

blueONE

Update & Product Team Dependencies



Outline

- Business Objectives
- Project Approach
- Branch Plan
- Product Team Needs
- UI Guidelines
- Q&A

Business Objectives



Customer Pain

- Handling data in multiple screens
- Working with information in tables
- Copying, pasting & dragging and dropping
- Extracting data from Agile
- Adding, getting and versioning files
- Accessing help information from screens
- Accessing company/biz info from login screen

Market Problem

- User experience has been lost in web-based applications
- Industry spending R&D on RIA usability
- Web-based applications are evolving
- Agile's customers have been left behind

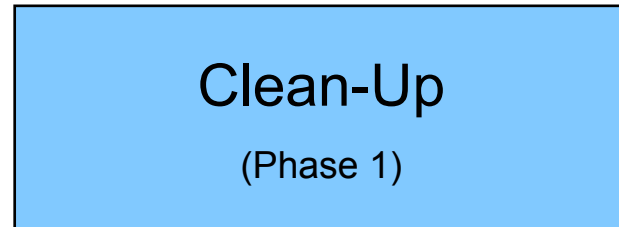
Product Problem

- Web Client lacks desktop application features
- We need rich components in the Web Client to address Power User productivity
- We cannot move to 100% RIA without first
 - ▶ cleaning up our UI code
 - ▶ making the UI consistent

Technology Problem

- Web Client technology is 5 years old
- Existing UI markup does not follow any standards
- Non-WAN friendly architecture
- UX team has shown the client can be repaired with dramatic success
(922, POC)

Solution



Clean-Up

(Phase 1)

Design: Clean-up of visual presentation and create consistency
Technical: Clean-up of client facing code and mark-up (xHTML/CSS)
Benefit: Improved consistency, usability, accessibility & performance

Power User
Experience

(Phase 2)

Design: Key power user use cases (comparisons, table interactivity, etc...)
Technical: Support AJAX-based TreeGrid, windowing, copy/paste, etc...
Benefit: Ease-of-use & increased productivity, across the WAN

Casual User
Experience

(Phase 3)

Design: Key casual user use cases (role-based, task-driven...)
Technical: Role-based presentation support, special client support
Benefit: Targeted end-user experience, PLM Your (customer's) Way

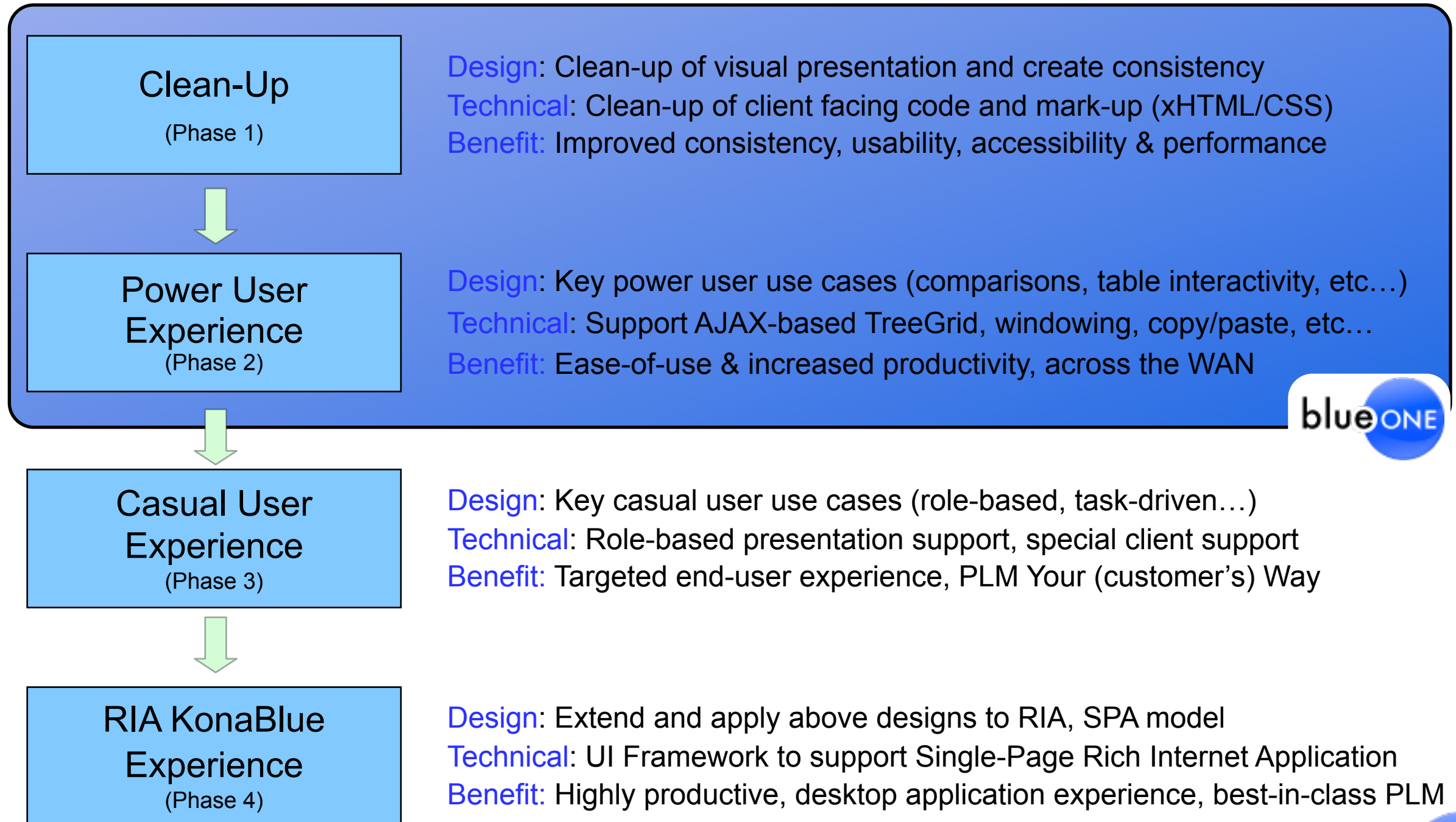
RIA KonaBlue
Experience

(Phase 4)

