



How Appino Works

Appino empowers its clients with innovative mobile software solutions. This useful guide explains how we do it...





Project Sign-On & Blend Phase

How we start as we mean to go on...

Requirements Gathering & WBS

How measuring twice and cutting only once saves our Clients money & time

Development

How we transform an idea into an application that surpasses expectations...

Testing

Our testing is not just done at the end but throughout the development life cycle...

Deployment

Our process for ensuring the most seamless deployment possible



Project Sign-On & Blend

1. Ballpark Quotation

We provide an initial ball-park quotation. This is designed to set the budget of the engagement. The initial quotation is based on information provided to-date



2. Project Sign-Off

Upon acceptance of the initial project estimation, contracts are exchanged and reviewed. Upon payment of initial deposit the project is added to our schedules.



2 Weeks Advanced Booking Required - Resource Allocation

3. Project Set-Up

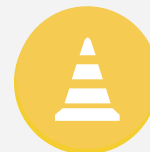
We provide our Clients with access to online project tools and systems that will be used so that they can keep track of development - 24/7. This includes Basecamp or Zoho.



5 Days is usually required to set up internal project systems which include introductory discussions with all teams involved

4. Project Blend Phase

Before the project is kicked off, this phase ensures that we have everything we need to make a prompt start. This also includes resource allocation and discussions with our Clients respective technical teams.



Requirement Analysis



Whose Involved? ↓

Business Analysts

Appino has a team of analysts who work along side our Clients & stakeholders to produce a definitive roadmap of the entire software product.

Technical Architects

Appino's Technical Architects work with the analysis team to turn the requirements into a fully fleshed out digital solution.



60%

Requirements Analysis

A highly detailed analysis into the full remit of the proposed solution.

20%

Defining The Scope

The entire end to end scope of the solution is defined explicitly.

10%

Risk & Constraints Mapping

All risks & constraints associated to the development of the solution are clearly mapped & understood.

10%

Detailed Documentation

Documentation is designed to be shared across all project teams, Clients and their stakeholders.



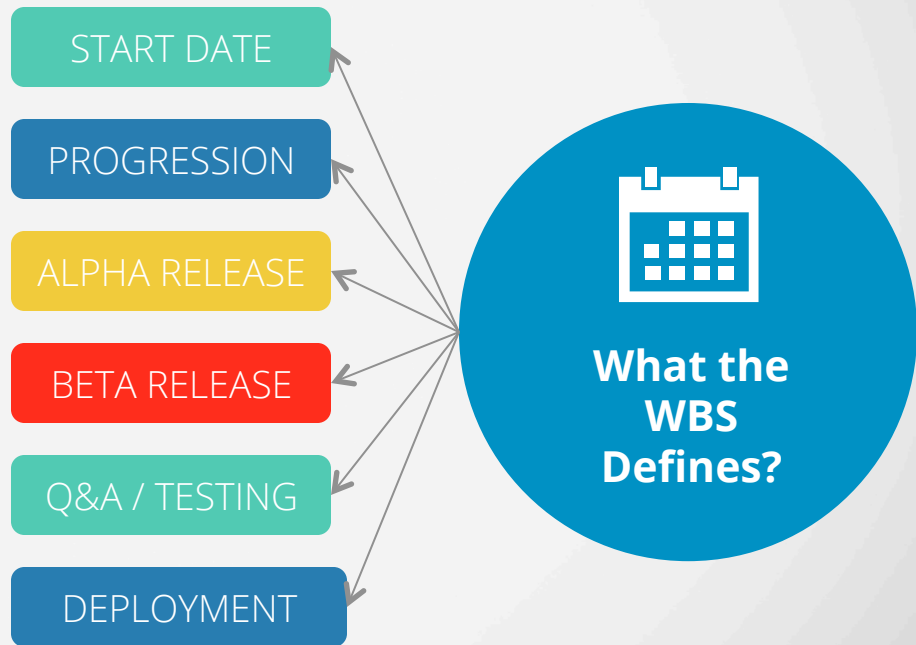
Work Breakdown Structure

WBS Overview

- Natural development of the overall planning and control of a project
- Decomposition of the project into phases and deliverables
- WBS is developed by starting with the end objective and successively subdividing it into manageable components in terms of size, duration, and responsibility
- Subdivision of Resource efforts required to achieve an objective in terms of hours
- Gives visibility to customer on the project progression
- Organised around the primary products of the project (or planned outcomes) instead of the work needed to produce the products (planned actions)
- WBS must carry the escalated time into consideration

