

# Compass 2.0

Olivier - Julien - Trung

Growth Session #5 - July 20-21 2017

New version for Compass with:

- Extended content encompassing development, design, product and team organization
- Multi-page site powered by Jekyll



## INTRODUCTION

About Compass

## OUR COMPANY

Ideology

Values

## OUR TEAM

Roles

Communication

[Feedback](#)

Individual Growth Track

Rules & Regulation

Perks

## DESIGN

## Team Feedback

We generally prefer to keep meetings to a minimum as we prefer more immediate and efficient means of communication. But we also understand that growing as individuals and as an effective team takes regular and constructive feedback sessions.

- **Daily Stand-up**

True to the core tenants of agile methodologies, we hold a morning meeting with everyone at 10am everyday that we aim at keeping under 10 minutes.

As not everyone is working on the same project, we keep the narrative of “work done today/work planned for today” to a high level and we aim at making it interesting for all teammates. Each individual narrative should be understandable without being involved in the project.

The stand-up is the occasion to have an overall picture of the daily progress and struggles.

- **Weekly retrospective**

The retrospective can be held either 1) by stack e.g. iOS weekly retrospective on Wednesdays or 2) by project.

Our retrospective meetings are the occasion to:

- Review the previous sprint accomplishments and struggles.
- Plan the future sprints.
- Present and review a new methodology or process.

These meetings are encouraged but not compulsory for every stack or project. Planning a project or stack retrospective is the project's team lead discretion.

- **Monthly All-hands**

Our all-hands meetings are the opportunity to get an overall picture of our recent achievements, challenges, and plans for the short and medium terms.

## COMPASS

### INTRODUCTION

About Compass

### OUR COMPANY

Ideology

Values

### OUR TEAM

Roles

Communication

Feedback

Individual Growth Track

Rules & Regulation

Perks

### DESIGN

Design Process

User Experience

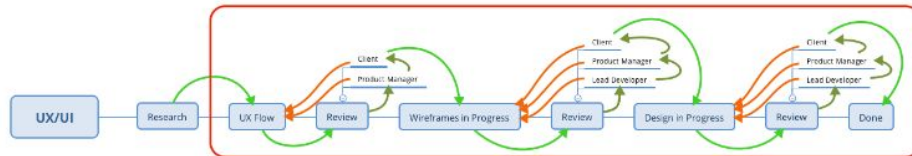
## Reviewing the Wireframes and UI

Our design review process is comprehensive and ensures that:

- The UX/UI follows the project brief and vision,
- The elements designed are technically feasible (and complex elements are identified early on),
- The client is happy with the UX, look, and feel of the product.

## What to Review, and When

Remember the UX/UI flow illustration in the [“Design Process”](#) section? The design review flow is a part of it (hereafter in red).



Here is a breakdown of what exactly needs to be reviewed (and what shouldn't) at each review step.

- **UX Flow:** the UX flow itself. Not that there is anything else to review...
- **Wireframes:** arguably the most difficult review step (for the client especially). The focus of the review must be the User Experience **exclusively**.
  - **DO** comment on layout, elements position, sizes/proportions, and user flow.
  - **DO NOT** comment on colors, typography, copy, and style in general.
- **Design/UI:** the focus during UI review is on the visual appeal and the feel of the product.
  - **DO** comment on colors, typography, shapes, illustrations, and style in general (and typos).
  - **DO NOT** comment on content, and that's about it. Everything else should be as close to perfection as possible.





## INTRODUCTION

About Compass

## OUR COMPANY

Ideology

Values

## OUR TEAM

Roles

Communication

Feedback

Individual Growth Track

Rules & Regulation

Perks

## DESIGN

Design Process

User Experience

## Android Guideline

Inspired by various sources which you may have further read from the resource links I provide below. For now, in this guideline I'm trying to shorten it up as much as possible but still trying to deliver the most important points.

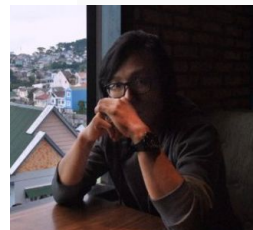
## Reference resources

- **Java:**
  - Google [contributor Guideline](#) and [Java Guideline](#):
  - Futurice's Android [Guideline](#)
  - Ribot's Android [Guideline](#)
- **Kotlin:**
  - Kotlin [convention \(official site\)](#) and [Kotlin Idioms](#)
  - Ray Wenderlich's Kotlin [Guideline](#)

## Project structure

Typical structure we usually have:

```
com.nimbl3.project
├─ other-module
├─ app
│  └─ libs
│     └─ src
│        └─ androidTest
│           └─ java
│              └─ com/nimbl3/InstrumentalTest
```



# Achievements and progress

- Team 100% Done
- Design Process 90% Done
- Development Process 40%

- ☐ *Introduction* - About Compass
- ☐ *Introduction* - Contribute to Compass
- ☒ *Our Company* - Ideology [PR#32]
- ☐ *Our Company* - History
- ☒ *Our Team* - UX/UI Designer [PR#32]
- ☒ *Our Team* - Communication [PR#32]
- ☒ *Our Team* - Feedback [PR#32]
- ☒ *Our Team* - Rules & Regulation [PR#32]
- ☒ *Our Team* - Perks [PR#32]
- ☒ *Design* - User Experience [PR#42]
- ☒ *Design* - User Interface [PR#44]
- ☒ *Design* - Design Review [PR#46]
- ☒ *Design* - Presentation [PR#45]
- ☒ *Design* - Tools [PR#43]
- ☐ *Product* - Services [@julien731]
- ☐ *Product* - Client Feedback [@julien731]
- ☐ *Product* - Measuring [@julien731]
- ☐ *Development* - Version Control - Releases
- ☒ *Development* - Code reviews [PR#32]
- ☐ *Development* - Code Style guide - General Conventions
- ☐ *Development* - Code Style guide - HTML+CSS
- ☐ *Development* - Code Style guide - JavaScript
- ☒ *Development* - Code Style guide - Ruby [@abhinavmsra][PR#28]
- ☒ *Development* - Code Style guide - iOS [@mmrmlrr][PR#27]
- ☒ *Development* - Code Style guide - Android [@sleepylee]
- ☐ *Development* - Testing
- ☐ *Development* - Continuous Integration
- ☐ *Development* - Localization

# Thanks!

Contact Nimbl3

[hello@nimbl3.com](mailto:hello@nimbl3.com)

399 Sukhumvit Road, Interchange 21  
Klongtoey nua, Wattana  
Bangkok 10110

20th Floor, Central Tower  
28 Queen's Road  
Central, Hong Kong

[nimbl3.com](http://nimbl3.com)