Design: Extend and apply above designs to RIA, SPA model
Technical: UI Framework to support Single-Page Rich Internet Application
Benefit: Highly productive, desktop application experience, best-in-class PLM



Solution



Value to Agile

- Protect non-A9 maintenance (~\$13.4M/yr)
- Unlock installed-base revenue (~\$41M oppy)
- Reduce R&D and enable rapid development
- Deliver WAN-ready power-user features
- Transitional step to becoming benchmark leader in Enterprise UI

Value to Customers

- Power-user productivity in thin-client
- WAN support
- Ease of Use
- Satisfaction and *Delight*

What it's not

- No new features for the casual user
- Not a departure from our object-tab paradigm
- Not the social networking aspects of Web2.0 [no blog, no wiki, no mashups, no RSS, no community-based URLs]
- Not a wholesale behavior change to existing functionality
- Not a rich internet architecture (RIA) framework
- Not a role-based / task-based UI
- Not fully Section 508 Compliant
- Not applying icons Cimmetry, Prodika, Eigner

Project Approach



Goals

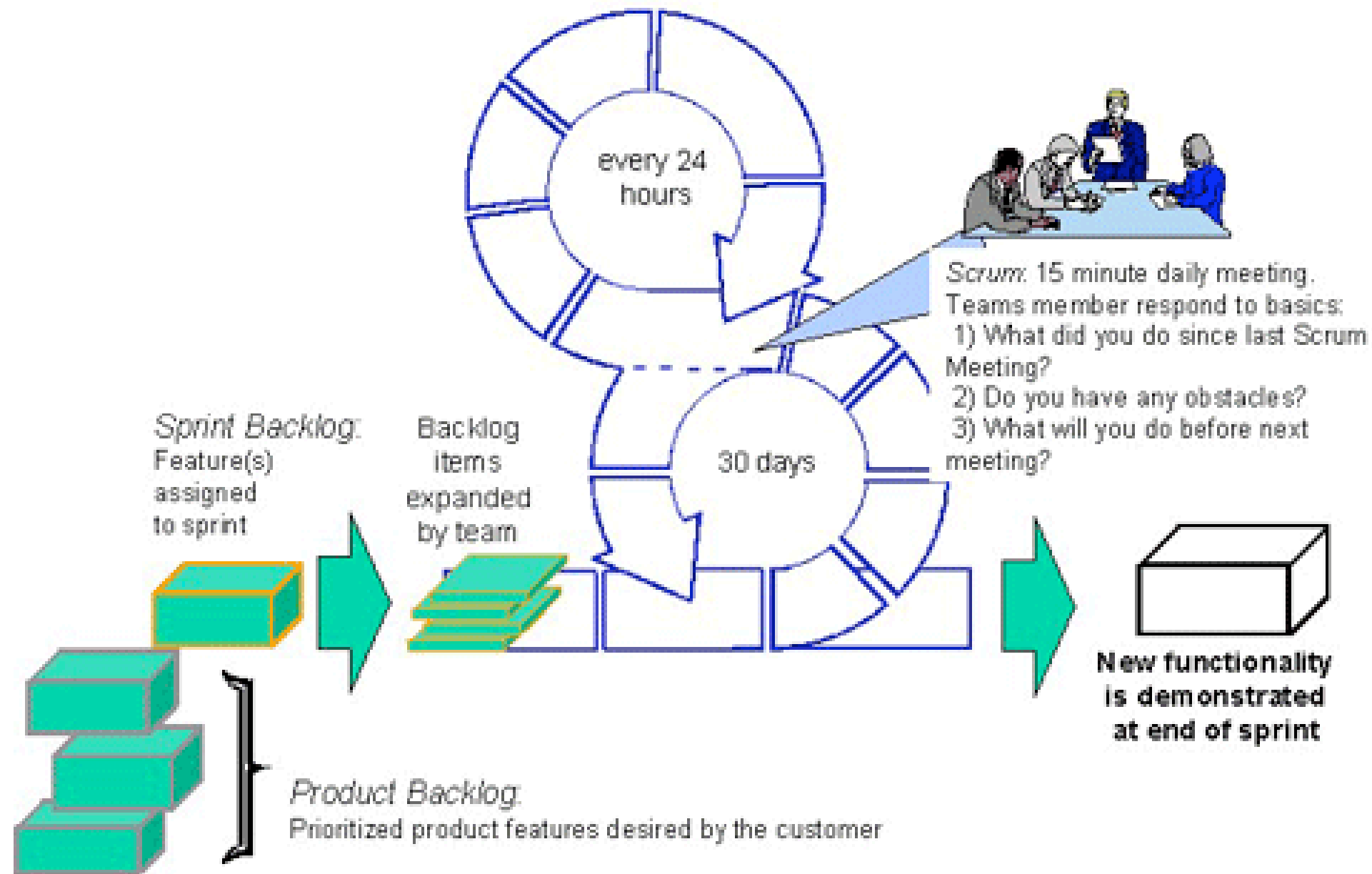
- Reduce risk up front
- Quality at the source
- Make internal customers successful
- Continuous improvement

Feedback



- Customer Design Program
- Weekly feedback on designs and prototypes
- Spirent, Conexant, Coopervision, Ball Aerospace, Metaldyne, Hitachi OMD, Harris

