& BOTH OF US

BøthOfUs Process Timeline

Timeline for taking the idea to market

Workshops

Google Design Sprint Workshop

"Workshops is a step in which BøthOfUs gets onboarded to the product, the focus during workshop will be on user scenarios, business models and technology.

Process for answering critical business questions through design, prototyping, and testing ideas with customers.

Output of this stage will be a document called as Software Requirement Specifications (SRS) and a rough wireframes (UX)"

Software Requirement Specifications

"A document that explains the modules of the product and the functionality the product needs to fulfil all stakeholders (business, users) needs.

This document is crucial as it can be used by to give estimation on the cost to create the product ."

Draft Wireframes

The first wireframe will contains few vital screens from a user's perspective to give the idea of how the product could look like.

Estimations

Timeframe and budget of each part of the project with an expected time of completion and delivery.

Design Phase

Wireframes

First step in the process is to create wireframes and flows of each screen, in this stage the focus is not on the colours however on the flows

User Testing/Feedback Round

Wireframes are presented to business owners and also to potential users to get feedback, if there is any show stopper feedback then BøthOfUs reiterates the wireframes to do test again.

Pixel Perfect/Interaction Design

Second step in design phase is to add colours, fonts and branding to the product, this is usually done by presenting two to three moodboards to business owners. The business owners shall pick one of the moodboards as preferred then the product will follow that moodboard style as base style.

User Testing/Feedback Round

Designs are presented to business owners and also to potential users to get feedback, if there is any show stopper feedback then BøthOfUs reiterates the wireframes to do test again.

Development Phase

Backend Development

Back end Development refers to the server side of development, this is very important part of product development since all the logics and algorithms are created at this stage.

Front End Development

Frontend development is a phase where the interaction design or skin of the product and logic of the product are tied together.

Quality Assurance

One/all of the testing listed below can be performed in the product based on the preference from the product owners.

Regression Testing

Testing and retesting functionality of the product over and over again until all the bugs are resolved.

Functional Testing

Black box testing to perform testing based on user flows or use case scenarios.

Load Testing

The practice of modelling the expected usage of a software program by simulating multiple users accessing the program concurrently.

Security Testing

Testing to check the integrity of the product and also to check if all the security holes are being covered properly during development.

Release Phase

App Release Preparation

This stage focuses on preparing releases , documentation, making product available for a closed group of people at first and then to whole public.

Beta User Testing

Beta testing is a type of user acceptance testing where the product team gives a nearly finished product to a group of target users to evaluate product performance in the real world.

Public Release

Time to party, the product shall be released now.

Maintenance

Hourly/Monthly Maintenance

The maintenance contract can be either monthly fixed hours for tech and design fixes or hourly, where the model of use BøthOfUs service and pay as you go model.