

BUILDING A SATISFYING APP

Brent & Alisa
Eagle Business Software

- Intro: Eagle Business Software
- Designing an app
- MVP & feedback cycles
- View Model
- UI testing
- Characteristics of a satisfying app
- Q&A

Eagle Business Software

Helping individuals and organizations flourish

Who are we?

- Enterprise Resource Planning solutions for small to medium sized businesses
- 40+ employees
- In business in Pennsylvania since 1989
- Building a community of development companies

eaglebusinesssoftware.com

Eagle Business Software

Helping individuals and organizations flourish

Who do we serve?

- Around 500 active clients all over the United States and Canada (nearly 4000 users)
- Automotive industry, equipment and supply centers, manufacturers, etc.

Eagle Business Software

Helping individuals and organizations flourish

Eagle and Silk Road Professionals




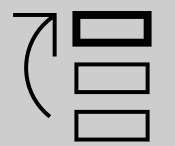
- Closely partnered with SRP since it was founded
- Our teams work closely together
- Key long-term partnership



BUILDING A SATISFYING APP

Delivering what your user needs

Know your user

Process	Understand their processes	
Scenarios	Gather scenarios	
Pain points	Know what causes pain	
Priority	80/20 rule	



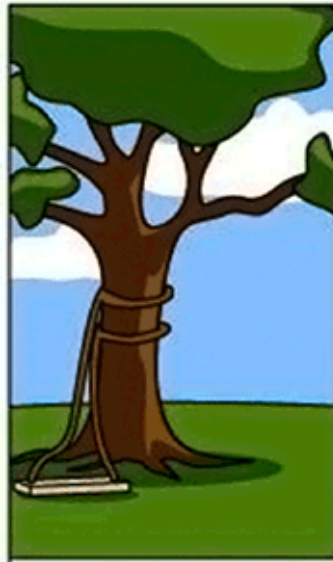
How the Customer explained it



What the Project Manager understood



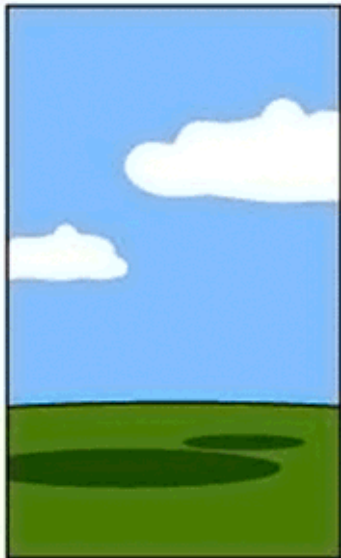
How the Analyst designed it



What the Programmer wrote



What the Business Consultant presented



How the Project was documented



What Operations installed



How the Customer was billed



How the Solution was supported



What the Customer really needed

Know
your
user!