Scrum



BlueOne High-level Plan

cu = Clean-up cycle
fw = Framework cycle

	Cycle 1 (Apr)	Cycle 2 (May)	Cycle 3 (Jun)	Cycle 4 (Jul)	Cycle 5 (Aug)	Cycle 6 (Sep)	Cycle 7 (Oct)	Cycle 8 (Nov)	Cycle 9 (Dec)	Cycle 10 (Jan)
<u>RUE TEAM (Michele, Anthony, Ralph, Tiffany, Sean, Ed, Chunyang)</u>										
UI ELEMENTS	47	fw			cu					
Design										
Implementation	47 pts									
Documentation										
Product Teams										
<u>BLUE TEAM (Michele, Anthony, Ralph, Adler, Phanee, Chunyang, QA1, QA2, QA3)</u>										
ACTIONS			fw			fw			cu	
Design										
Implementation										
Documentation										
Product Teams										
OBJECT PAGES		fw			cu					
Design										
Implementation										
Documentation										
Product Teams										
SIMPLE SEARCH								fw		cu
Design										
Implementation										
Documentation										
Product Teams								???		
ATTACHING FILES							fw		cu	
Design										
Implementation										
Documentation										
Product Teams							???			
<u>RED TEAM (Uday, Tiffany, Ben / Ed, Sean, Siya, Chunyang, QA4, QA5)</u>										
UNIQUE PAGES							fw		cu	
Design										
Implementation										
Documentation										
Product Teams										
ADVANCED TABLE COMPONENT			fw		fw					cu
Design										
Implementation										
Documentation										
Product Teams										
NAV FRAMEWORK (DIVS, WIN...)										
Design										
Implementation										
Documentation										
Product Teams										
MISC										
Context Sensitive Help										
Icon Library										
Visual Themes										
MERGES										

BlueOne High-level Plan

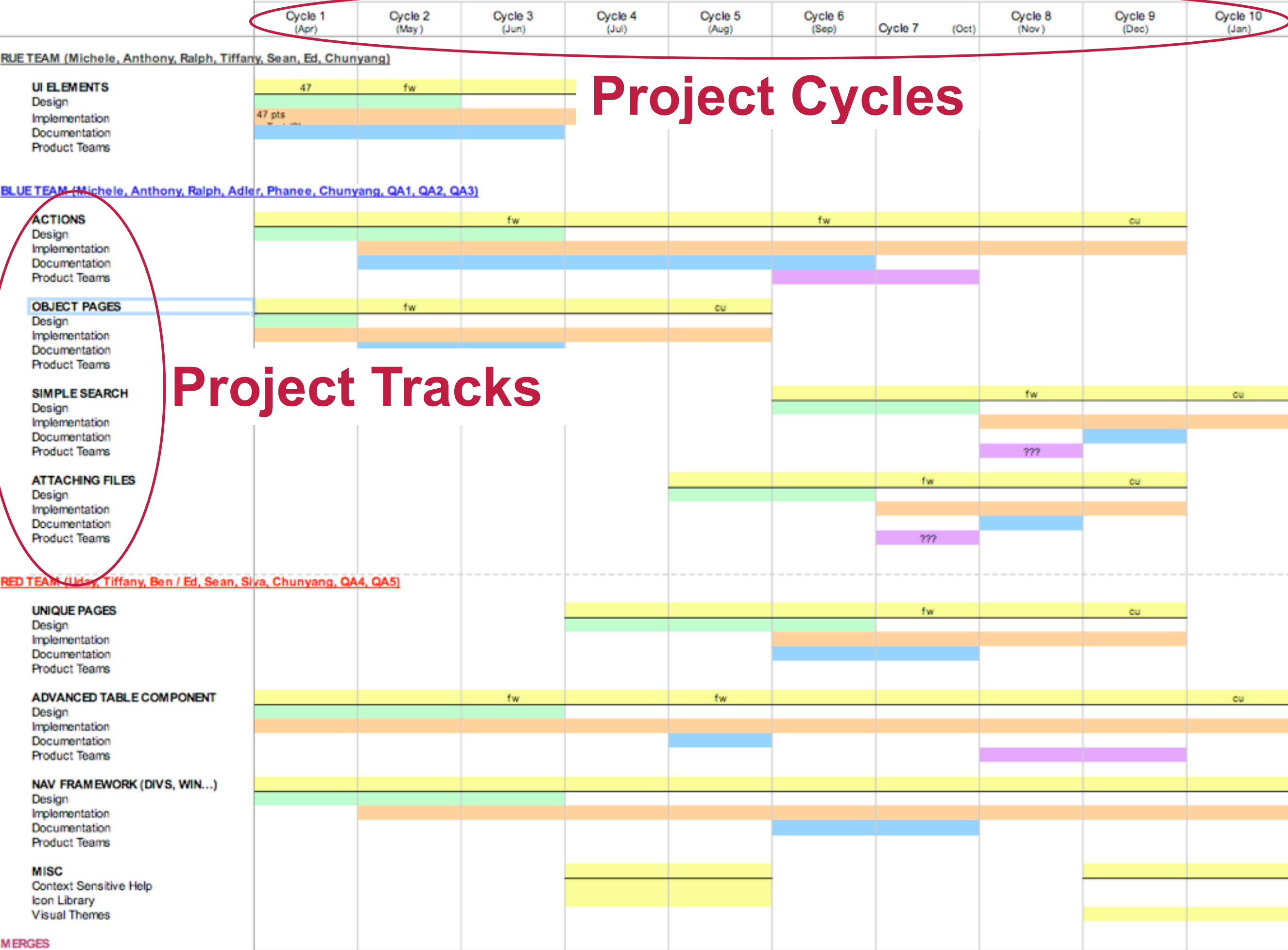
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Project Tracks

