

Transcript of meeting between the iOS App Product Owner (IOPO) and the Lead Mobile Engineer (LME)

IOPO: Morning! Can we go through some questions we had about the savings feature?

LME: Sure, go ahead.

IOPO: We thought it would be best to place the feature in the existing accounts tab with a new button at the top of the screen that opens a new savings account.

LME: Yes, that can work. Is this a feature that all users will see or is it only enabled for some?

IOPO: All users.

LME: OK.

IOPO: The controls will need to be simple. So, the user will enter what they are saving for, which will become the name of the account. We'd like to be able to use this information later to target advertising or deals if possible.

LME: That's fine, we can just store it without using it for anything other than the account name for now. It will have to have an account number, too; will they see that on the set-up screen as well?

IOPO: No, keep it as simple as possible. So, what they're saving for and the target amount with arrows to move it up and down, or the option to type the amount.

LME: What will be the increment for the arrows?

IOPO: A\$5. We will need a confirm button and a cancel button. If the account is set up, then they get a confirmation message, and when they reach their savings goal they get a phone notification.

LME: Can you explain what you mean by 'phone notification'?

IOPO: When the phone displays a banner at the top of the screen with a sound, the same as when you get a text message.

LME: You'll need to decide whether this notification will be sent out from our servers or triggered by the phone comparing the savings to the target amount.

IOPO: Which would you recommend?

LME: Sent from our servers, as users might reach their goal when they're not using the app and we can only do so much processing in the background. In that case, this would be called a 'remote notification', not a 'phone notification'. We should send an SMS as well in case they have disabled notifications.

IOPO: OK, I'll pass that back to the team, but SMS costs money so that might not go ahead.

LME: That's fine, as we don't need to worry about SMS from our point of view. This thing about stopping users from spending, though? We can't do that.

IOPO: I didn't think it would be possible. OK, do you feel as though this feature is viable before I go to the designers?

LME: Absolutely.