

The logo for CostCoach, with 'Cost' in white text on a white background and 'Coach' in white text on an orange background.

CostCoach

Sprint 6: Final Demo



Demo!





User Testing

General User Testing Feedback

Overall takeaways:

- ❖ Intuitive to use/ follow
- ❖ Useful app
- ❖ Perhaps not an app for everyone
 - Likely to be for people already more familiar with using apps

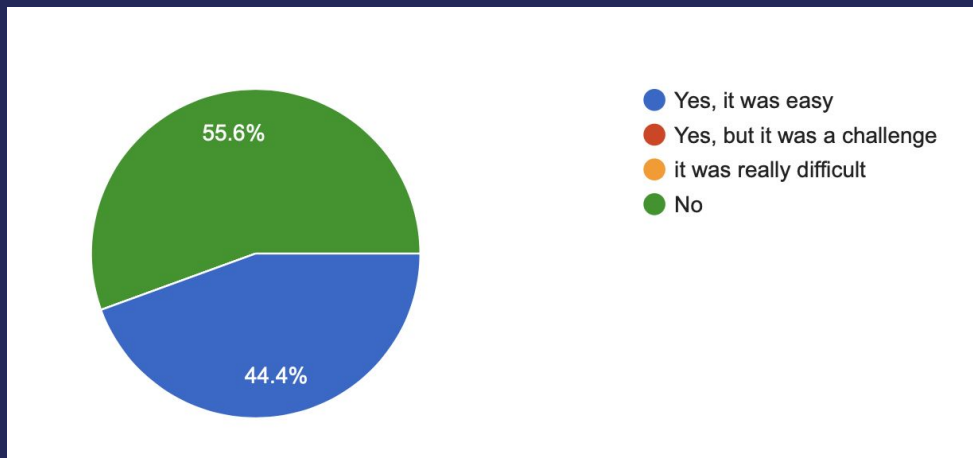
Helpful Highlights:

- ❖ Add to the app description → emphasize that it's a roadmap rather than a hard and fast schedule
- ❖ Add some information about what an out of pocket maximum is
- ❖ Clearer guides on what to do and when

User Testing: Results

Task 2:

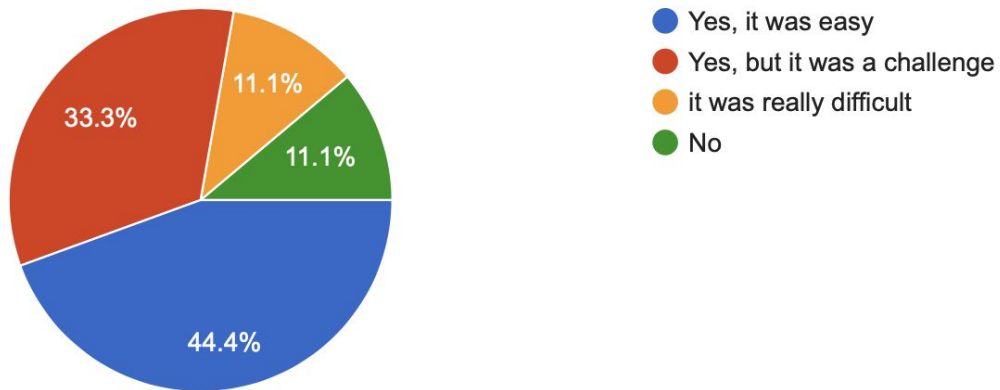
- ❖ You are on the conversational guide page. You would like to put together a list of questions for your next medical visit. How can you use this page to generate a list of questions?
- ❖ Were you able to find the button to generate your list of chosen questions?



User Testing: Results

Task 6:

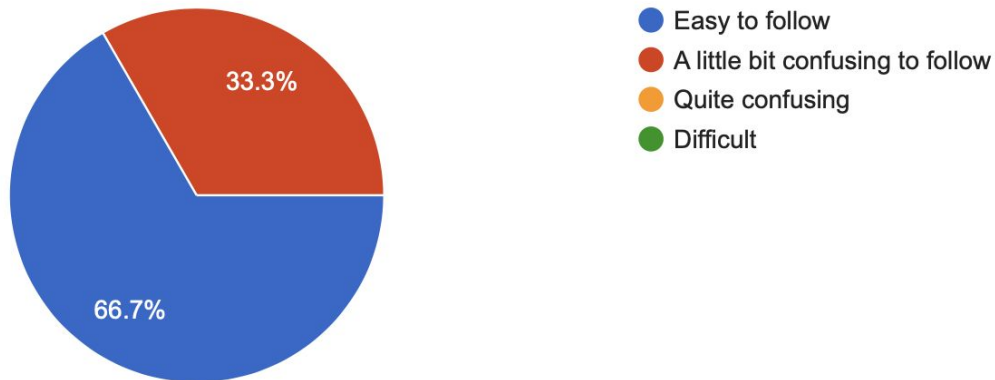
- ❖ Were you able to find the out of pocket max point on the timeline with ease?



User Testing: Results

5) What was your experience completing the survey?