Know your user

Listen

Listen to your user



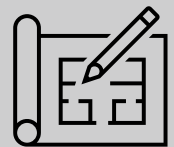
Gather

Gather requirements



Design

Design it yourself



Know your user



Release early and often



CONTINUOUS
INTEGRATION



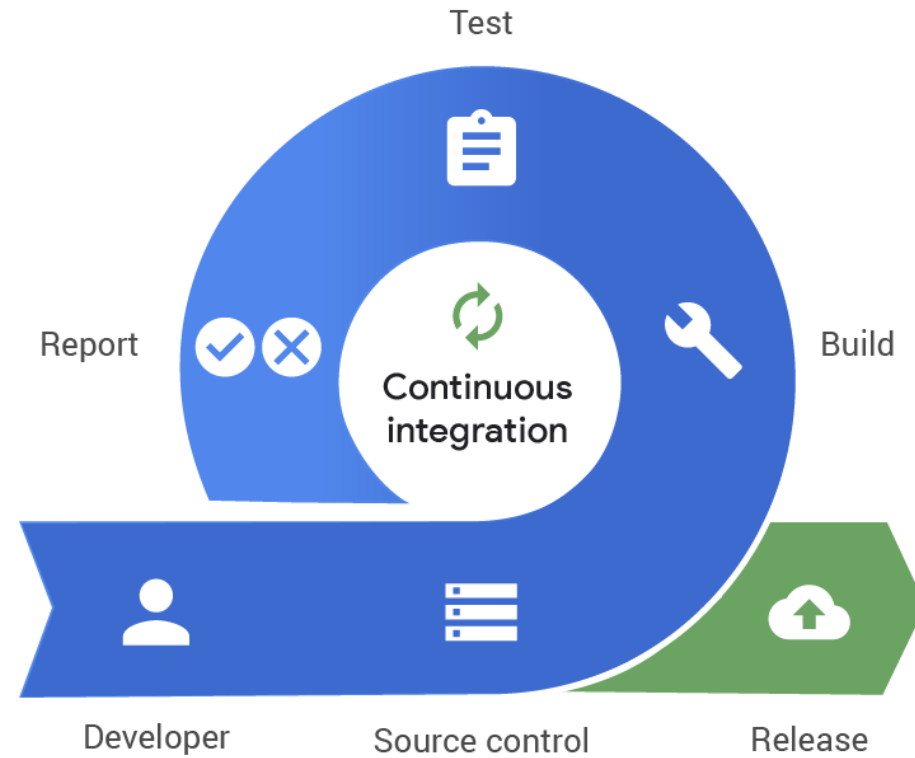
MINIMUM VIABLE
PRODUCT



FEEDBACK
CYCLES

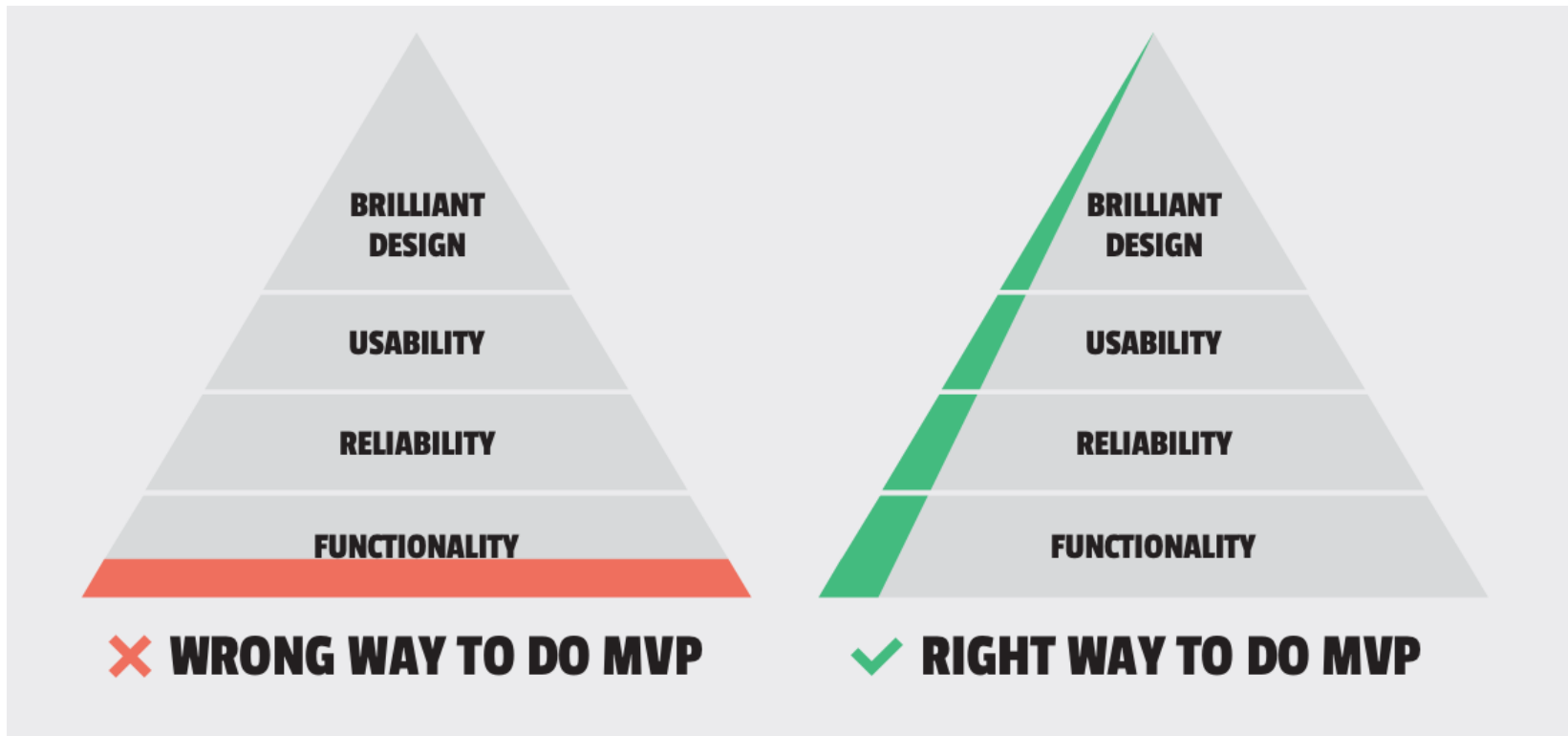


BETA USERS



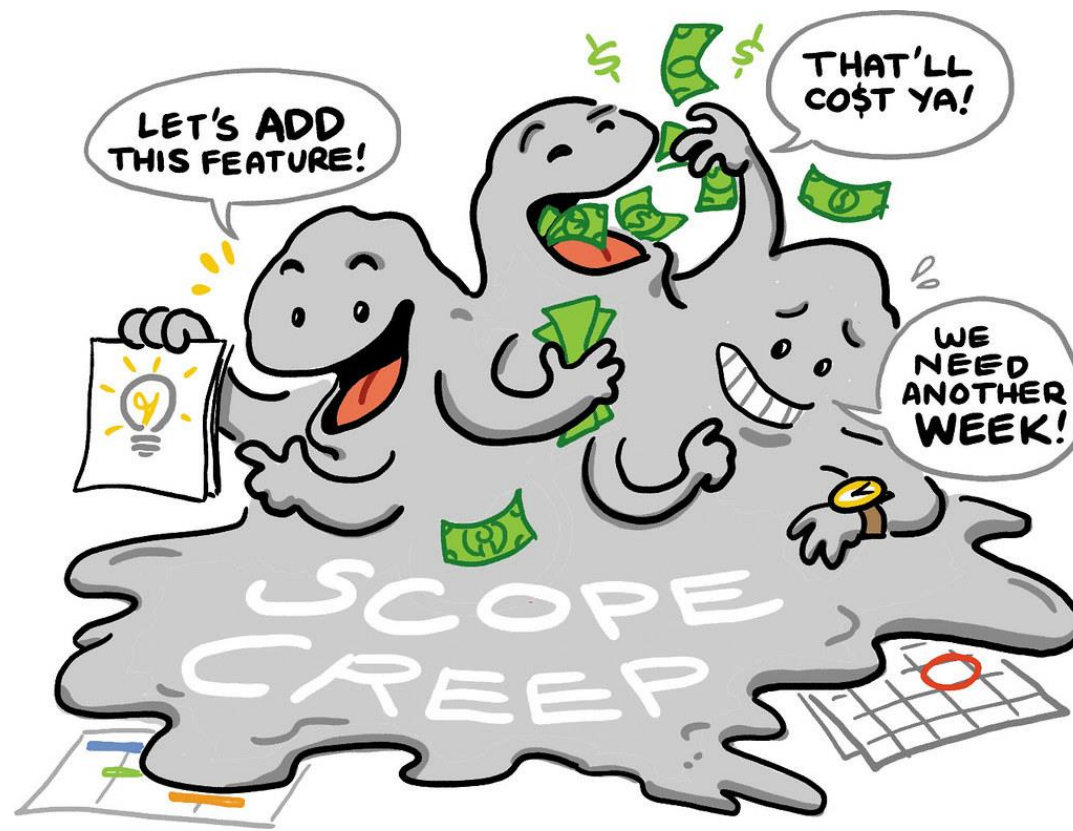
Continuous Integration

- *Stability*
- *Reliability*
- *Quick release cycle*