BlueOne High-level Plan

cu = Clean-up cycle
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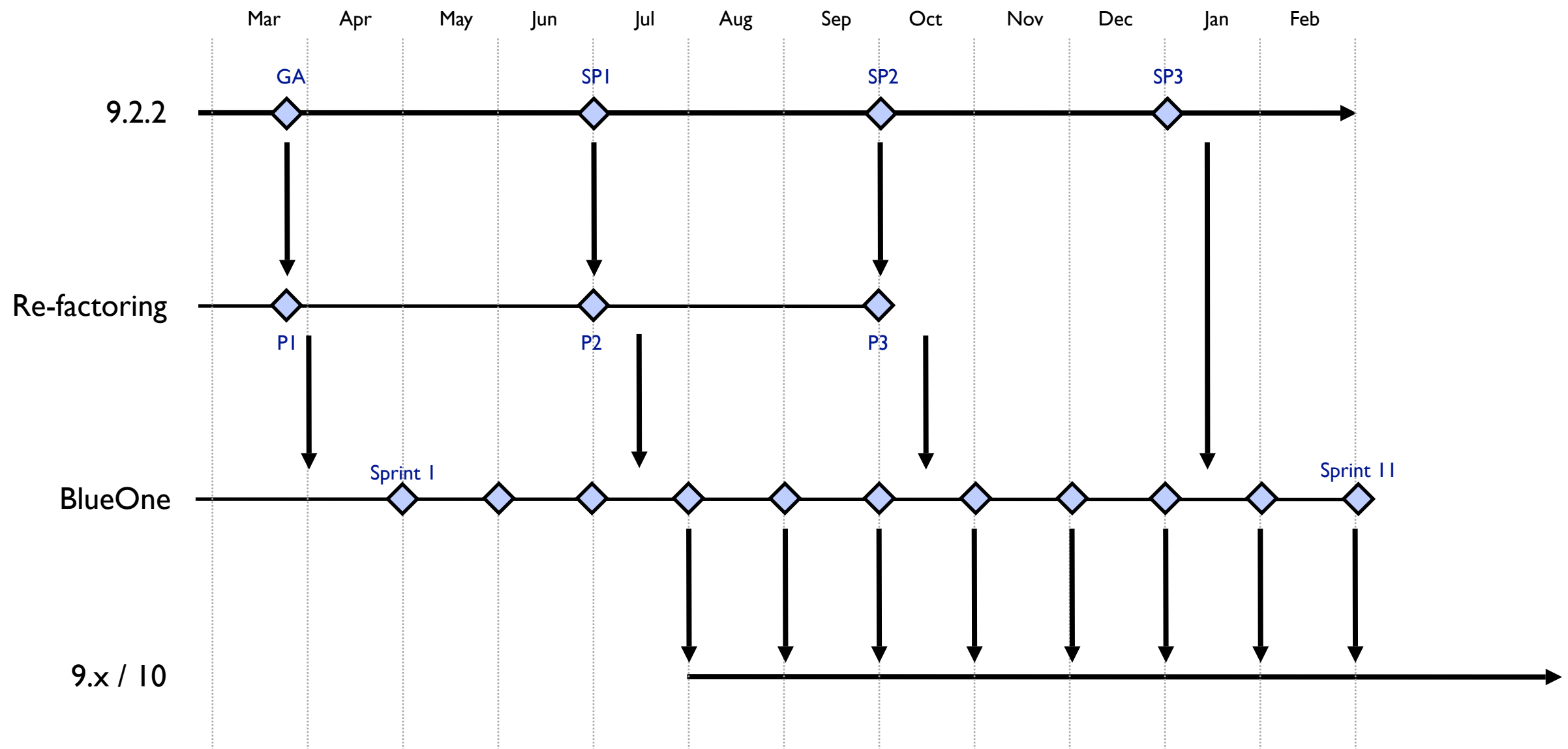
Project Cycles

