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**Apps NOW**

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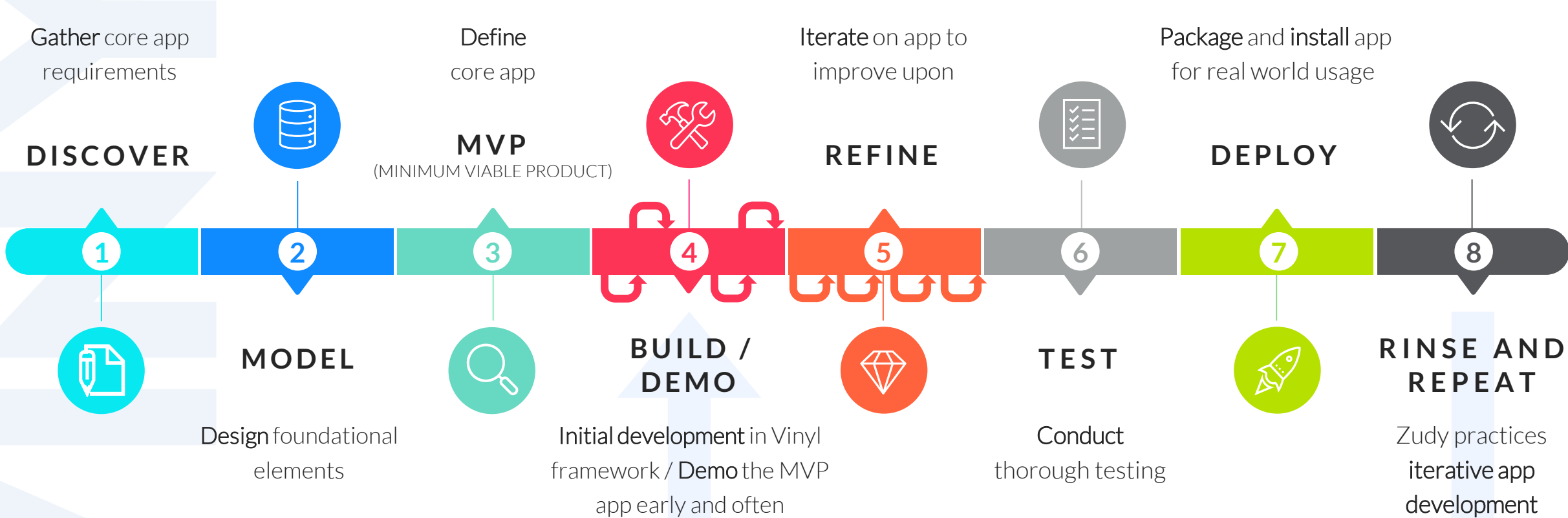
**APP DEVELOPMENT  
WORKFLOW**

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**Best Practices**

# APP DEVELOPMENT WORKFLOW – BEST PRACTICES

Blueprinting for **Success** in **Vinyl**

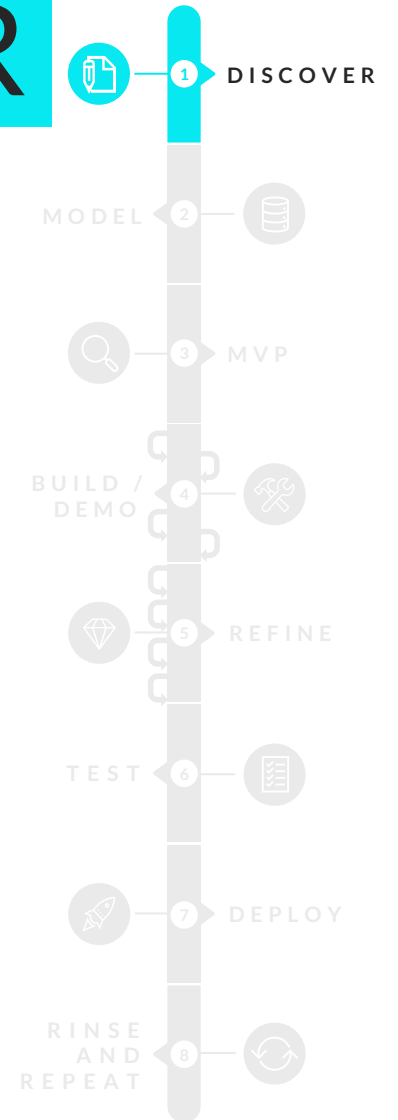


# BEST PRACTICES / DISCOVER

**1**

## Gather Core App Requirements

- Data
- Users / Personas
- Process
- Access and Security
- Requirements (Functional and Non-Functional)