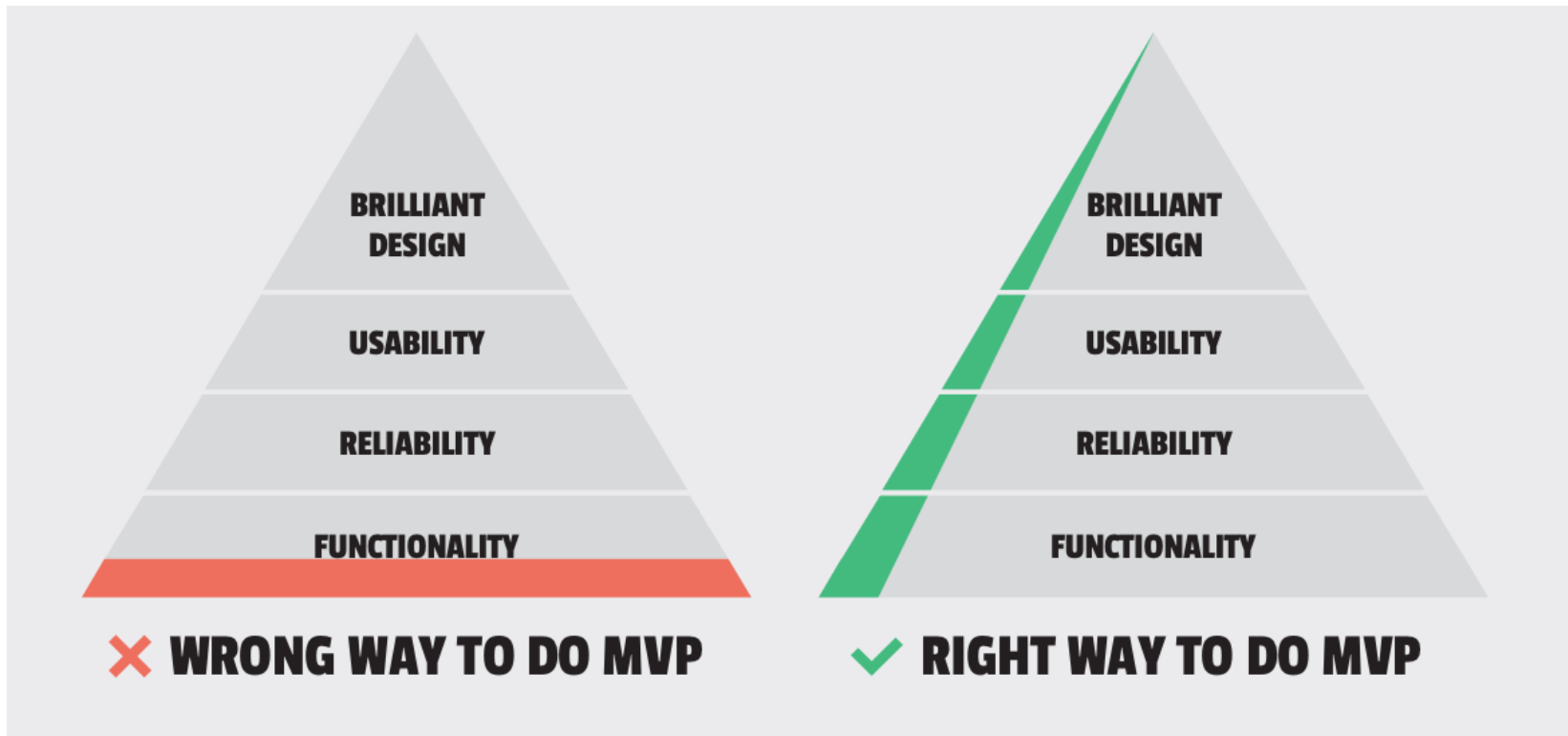
Minimum Viable Product

- *Avoids scope creep*
- *Early usability*
- *Early feedback*



Minimum Viable Product

- Avoids scope creep
- Early usability
- Early feedback



Minimum Viable Product

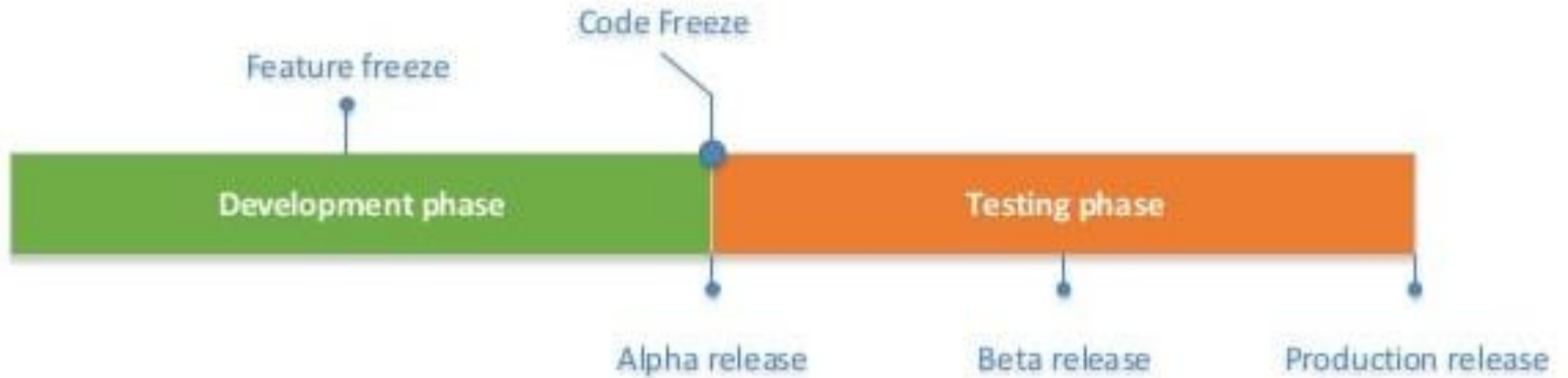
- *Avoids scope creep*
- *Early usability*
- *Early feedback*



Feedback cycles

- *Lower risk of design misunderstandings*
- *User confidence*
- *Results in the product that the user wanted*





