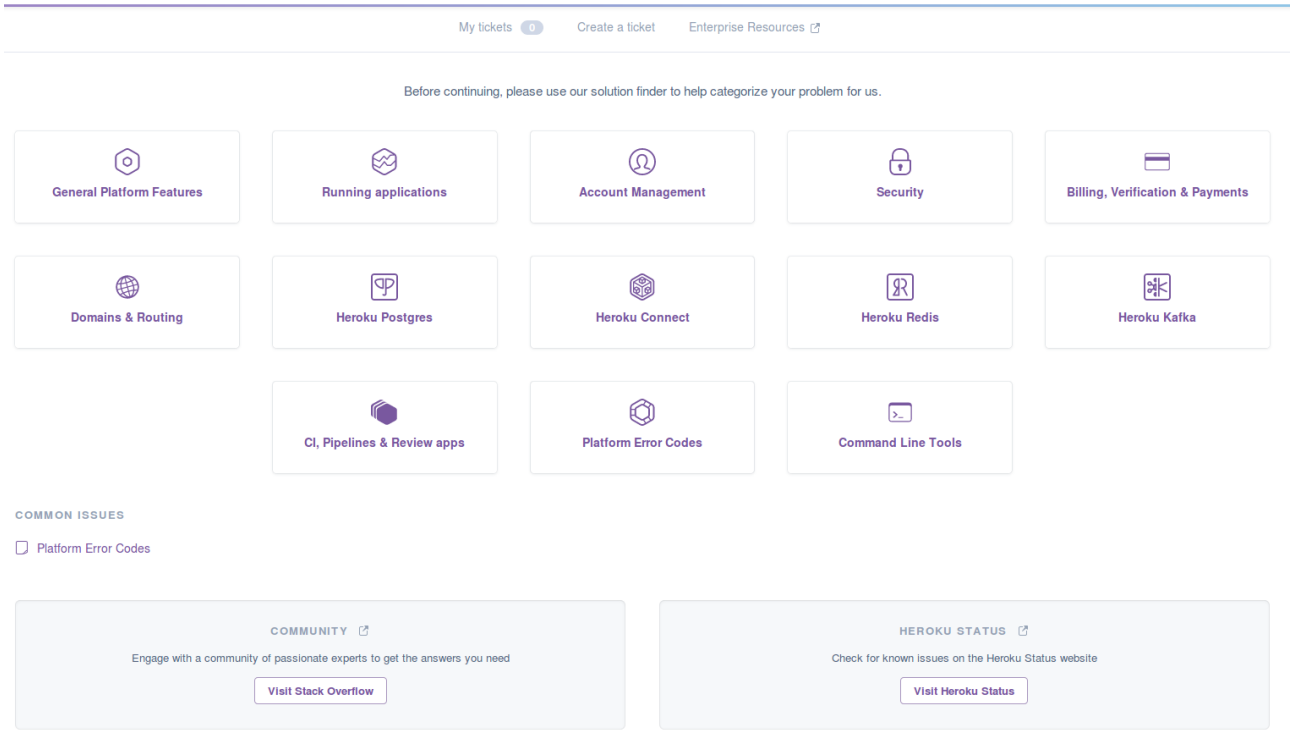


Image 9: Create a new ticket page

Note that on the bottom left corner there’s a link to community resources. Let’s follow that link.

