How to build great software?
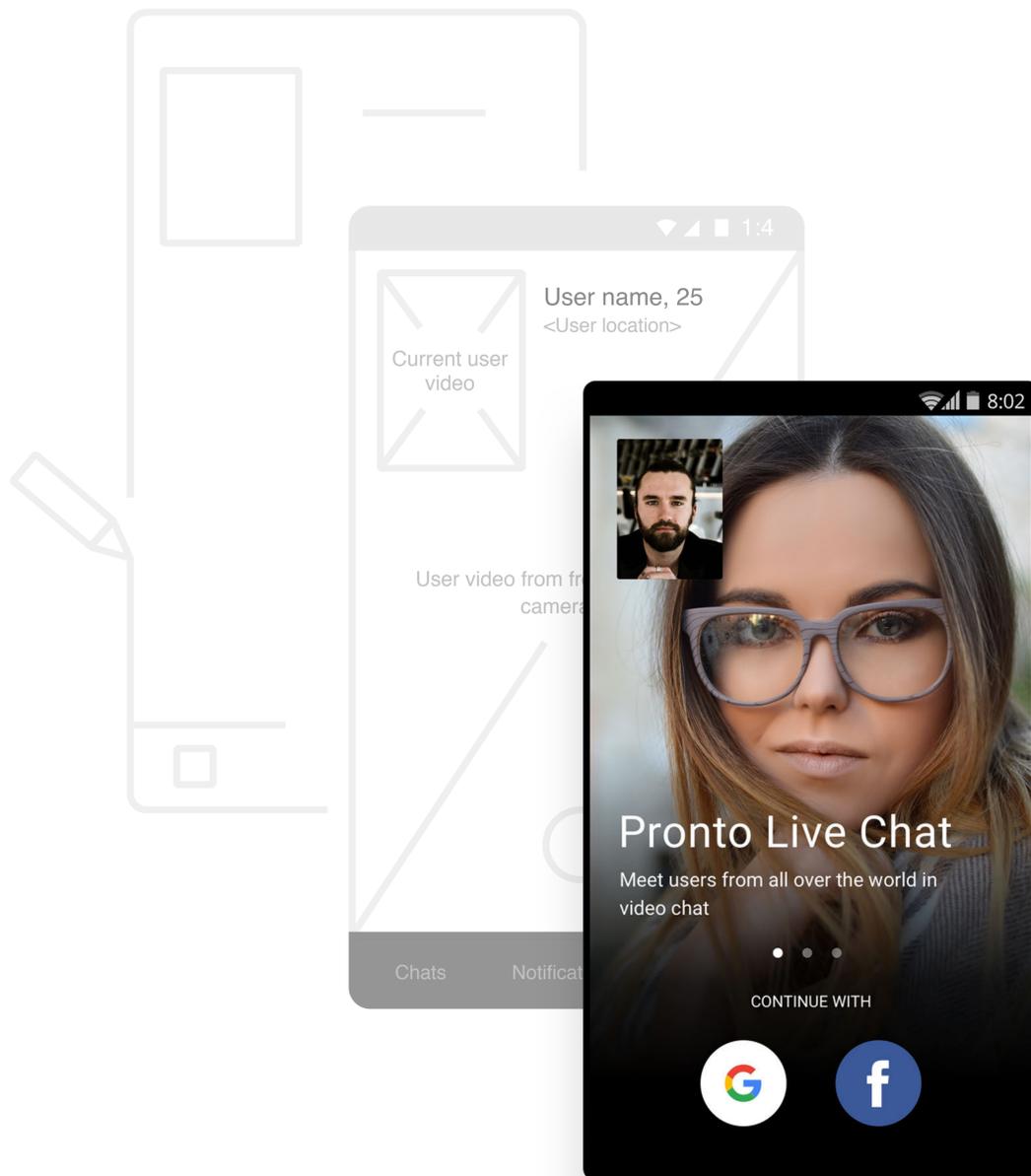
Short description of the process which helps us to create your multimedia software products

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<User location>

Current user video

User video from fr
camera

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Analysis stage

Process to create your products exactly the way you need them

1. Analyze what you have

Analyst carefully analyzes your requirements, ideas, business goals.

2. Clarify questions

You discuss the main bunch of right questions in a live call. Back and forth questions are expected.

3. Review competitors

Analyst reviews competing products, takes best ideas and adapts them for your needs as well as avoids repeating the mistakes.