Beta users and releases

- Early access for key users
- Higher quality general release
- Free testing 😊
- Regular communication with beta users



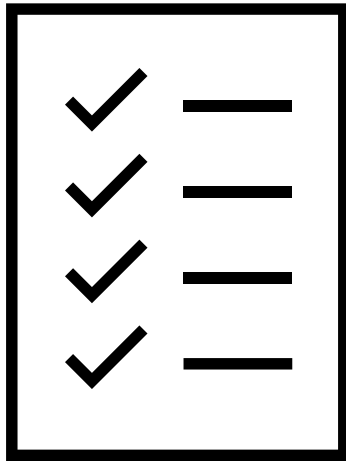
View Model



Many platforms



Unit testable



UI TESTS

UI TEST EXAMPLE

[Test]

1 reference | Alisa Esh, 154 days ago | 1 author, 1 change

private void CreateAndEditNewSalesOrderTest()

{

var orderPage = ShippingPage.CreateNew<SalesOrderPage>();

orderPage.Id.SearchAndSelect("ARDLAN", "Arden's Landscaping", "ARDLAN");

orderPage.NewSalesOrderDetail.Tap();

orderPage.InventoryItem.SearchAndSelect("0709", "Ear Clamps", "0709");

UIElement.Marked("FinishCommand").Tap();

orderPage.WaitForNotLoading();

var clampDetail = UIElement.Text("0709");

clampDetail.Tap();

orderPage.InventoryItem.WaitForExists();

UIElement.Marked("Remove").Tap();

clampDetail.WaitForNotExist(); //This detail should have been deleted.

orderPage.DiscardCommand.Tap();