Project Tracks

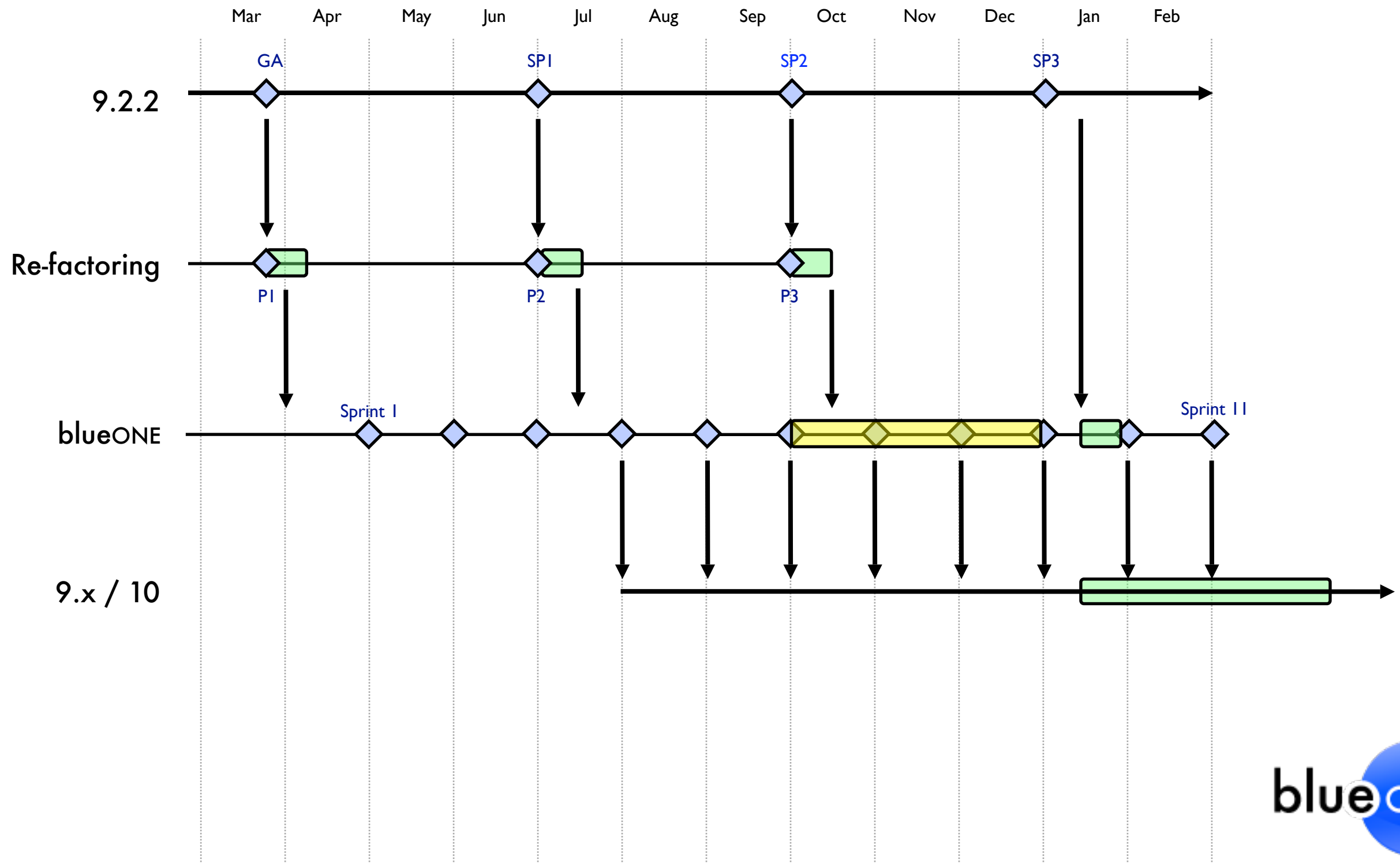
Branch Strategy & Team Involvement



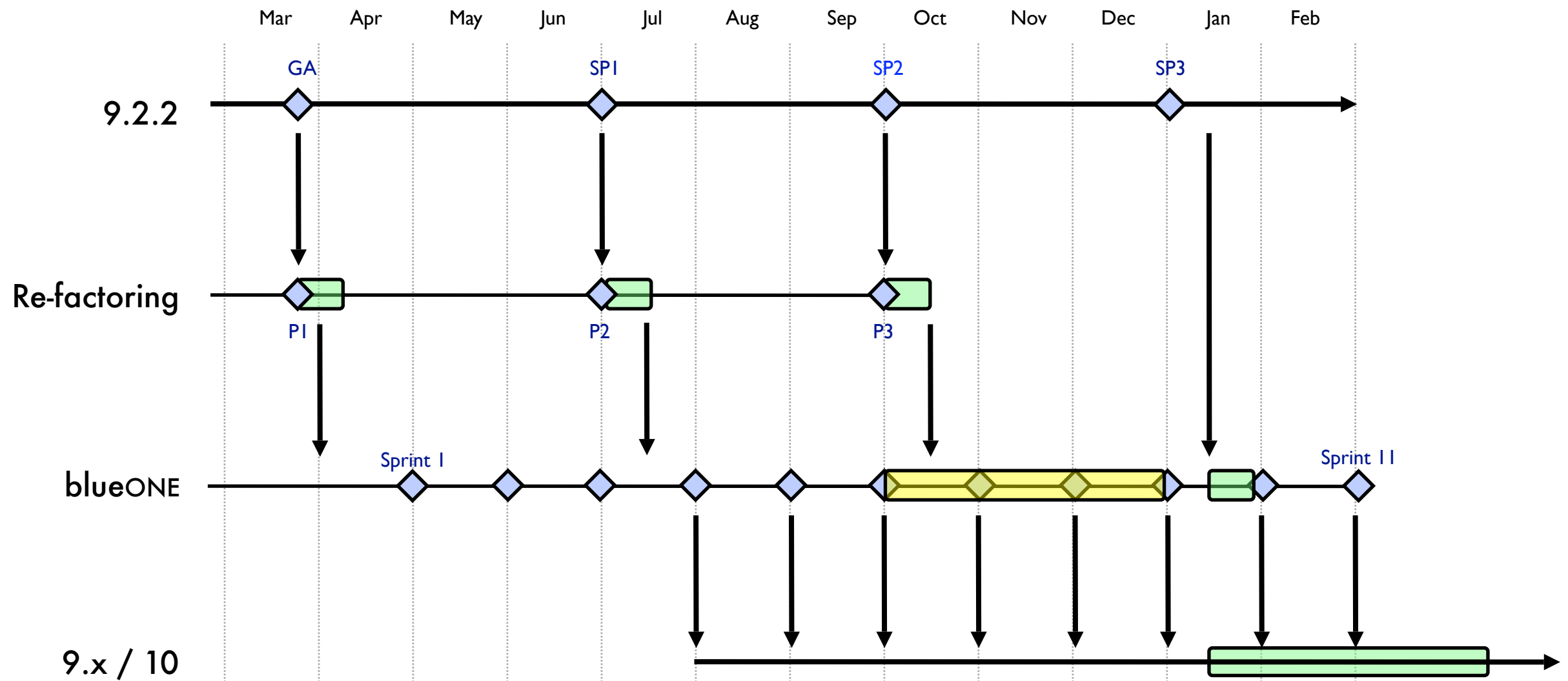
Branch Strategy / Plan



Product Team Involvement



Product Team Involvement