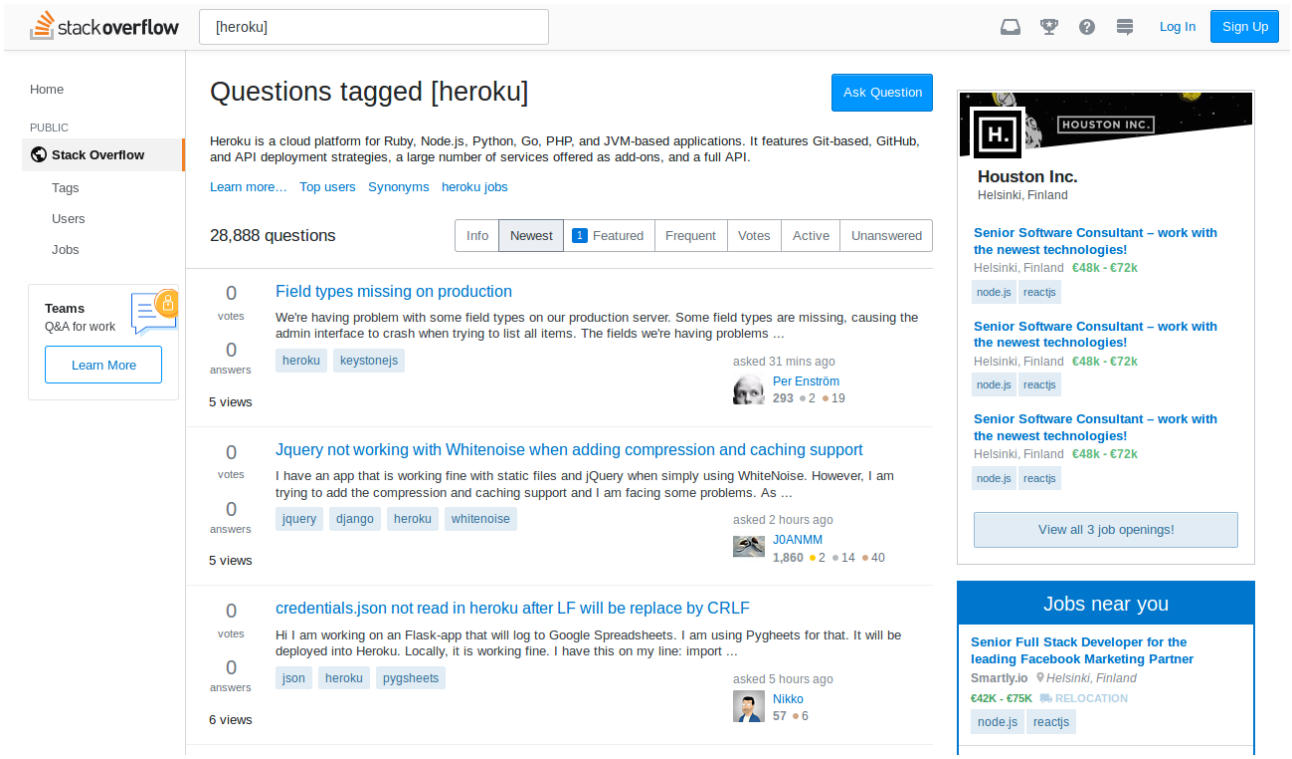


Image 10: Third party community forum

2.4 Building Up The Heroku Community

I found more interesting stuff from the 'more' drop-down. For example a page about Podcasts.