UIElement.Text("Discard changes").Tap();

}

CHARACTERISTICS OF A SATISFYING APP



INTUITIVE



PRODUCTIVE

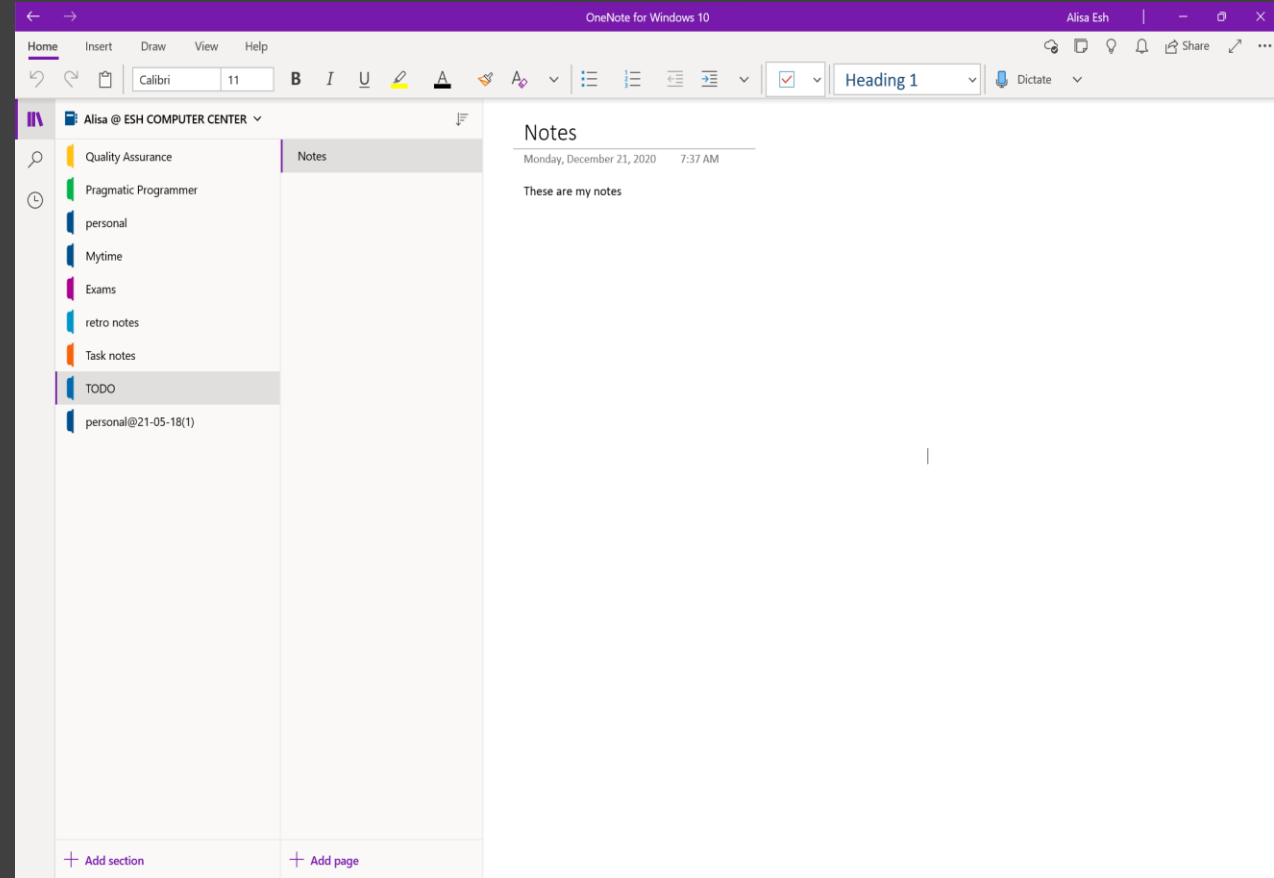
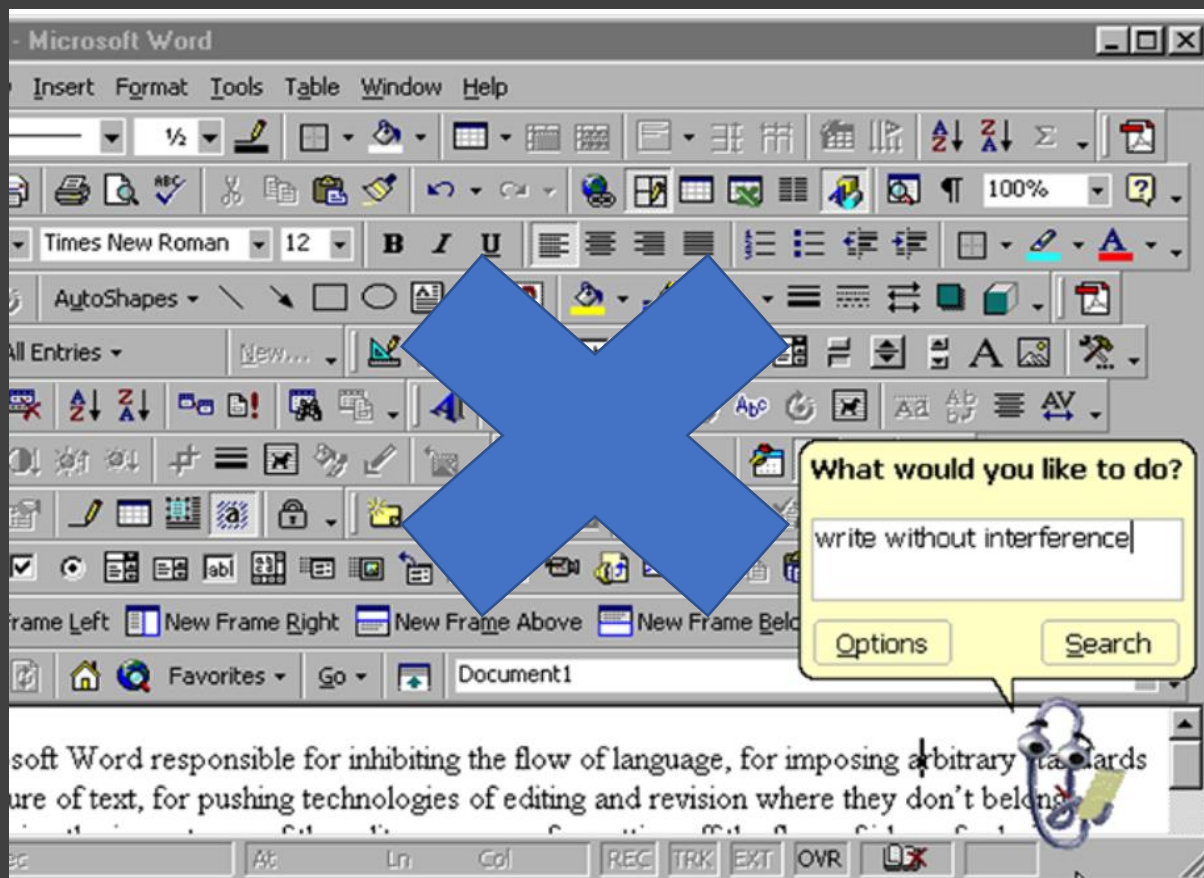