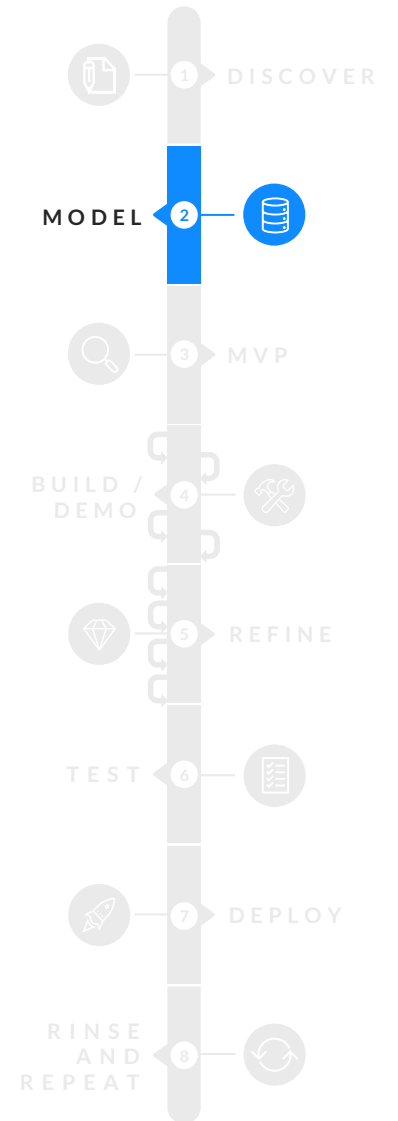


# BEST PRACTICES / MODEL

## 2

### Design Foundational Elements

- Simple Data Model
- Flow Chart/Lanes
- Mockups, Wireframes, or Sitemaps as Needed



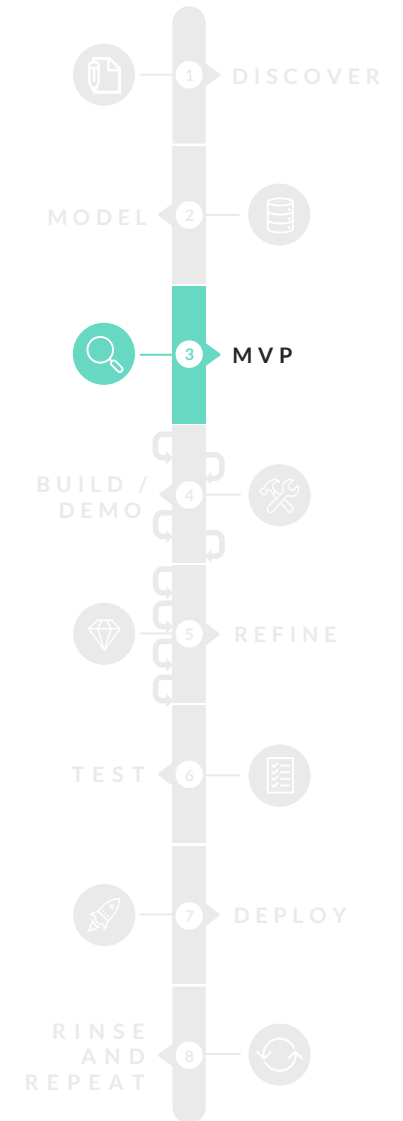
# BEST PRACTICES / MVP

(MINIMUM VIABLE PRODUCT)