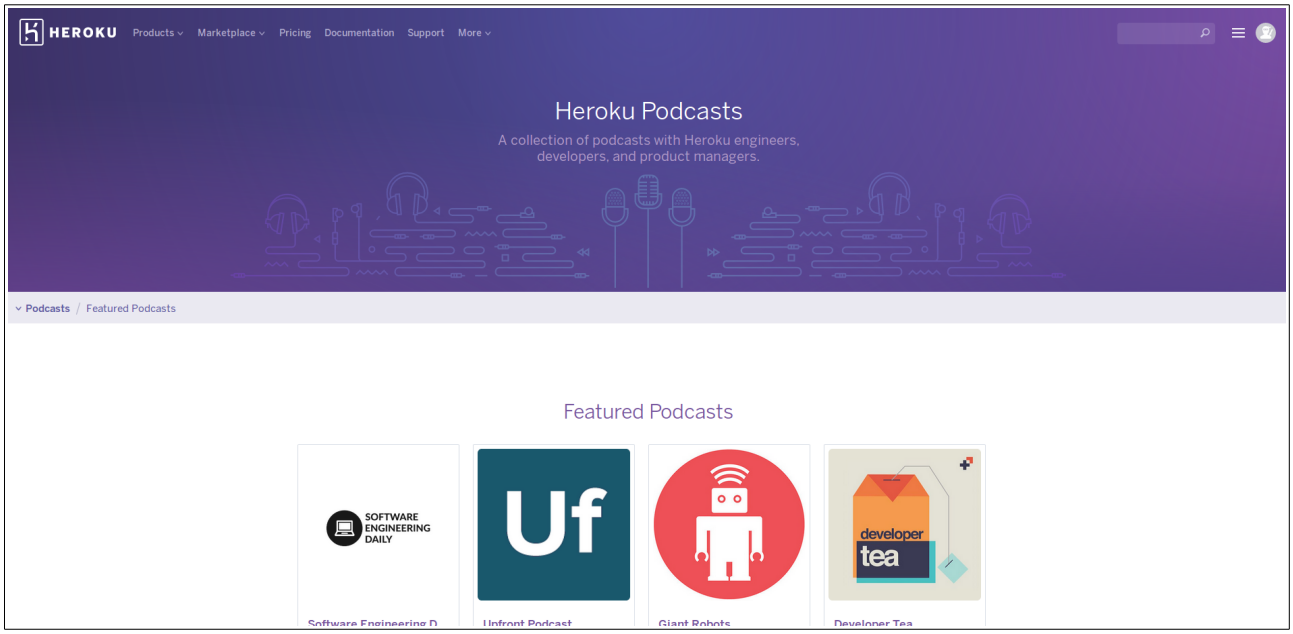


Image 11: Heroku Podcasts

...and events page.

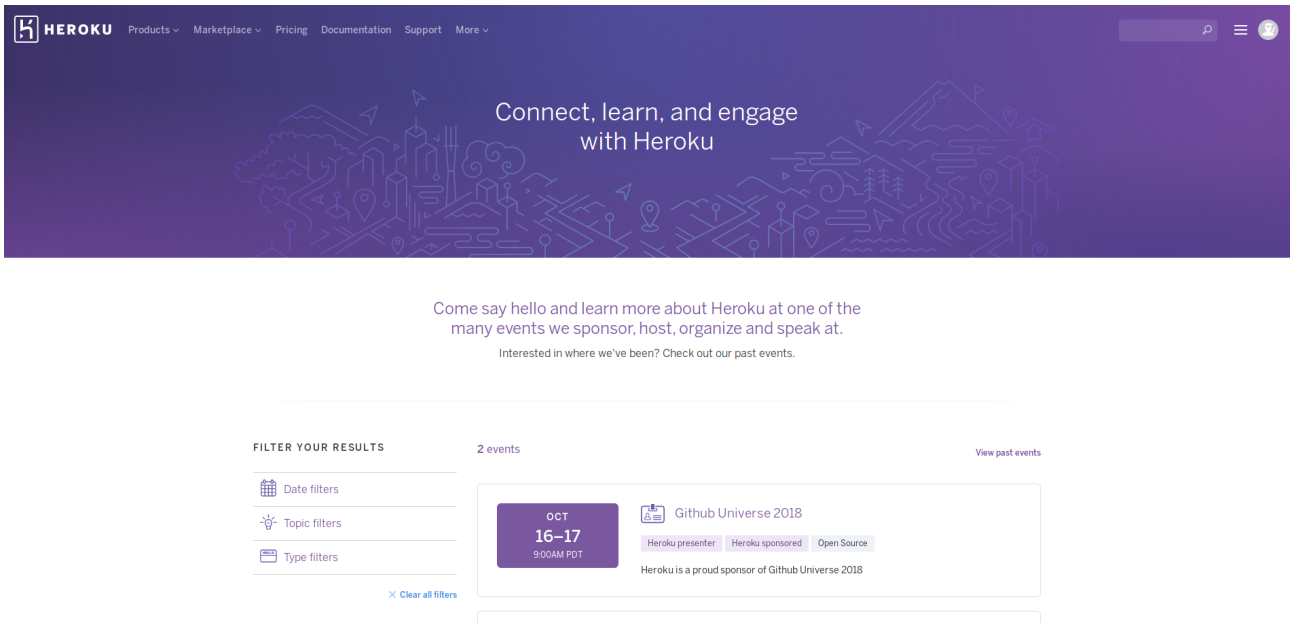


Image 12: Heroku Events

2.5 Heroku Main Page

Under the 'more' menu drop-down there's a link to a dedicated page about each audience type (7 in total).