SPARKS JOY



INTUITIVE

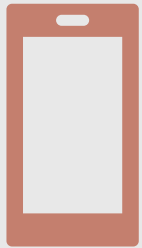
easy to use and understand.



Simple



Easy to learn



Like other apps



Tool tips



Searching

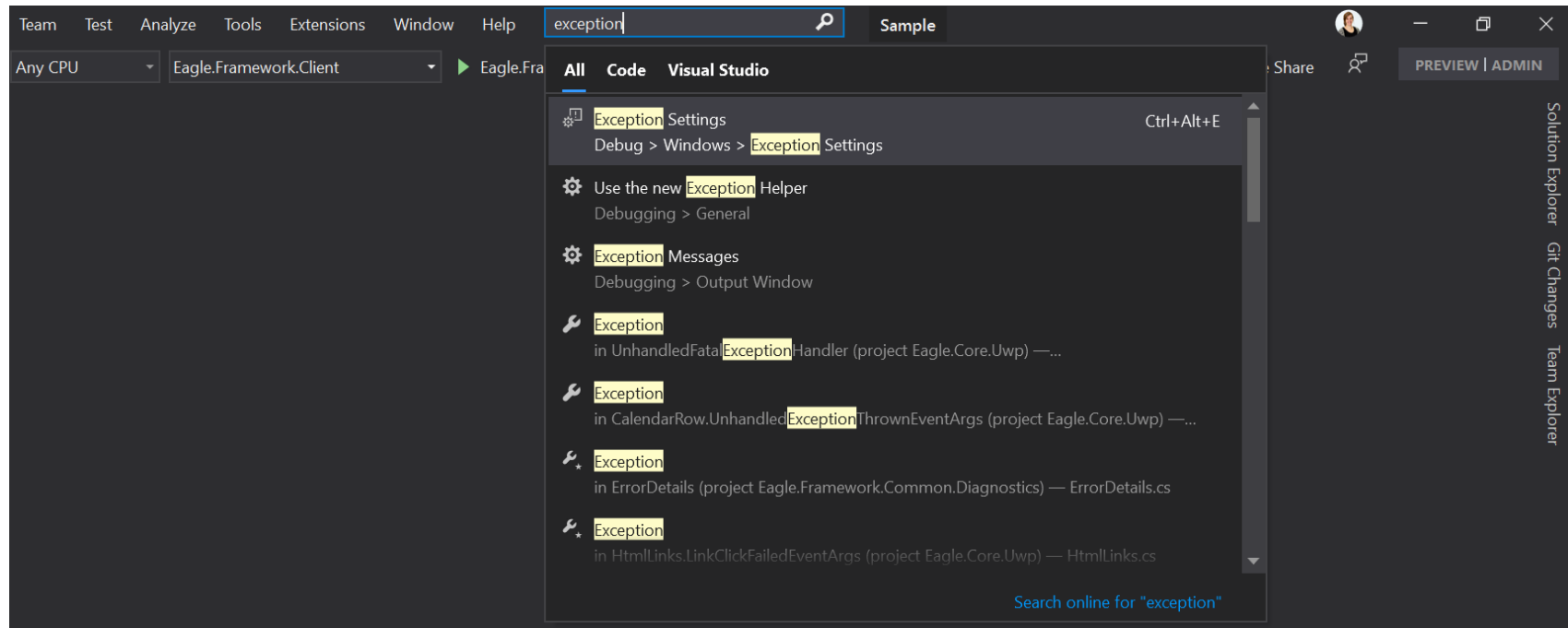


Search by voice

Google Search

I'm Feeling Lucky

TOOLTIPS



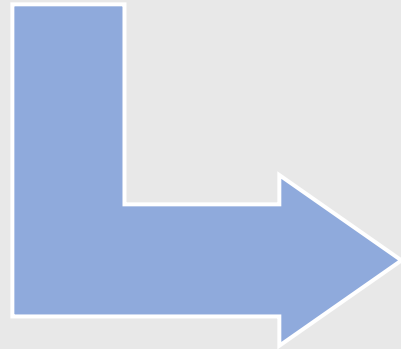
SEARCHING



SIMPLE LANGUAGE

Keyboard shortcuts

CTRL +
SHIFT + TAB
+ O + T



CTRL + T

Productive



Fast



Reliable



Customizable

Productive



Mobile



Keyboard friendly

Sparks Joy



Modern



Inspiring



Animate



Natural language

CHARACTERISTICS OF A SATISFYING APP



INTUITIVE



PRODUCTIVE



SPARKS JOY

Continuous Improvement



CONTINUOUS
INTEGRATION



MINIMUM VIABLE
PRODUCT



FEEDBACK
CYCLES



BETA USERS

App Design



INTUITIVE



PRODUCTIVE



SPARKS JOY