9 responses



Improvements from User Testing

- ❖ We discussed the key findings of user testing with our client and agreed upon the following improvements:
 - Change dropdown text in Medication question from IV to Intravenous (IV)
 - Remove the floating v-card effect on the homepage that makes it look clickable when it is not
 - Add carrot button that allows user to either go to the bottom or top of the timeline page without having to scroll
 - Change text on timeline bullets from “You will be ...” to “You are ...”
 - Make the final timeline bullet (when the user reaches their OOP) more distinct than the other bullets by:
 - Enlarge “Out of Pocket Maximum Reached” text
 - Change icon associated with that entry a checkmark, rather than a star and changing its color from white to green



Sprint Retrospective

Retrospective: sprint plan

- ❖ User Testing
 - & user testing analysis document
- ❖ Implementing the changes from user testing
- ❖ Unit testing - a lot!
- ❖ Tech transfer meetings and planning
- ❖ Tech transfer document!

Retrospective: what went well

- ❖ User testing went well
 - Received positive & constructive feedback → changes which we agreed upon with the client
 - The users were great and responsive - didn't have to chase anyone down
- ❖ Unit testing
 - We wrote a ton of front end and back end tests

Retrospective: what could have gone better

We started completing tasks for this sprint a little later in the sprint than usual:

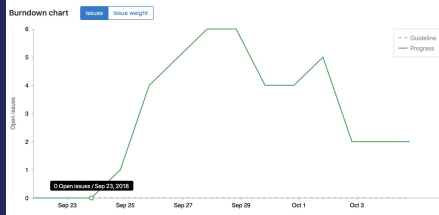
- ❖ We waited on user testing analysis before making the bulk of our UI changes
- ❖ We could have planned it out better to get started sooner



Latest Burndown Chart

Sprint 2 - Prototype

A basic "demoable quality" version of the most important features of the project to get a quick sense of how it will work. This sprint emphasizes rapid prototyping on small example data to get the core features working.



Sprint 5 - Beta

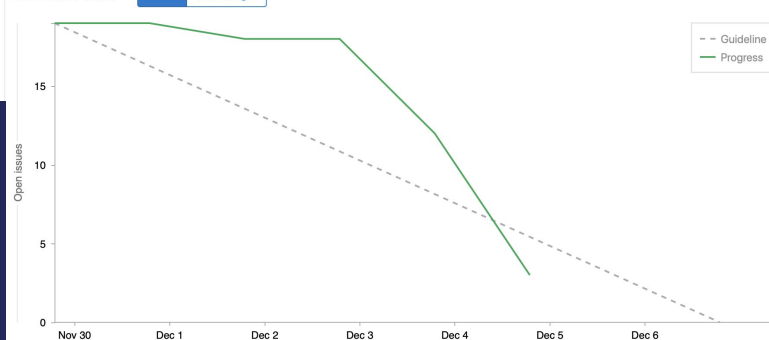
A robust version of all the project's functionality. This sprint emphasizes giving the client a robust, complete version of the project; after this sprint, no new features should be added. At this point, the app must be deployed in the Client's environment for user testing.



Sprint 6 - Production

The final version of the app should have robust and full functionality and include any updates in response to the Client's User Testing. Additionally, this release includes the Final Documentation (see Technology Transfer below).

Burndown chart





Semester Retrospective

What We Learned & How We Improved

- ❖ Computer Science is not all CODING
- ❖ Testing is really hard
- ❖ Granularity is important
- ❖ Benefits of team work
- ❖ Happy Client, Happy Coders
- ❖ Communication
 - Stand Up
 - More messaging
- ❖ Adaptability
 - Unexpected developments (missing Duke data)
- ❖ Evaluating Situations/Expected Work
 - Kind of
 - Division of Labor
- ❖ Pair programming
 - Testing

Then and Now

- ❖ What we set out to do in executive summary/Project Contract:
 1. Cost Calculator
 2. Conversation Guideline
 3. Insurance Provider Information
 4. Web Application

- ❖ In actuality, final features:
 1. Cost Calculator
 2. Timeline
 3. Conversation Guideline
 4. Information buttons
 5. Web Application with Mobile Compatibility
 6. Print Features



CostCoach

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Body

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Welcome to CostCoach

CostCoach is the world's first application that can calculate your cancer treatment costs. You only need three pieces of information to use it: your insurance plan, diagnosis, and medications.

Press the button below and get started

[CALCULATOR](#)

Fighting the Stigma

Having a conversation with your health care provider about finances can be challenging. To make this conversation easier, a list of common questions have been assembled in our Guide.

Find your questions here

[GUIDE](#)

Did you know?

The Agency for Healthcare Research and Quality (AHRQ) estimates that the direct medical costs (total of all health care costs) for cancer in the US in 2015 were **\$80.2 billion**.

52 percent of patients desire a cost discussion with their oncologist.

57 percent of patients reported lower treatment costs due to a discussion.

19 percent of patients actually have a cost discussion.

Aux

QUESTION

Options

Next

Aux

Cost Calculator

The survey below will ask you about your insurance plan, diagnosis, and medications. Once submitted, it will generate a timeline showing you each step you'll take in your cancer treatment until you reach your out-of-pocket maximum.

Press the "?" button for more details on each part of the survey.

 Insurance —  2 Diagnosis —  3 Medications —  4 Results

Insurance



Insurance plan

Select your insurance plan from the dropdown

CONTINUE



Client Side

Review of client meetings

- ❖ One person responsible for all client communication
 - Made it easy for both sides as no miscommunication about connecting with the client
- ❖ We had a folder for notes from the meeting which we used to add to issues for upcoming sprints
- ❖ We learned to use non-tech jargon
 - E.g. explaining UI framework overhaul
 - Missing data and ways to overcome that (static data, mapping, etc.)

Thank you!

