

Compass 2.0

Olivier

Growth Session #6 - August 24-25 2017



New version for Compass with:

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

Achievements and progress: Illustrations



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Version Control



We always use [Git](#) for our code version control needs. No matter how big or small the project is, Git is required at all times as it allows us to track changes, revert to previous without using `ctrl+z` 🤪 and primarily work efficiently as a team.

Services

Github and Bitbucket are both used depending on the nature and requirements of the project. As a general rule, this how we decide which service to use:

- Github:
 - Private repositories for native mobile applications (iOS and Android) as most Continuous Integration providers only work with Github
 - Private repositories for web projects for clients who already use Github for their organization
 - Public repositories for open source projects developed by us
- Bitbucket private repositories for everything else

Branching

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Design Process



The design process, if required for the product, has to start *as soon as the project scope has been reviewed and validated by the client*.

Starting earlier will only result in unnecessary changes, adding extra work (and frustration) for the designers. Starting too far after the scope validation will impact the project timeline.

The design process is composed, on average, of three orderly steps.

1. UX flow,
2. Wireframing,
3. Final UI.

After each step, a review with the client is necessary. **A new step can only be started after the previous one was accepted.**

There is also additional scoping work after steps #1 and #3.

Once the UX flow has been accepted, it is important to do a quick review of the user stories to make sure that nothing was forgotten and to update the stories if the accepted flow changes what was assumed during the initial scoping phase.

Another, more thorough review of the stories must be done after the final UI has been accepted. There will



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Team Roles



Teams are arranged according to project needs. As a consequence, developers are not assigned to work with the same team members or in the same position all the time. In contrary, team members often have to rotate between teams and switch roles.

To work efficiently as a team, it's essential to have a clear set of responsibilities for each role.

Developer

- Write clean and maintainable code
- Write proper documentation for their code
- Write clean and maintainable tests for their code
- Being analytical about the task at hand. Tasks that do not make sense or needs more clarifications must be flagged and brought up to the Team Lead and / or Product Manager.
- Understand the whole design of the application being developed
- Participate meaningfully in technical decisions
- Perform research to solve issues
- Participate meaningfully in code reviews

Team Lead

Achievements and progress: Finalize interactive elements



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Designing Beautiful

User Interface design (UI) or machines and software, such as electronic devices, with the focus on the user's experience.

Why Do We Use UI Design?

It is important for us to design functional interfaces. Interface design plays a vital role in the success of a product.

A good user interface not only increases the efficiency of a task at hand, thereby making every user's life easier.

Getting Ready for the Design Process

Before we start the UI process, all necessary information must be gathered. This includes:

- Brand guidelines
- Visual guidelines
- Icon sets (if any)
- Content (images, persona, profile, etc.)

Once we gathered it all, we are ready to start the design process.

UI Design Process

Everything starts with typography.

Typography plays a significant role to play in making any website readable, convenient, and visually appealing.

```
import Vue from 'vue';

export default Vue.component('collapsible-menu', {
  props: ['title'],
  data: () => {
    return {
      isExpanded: false
    }
  },
  mounted: () => {
    // this is undefined
  }
});
```

Beware

```
import Vue from 'vue';

export default Vue.component('collapsible-menu', {
  props: ['title'],
  data() {
    return {
      isExpanded: false
    }
  },
  mounted() {
    // this is defined
  }
});
```

Correct

Achievements and progress: Processes

Refine process to manage SVG inline (instead of CSS background)

```
><head>...</head>
▼<body class="team team__roles gorgias-loaded" data-gr-c-s-loaded="true" style>
  ▼<div hidden>
    ▼<svg xmlns="http://www.w3.org/2000/svg" xmlns:xlink="http://www.w3.org/1999/xlink" width="32" height="168">
      ▶<symbol id="sprite-icon-notice" viewBox="0 0 32 32">...</symbol>
      ▶<symbol id="sprite-icon-arrow-up" viewBox="0 0 32 32">...</symbol>
      ▶<symbol id="sprite-icon-arrow-down" viewBox="0 0 32 32">...</symbol>
      ▶<use xlink:href="#sprite-icon-arrow-down" width="32" height="32">...</use>
      ▶<use xlink:href="#sprite-icon-arrow-up" y="34" width="32" height="32">...</use>
      ▶<use xlink:href="#sprite-icon-notice" y="136" width="32" height="32">...</use>
    </svg>
  </div>
  ▶<header class="app-header">...</header>
```

```
▼<button type="button" class="button-toggle button-toggle--is-expanded">
  ▼<svg viewBox="0 0 32 32" class="button-toggle__icon icon icon--small icon--arrow">
    ▶<use xlink:href="#icon-arrow-down">...</use>
  </svg>
</button>
```

DESIGN



Achievements and progress: Processes

Refine BEM structure to use in new projects

```
.app-navigation_header {  
  height: 4.125rem;  
  padding: 0 $grid-gutter-width;  
  display: flex;  
  align-items: center;  
  justify-content: space-between;  
  
  &-title {  
    ...  
  }  
}  
  
.app-navigation__content {  
  height: 0;  
  overflow: hidden;  
  animation: height $base-duration $base-timing;  
  
  &--is-expanded {  
    ...  
  
    > .app-navigation_list {  
      ...  
    }  
  }  
}
```


Achievements and progress: Content

- Cleaning up and standardizing content section:
- Review Design content
- Review Development content:
 - Android
 - HTML/CSS (WIP)
 - Javascript (WIP)

Thanks!

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