**3**

## Define Core App

- List Core Elements
- Approval from Stakeholders



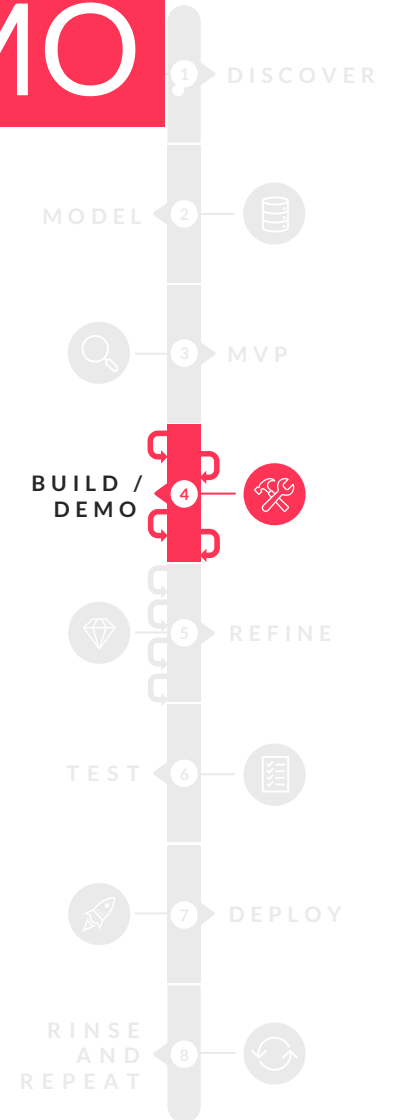
# BEST PRACTICES / BUILD / DEMO

**4****BUILD** / Initial Development in Vinyl Framework

- Data Model
- Pages and Panels
- Basic UI Design
- Security

**DEMO** / Demo the MVP App Early and Often

- Schedule a Cadence with Stakeholders

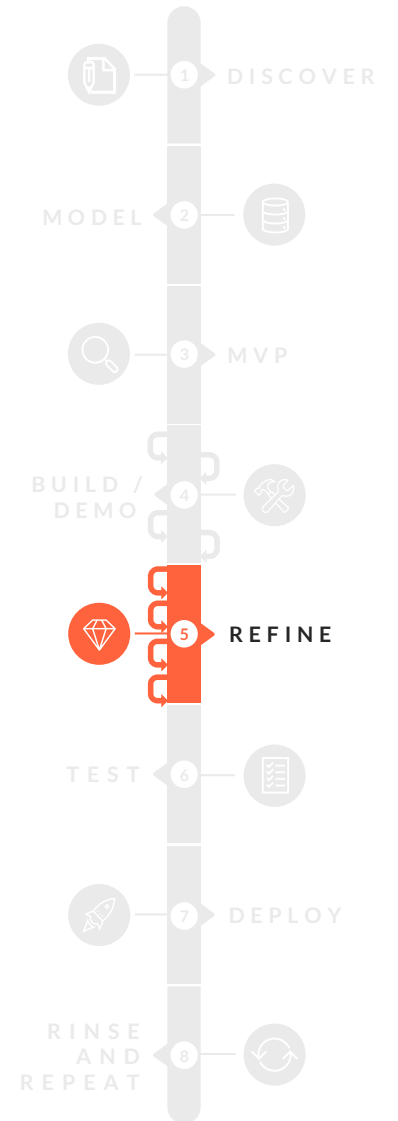


# BEST PRACTICES / REFINE

5

**Iterate** on App to Improve Upon

- Incorporate Feedback from Demo Sessions
- More Granular UI Design

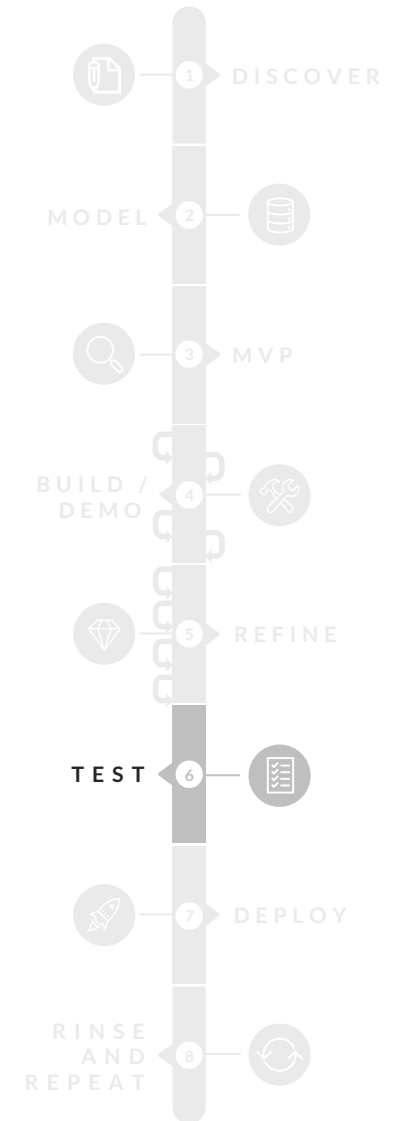