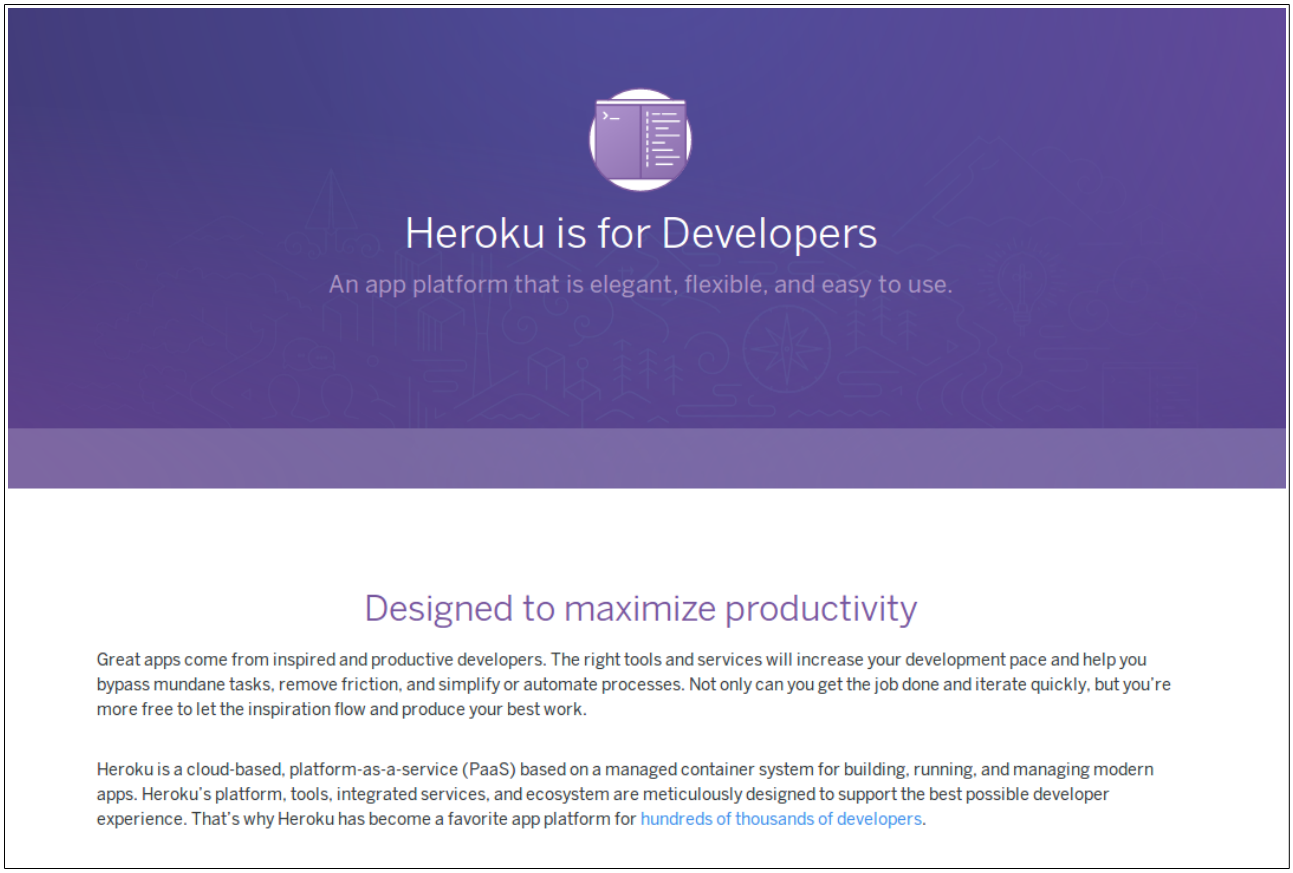


Image 13: For Developers

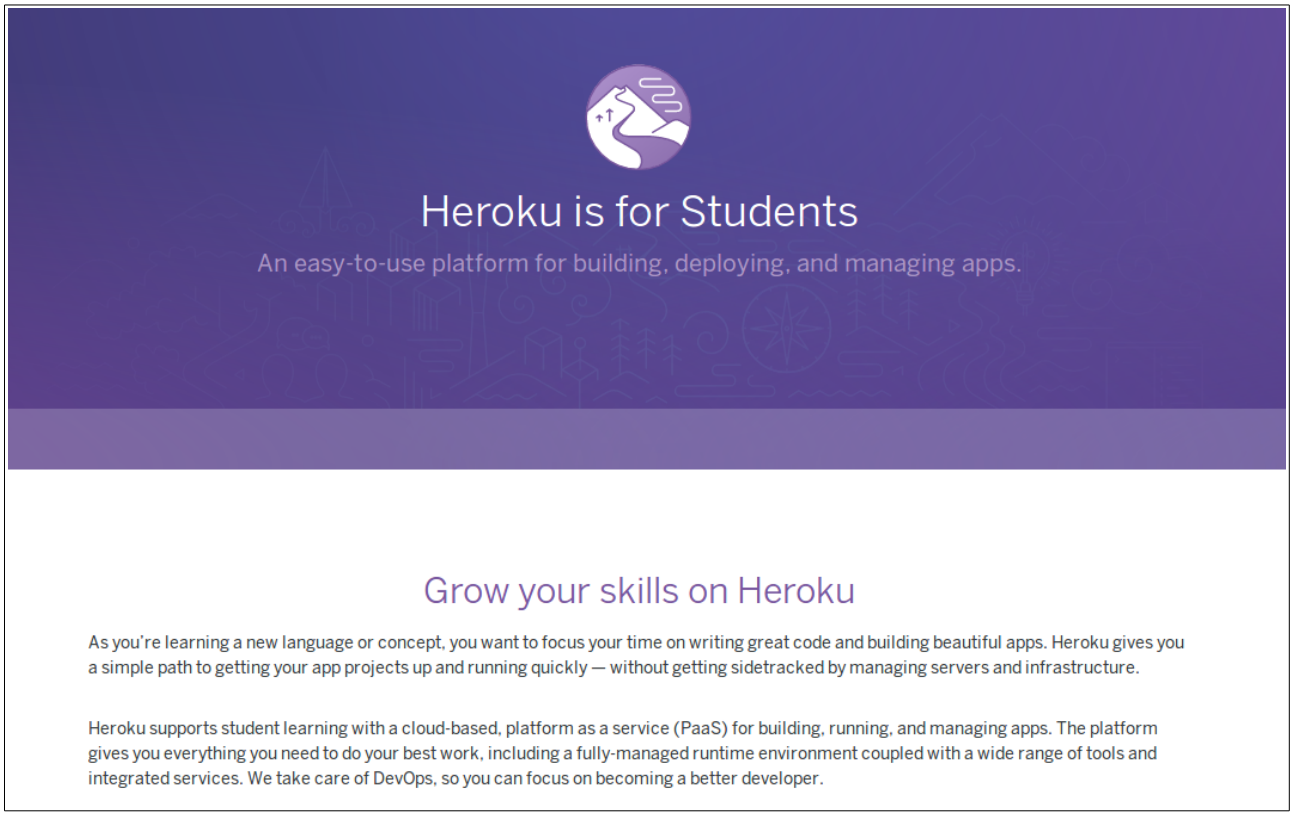


