# Creating Offline-first Mobile Apps with HTML5

#### PLANNING OFFLINE WEB APPS



Chris Minnick FOUNDER OF WATZTHIS?

@watzthisco www.watzthis.com



### Meet Intelligent Inspections, Inc.\*



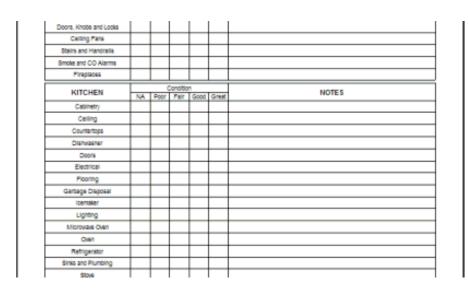
Jim works in the field, doing home inspections, and returns to the office to input data.



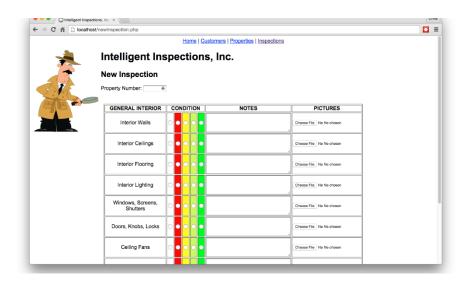
Lucy works at the office making appointments, preparing final reports, sending invoices.



#### Stuck in 1999



Jim fills out a paper form.



Lucy enters data into a web form.



### The Argument



"I can't get the Internet when I'm in a cellar or out in Newcastle!"



"I can't keep typing up your reports.

I have other things to do!"



#### Where You Come In



- 1. Convert web form to app
- 2. Reuse as much as possible.
- 3. It must work in basements!
- 4. Easy to use.



### The Problem



Constant data connection is not guaranteed in mobile computing



#### The Solution



Offline First assumes spotty data

Syncs with online data

Superior user experience



#### What's the Plan?

Home | Customers | Properties | Inspections



GENERAL INTERIOR	CONDITION	NOTES	PICTURES
Interior Walls			Choose File no file selected
Interior Ceilings	0000		Choose File no file selected
Interior Flooring			Choose File no file selected

Convert existing bad form

NEW INSPECTION		
	Property Id:	
INTERIOR WALLS		
INTERIOR CEILINGS		

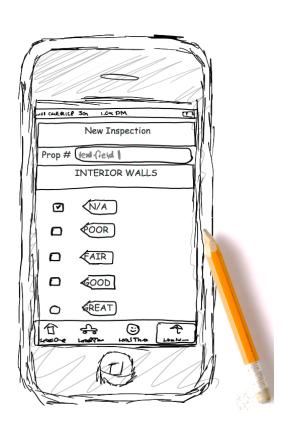
Into a functional mobile web form



# Prototyping



### What Is a Prototype?



A simulated app

Not actually functional

Guides the design and development



## Introducing iPhone Mockup



Extremely simple

Mockups in minutes

Easy to share



### Demo



**Building the prototype** 



### Summary



Keep prototypes simple

Get the big picture pieces in order

Agree to be flexible