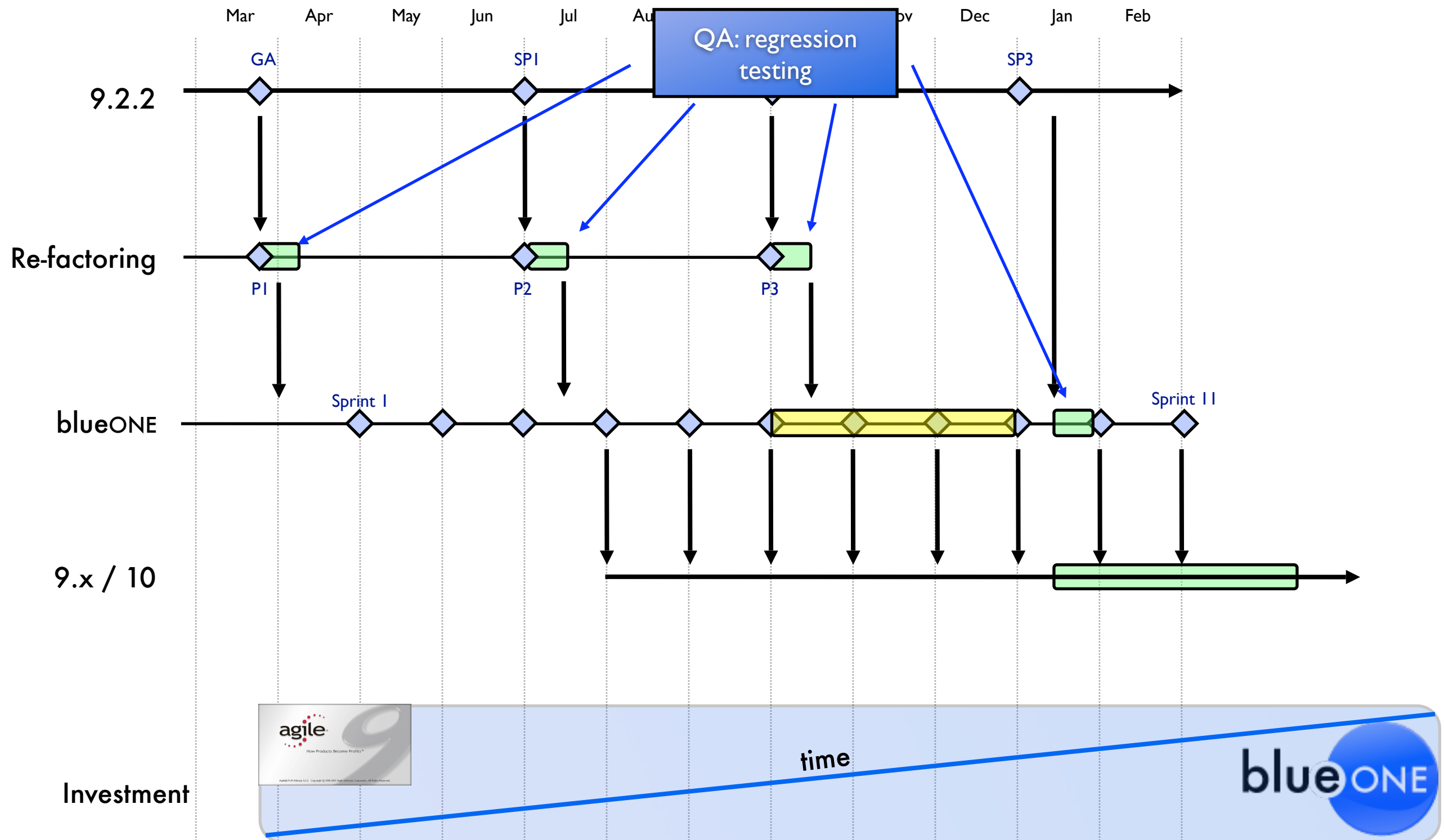
Investment



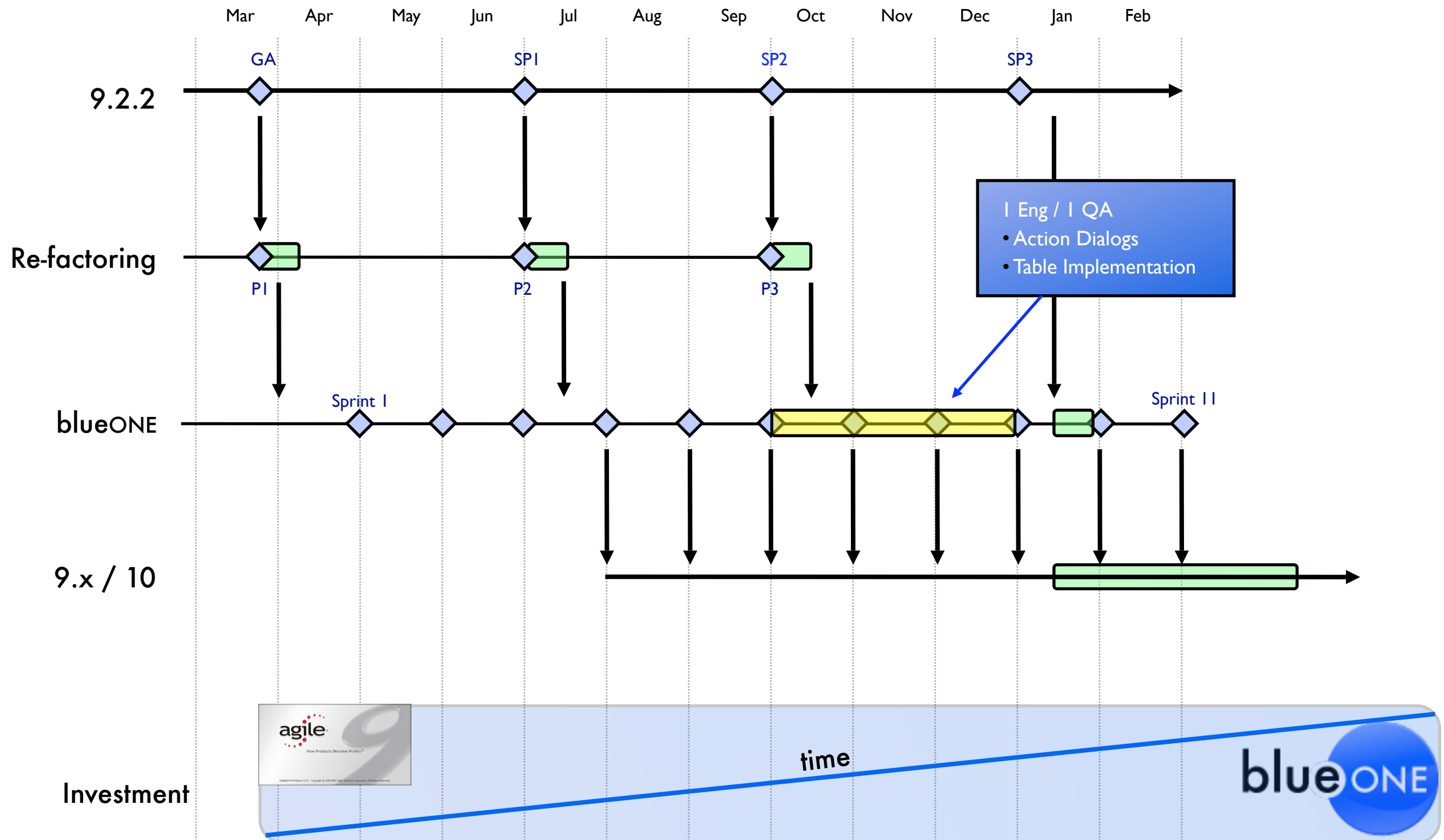
time

blueONE

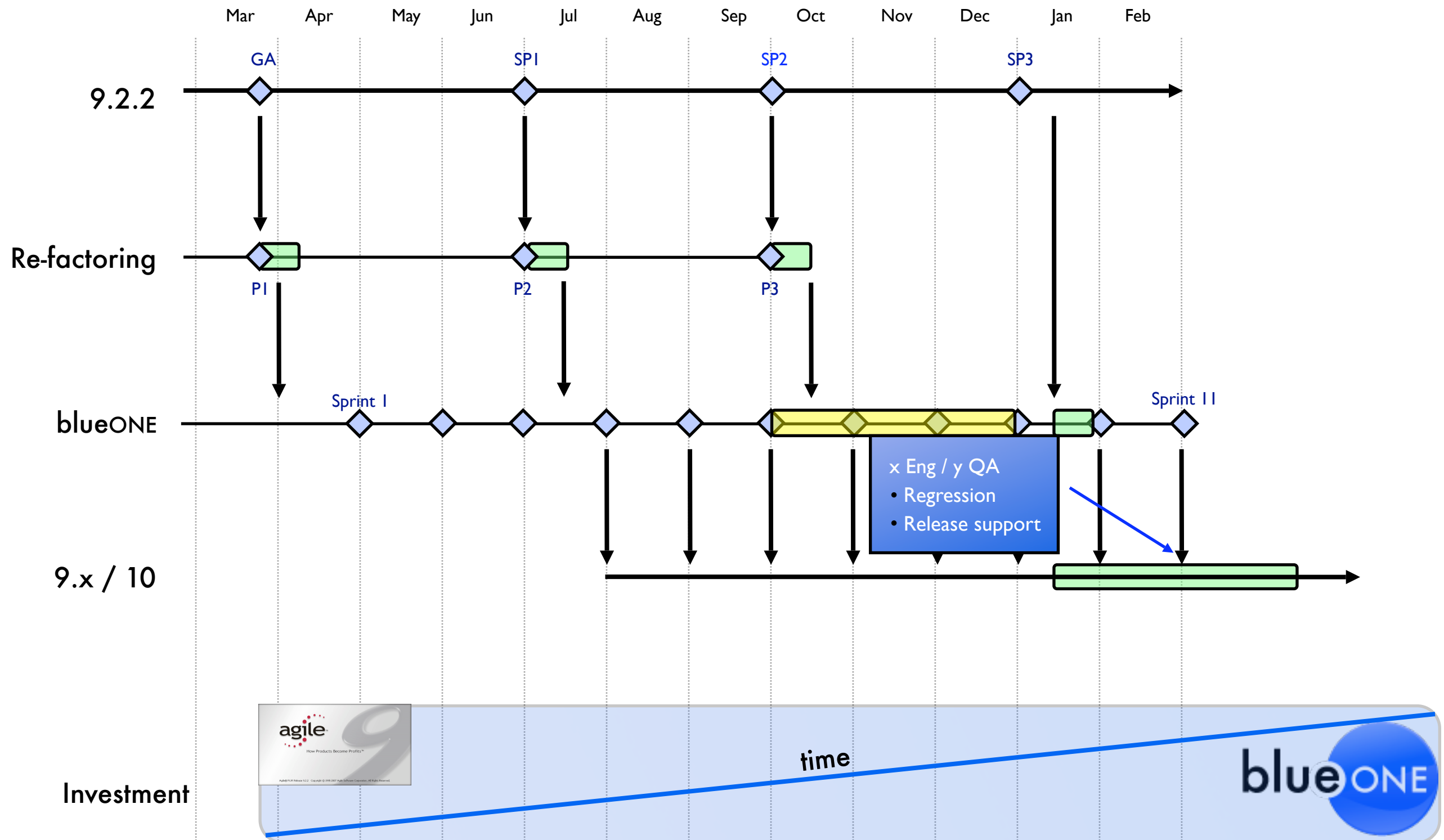
Product Team Involvement



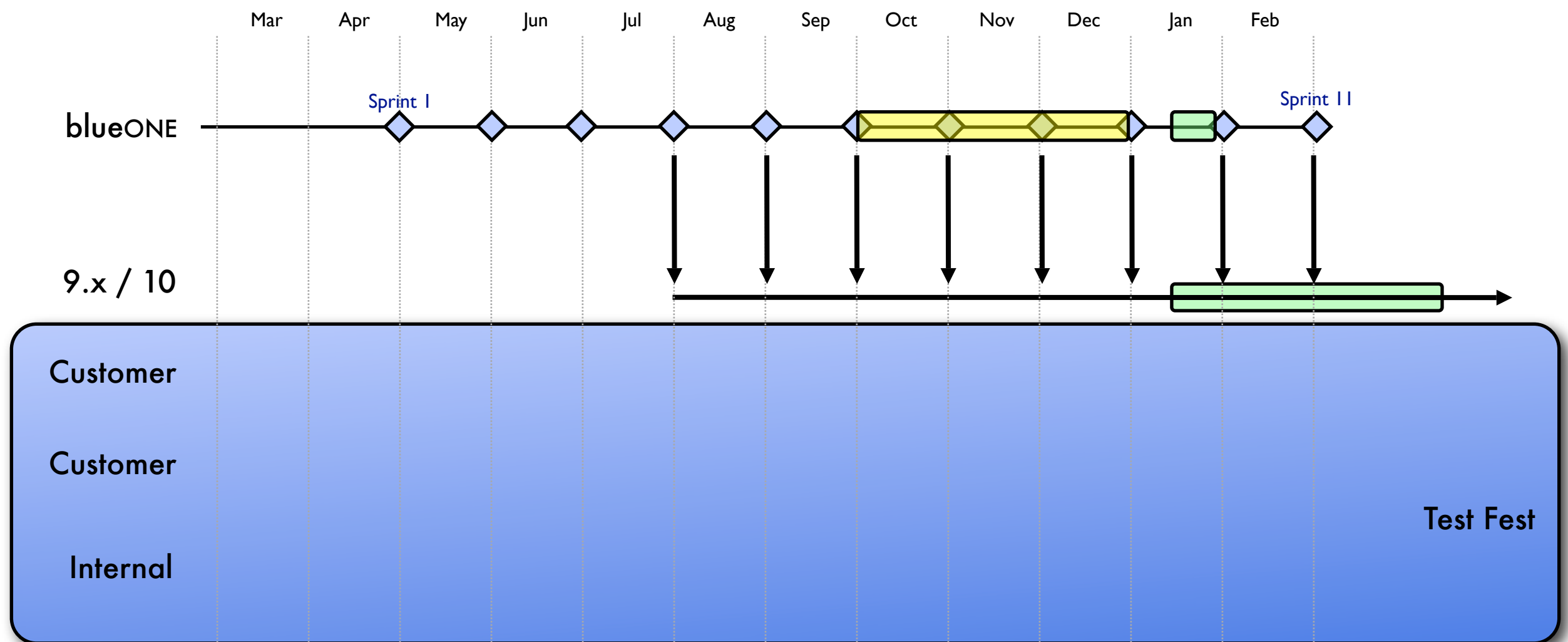