Image 14: For Students

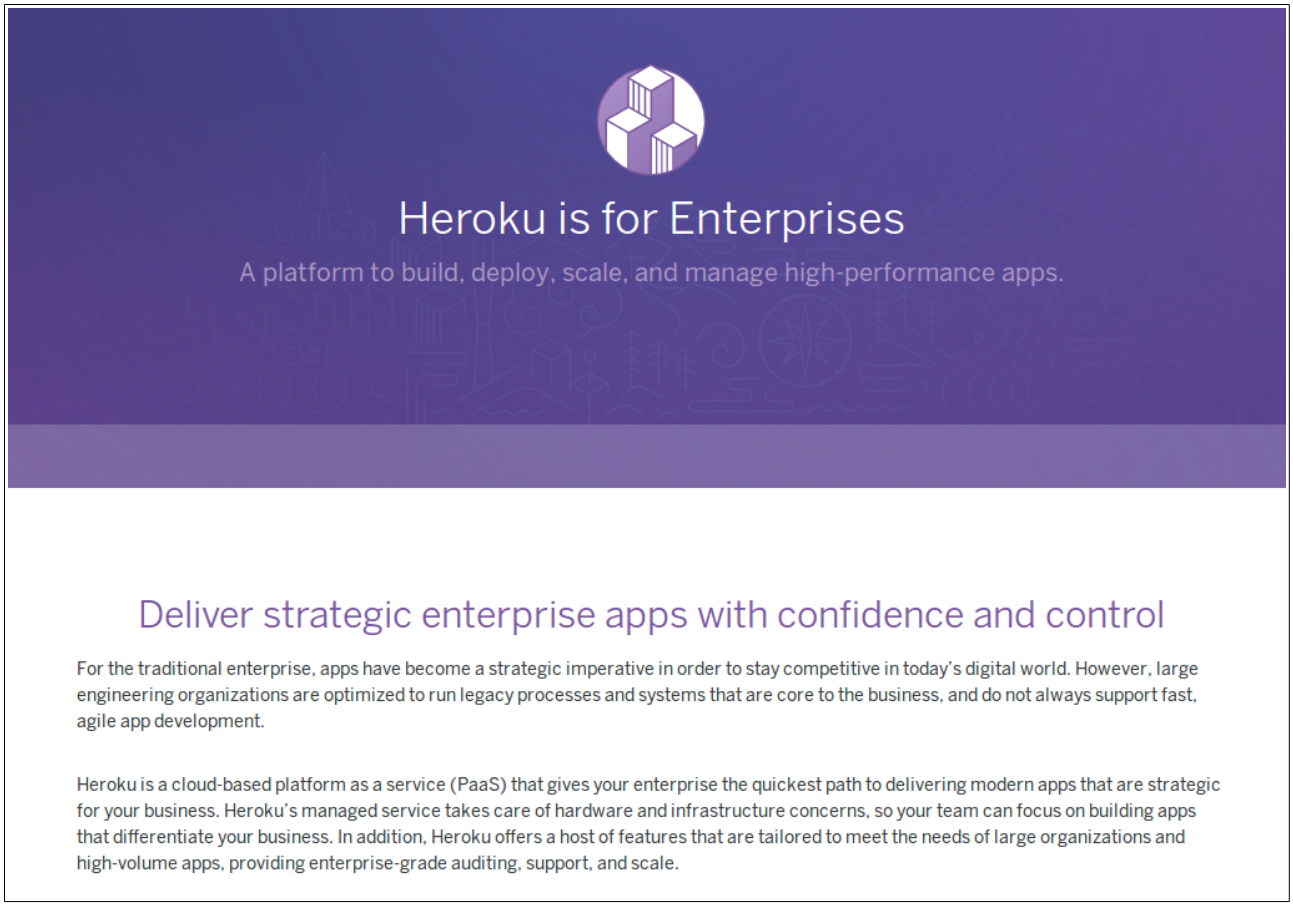


Image 15: For Enterprises

2.6 Heroku Marketplace

They also have a marketplace, where (apparently) the developers can sell what they develop, similar to what we have envisioned for Komodo.