4. Consult with technicalspecialists

Analyst has a brainstorm session with technical specialists to collect ideas and improvements for successful execution of the project.

Analyst consults with any team member at any moment.

5. List user stories

Analyst lists what each type of user can do in the software. You review user stories and give feedback.

6. Draw screen map

Analyst draws a structure of your product consulting with architects.

7. Prepare wireframe

Analyst draws each and every screen of future product and makes them interactive. All buttons clickable.

8. Test wireframe

Quality Assurance engineer tests wireframe and provides improvements, corrections, and ideas.

9. You review wireframe and give feedback

As a result of this stage, you get a real value, not something abstract. You get a clickable wireframe similar to the example **here**

When wireframe of the whole application is ready and all buttons are in their proper place, we continue with design.
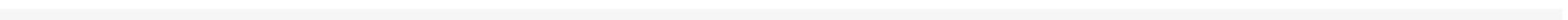
Design stage

1. Gather Design requirements

We collect all your requirements, examples of websites and applications which you like. Besides, we examine the design of competitors and your market majors. All this data is necessary to create an outstanding product which you and your customers will like.

2. Create a concept of the design

It is important to make sure we are on the same page before the design of the whole product is completed. We create one screen, collect your feedback and implement all corrections and improvements to meet your demand.

3. Create final design of all pages

While working on the design for you, we always create something unique yet with due attention to the guidelines.

We follow iOS Human Interface Guidelines for Apple mobile applications and Material Design Guidelines for Android applications. For web applications we always remember the most crucial principles of the art of typography. We use Sketch to create an interface of any complexity. Every screen we send you for approval.

4. Create interactive prototype

We aggregate all screens under the tactful guidance of an analyst. For this purpose, we use InVision — it helps us to create an interactive prototype of the whole application so you can test the system and try all buttons.
The example of the ready design prototype can be found **here**

5. Prepare all design materials for development

To make sure that developers easily can integrate the design into the ready product, designer uploads screens made in Sketch to Zeplin.

Make no doubt the design of the ready product will be the same as you tested in InVision. Pixel perfect!

Development Stage

1. Create roadmap

We look through all tasks which are needed to be performed and split the development into stages. Primarily, we work on most complicated parts which have practical effect for the project.

2. Configure demo server and continuous integration

All our clients may track the progress weekly. This is achieved by the automatic update of demo servers, as developers carry out the functionality.

3. Prepare everything for proper testing

The team of Quality Assurance engineers starts to work on test cases yet before the development is completed. It helps to save time and the practice of scenarios usage helps to get a high-quality product.

4. Develop the product

Firstly, we review architecture. The goal is to thrash out product structure, its components; technologies, libraries and development tools we are going to use; client-server interaction; troubleshooting, safety, and security.

Following that, the developer proceeds to its sequential execution. After each completed feature the developer performs code review to ensure its quality.

5. Test completed features

While testing we use Black-box method: Quality Assurance engineers see the product with customer's eyes, try to reproduce all possible actions and check various scenarios.

6. Prepare all design materials for development

To make sure that developers easily can integrate the design into the ready product, designer uploads screens made in Sketch to Zeplin.

7. Control on all stages

We use Agile methodologies while development: Scrum and Kanban. Every day we have team meetings, which are aimed to exchange information, track the progress, and make the working process transparent for each team member.

We use Jira as a task-tracker so that the status of any task is known at any particular moment. Confluence helps us to keep all the project information and regularly update it.

Development Stage

8. Keep you advised

Everyday project manager logs all hours spent on the project and each task in particular in a special document, which is shared with you, so that you may keep track on what is in progress and what is already done.

Besides, weekly you will get the overall report, containing significant accomplishments of the week passed, plans for the future period and potential problems if any. Thanks to all this data, you won't miss a single detail.

9. Dispatch project deliverable / Launch product

When the product is ready we make everything to launch it: we set up the project on the server, configure payment systems, analytics, release the application to AppStore and/on Playmarket.

As a result of all development process, you will get a finished product like **this**

10. Prepare source codes and related data

We will provide all data regarding the product, including all source codes, a short description of source codes, binaries and full instruction regarding the installation.

11. Maintain the project

Maintain the project
It is natural for any systems — the continuous improvement and widening within constantly changing priorities.

We are happy to offer you Project maintenance under special conditions.

Example:
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Release time: 2 months