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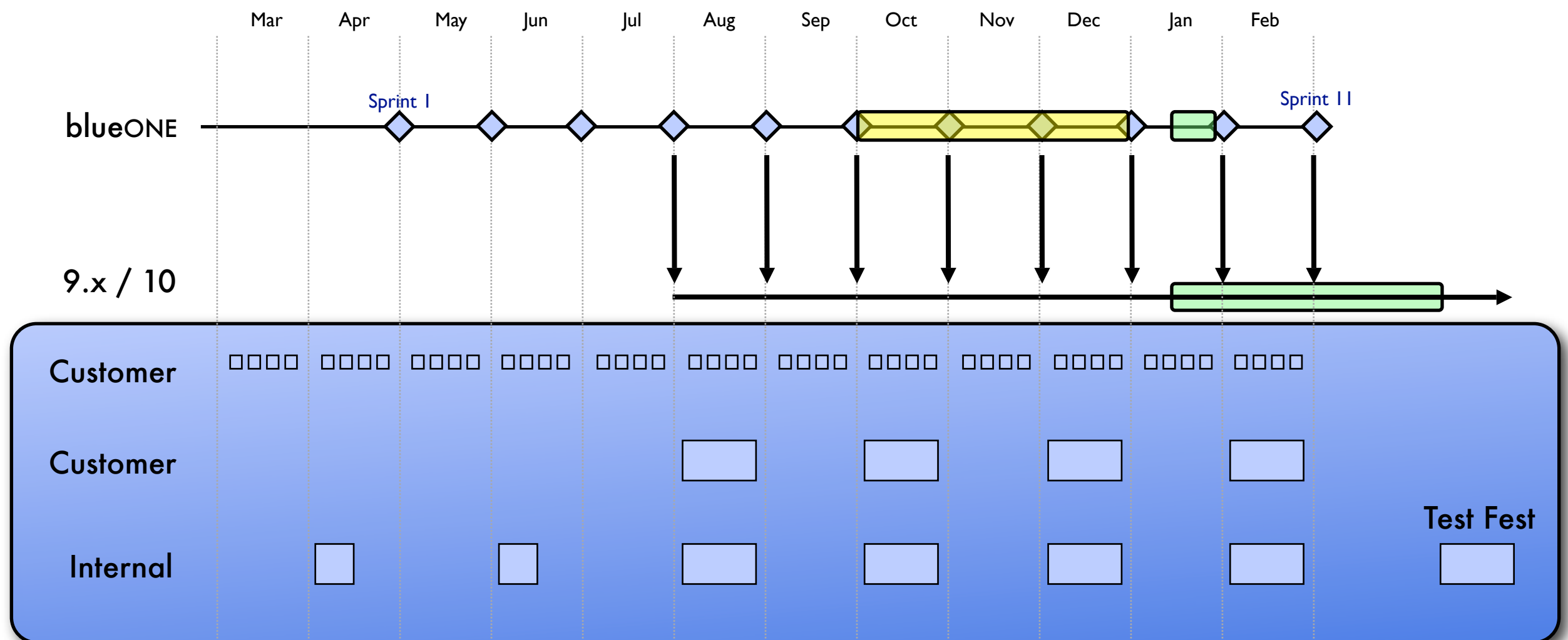
Product Team Involvement



Feedback



Feedback



UI Guidelines



Acceptable

- Adding preview pane elements to other objects
- New objects fitting into today's object tab paradigm
- Adding div pop-ups to tables

Not Acceptable

- No new UI paradigms that don't exist
(eg: *task-based UI*)
- No changes to existing UI, UI layouts,
UI design

Q&A