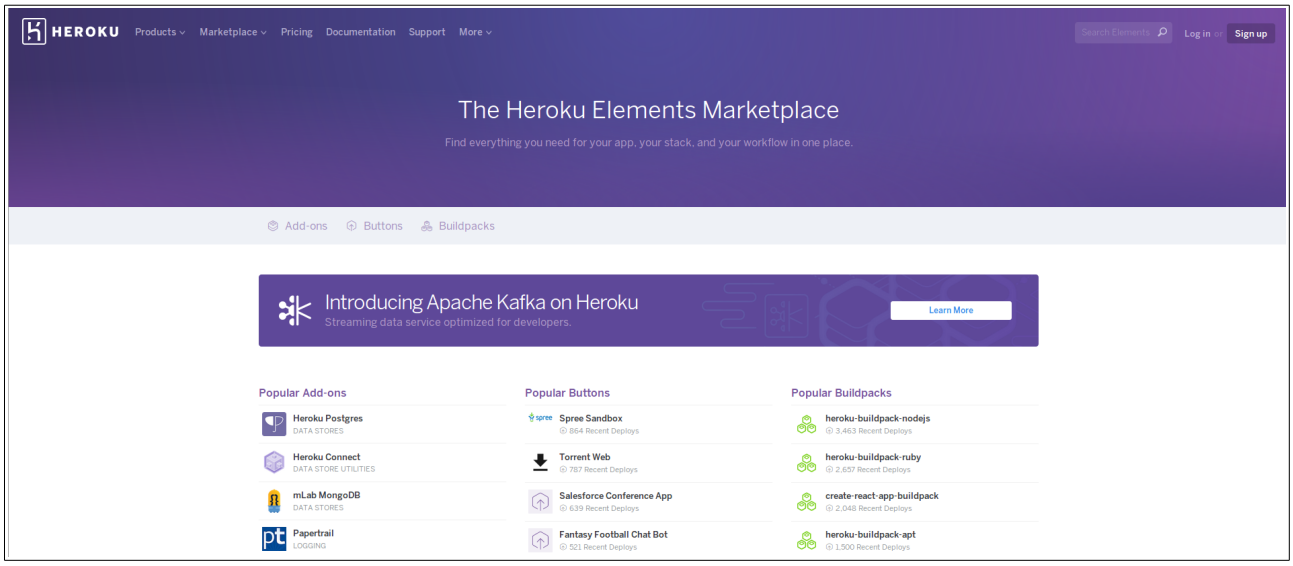


Image 16: Heroku Marketplace

There marketplace has three main categories:

- Tools and services for developing, extending, and operating your app.
- Your one-click provision, configure and deploy third party components, libraries and pattern apps.
- Buildpacks automate the build processes for your preferred languages and frameworks.