# BEST PRACTICES / TEST

## 6 Conduct Thorough Testing

- Internal QA First
  - Better to Catch Bugs Internally
- End User UAT Testing
  - Real User Feedback

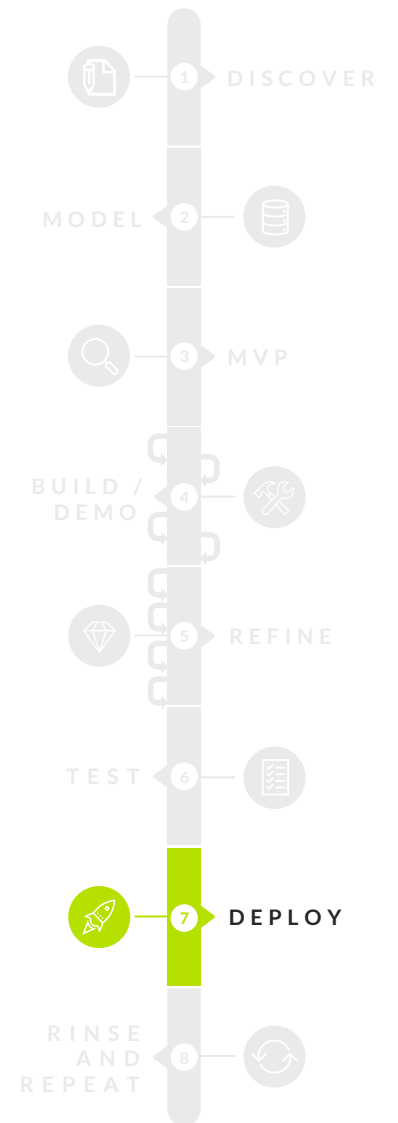


# BEST PRACTICES / DEPLOY

**7**

**Package** and **Install** App for Real World Usage

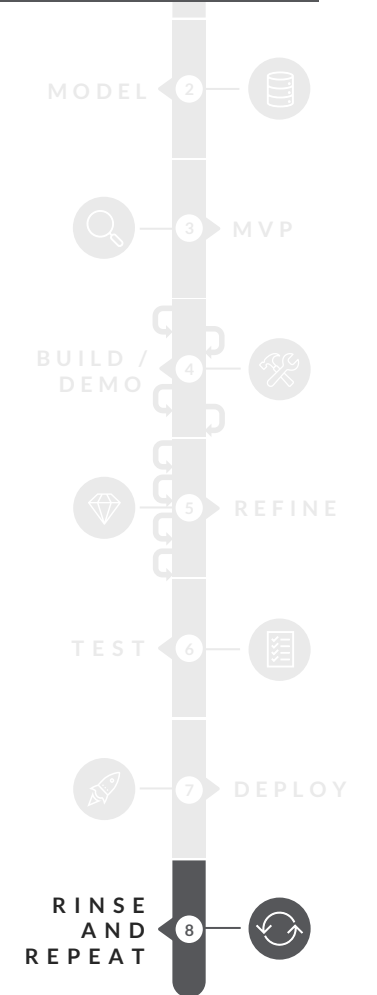
- Promote to Production
- Development Environment Should Not be the Same Environment as Production



# BEST PRACTICES / RINSE AND REPEAT

## 8 Zudy Practices Iterative App Development

- Consolidate Feedback
- Plan and Schedule Future Releases



*Thanks*  
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