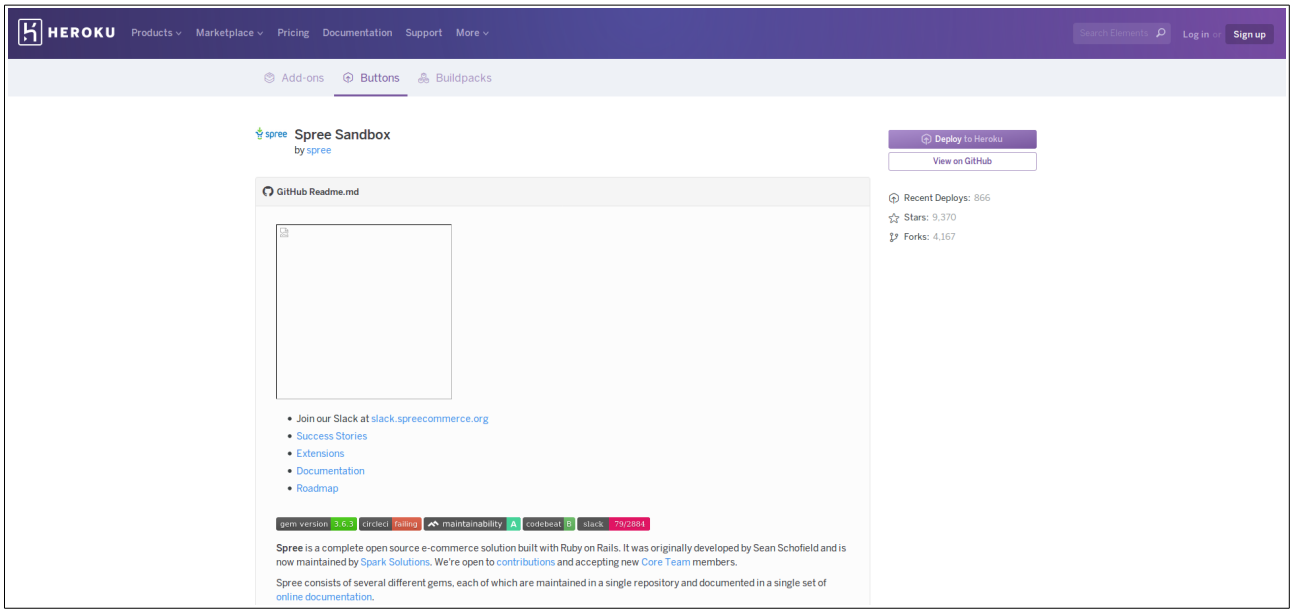


Image 17: Item from the marketplace

PART III – KOMODO WEBSITE & DOCUMENTATION

3.1 Heroku Case Takeaways

I didn't have to browse the Heroku website too long to understand what they do, who's their audience is, and what their vision & mission is.

The thing that grabbed my attention and respect was their mission of driving better developer experience (DX):

> At Heroku, we believe that great apps come from developers using tools they love. That's why a great developer experience has always been at the very heart of what we do. Heroku makes the processes of deploying, configuring, scaling, tuning, and managing apps as simple and straightforward as possible, so developers can focus on what's most important: building great apps that delight and engage customers.

We too need a concrete mission statement like that. What is it we are trying to do? Do we want to build an excellent developer experience for developers like Heroku? If yes, then we should take a closer look at what they and similar projects have done to create and maintain an active community.

Interestingly they also had a marketplace, where I assume the developers can sell add-ons and so forth. Sounds very similar o what we are looking to do.

Apart from that, they have a sandbox environment where the developer can try out if their application works. To me, that seems like a crucial thing to offer, as getting started by first creating a custom blockchain (or even just syncing KMD) looks like an unnecessary barrier for a curious developer. Could we also build such a sandbox environment where devs can try out smart contracts and API calls without using a real blockchain?

For the complete rebrand, we are looking to build a well-thought-out website like that. It's good to review the top notch sites outside of crypto to see and understand where we should set the bar.

3.2 Vision For Structure

Based on this research it seems all these things would ideally be kept more or less separated.

- Developer Audience

    - Documentation (getting started)
    - Documentation (in-depth info + other relevant info)
    - Support (FAQ, troubleshooting)
- User Audience
    - Documentation (how-to guides)
    - Support (FAQ, troubleshooting)

From what I understand we decided to keep the user documentation on the Freshdesk and developer documentation on docs.komodoplatform.com.

As the developer documentation is still a work in progress, we are missing a polished 'getting started' page and structure. Could we get this type of 'getting started' documentation finished for the upcoming Komodo website update?

3.3 Documentation Focus

In general, we have recognised three things that are marketable and more or less ready today.

1. Blockchain Starter-Kit (audience blockchain developer)
2. Security Service (audience existing blockchain project)
3. Atomic Swap DEX (audience: DEX developers and market makers)

In my mind, it would make sense to also split up the documentation into chunks that match with our "product offerings". Each should have a 'getting started' page and segment about the more in-depth documentation.

Something along these lines:

- Blockchain Starter-Kit (audience blockchain developer)
    - Creating an assetchain
    - Available technology modules
    - CC Smart contract language
- Security Service (audience existing blockchain project)
    - dPoW documentation
- BarterDEX Documentation (Audience: DEX developers)
    - How to build a DEX

- How to become a market maker

3.4 Why I wrote this

Marketing and documentation go hand in hand, so we will need to work more closely together.

We have to know our audience types and create an intuitive ‘getting started’ page from where we funnel the visitors to more specific content they are looking for.

The main question in my mind is what we could do in short time frame to go in this direction? I feel like along with the coming website update we should have a developer documentation overhaul so that it matches with the content on the website.

For example, when we talk about “Blockchain Starter Kit” we should have a link to forward to that would be about “getting started with Komodo”, specifically about how to create an assetchain and then progress to the smart contract documentation.

How do we turn our documentation into a story that matches what we will have on the website?