WBS Includes

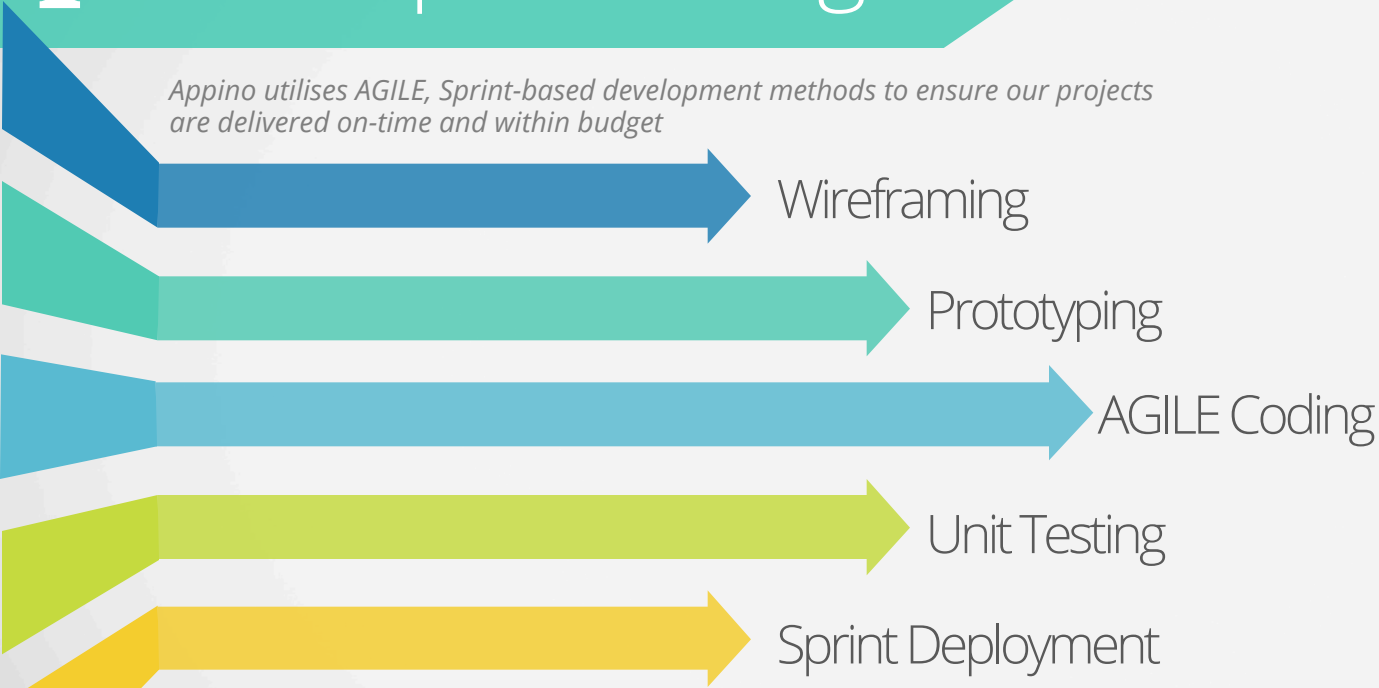
- Actual Hours (Billable/Non Billable)
- Weeks/Days/Dates
- Real Time Requirements to complete the task(Tasks Breakdown).
- Resource Allocation.
- Delivery Schedules.
- Hours Summary.





Development Stage

Appino utilises AGILE, Sprint-based development methods to ensure our projects are delivered on-time and within budget



AGILE Development

As per the WBS – The entire Development phase is broken down into a number of carefully designed AGILE Sprints. Each sprint lasts 14 working days and culminates into a set of deliverables which are showcased to the Client.

Change Requests (CRs)

AGILE facilitates a flexible development approach which enables Client-requested changes to be easily added to the total scope of work.

During the development life cycle, a number of hands-on BETAs will be deployed directly to our Client registered test devices. Early Sprints do not result in a Beta deployment, however these will be demonstrated via the project simulation.



Testing & Beta Deployment

Unit Testing

Unit testing involves every unit of code during the development phase which helps to identify issues early on in the process.



Beta & UAT Testing

Beta and UAT testing involves packaging the build for a mock deployment. This allows the app to be used in its final environment.



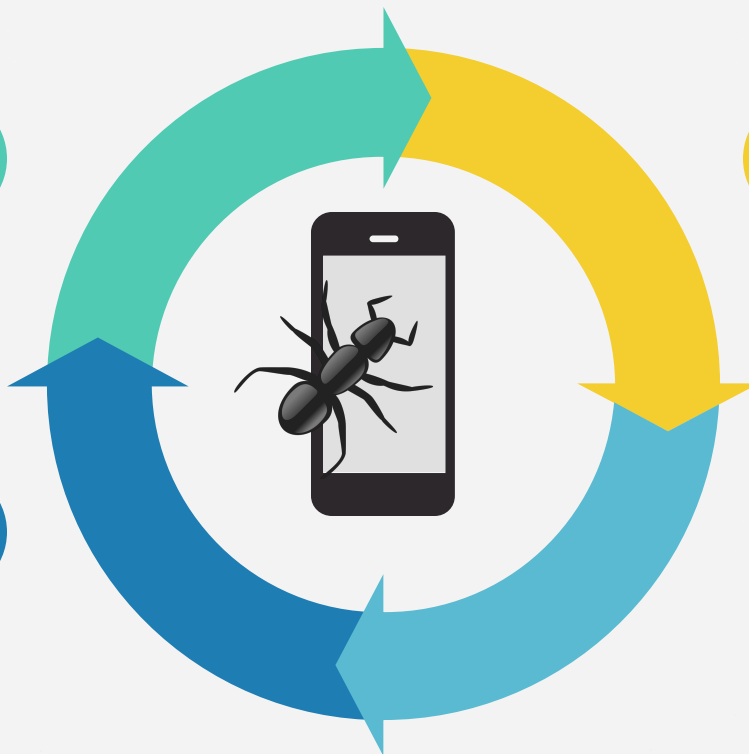
User Interaction

Understanding how users will interact with the GUI the system is an important part of testing.



Quality Assurance

Appino's Quality Assurance teams are expertly trained to test the application to its very limits – and beyond.





Staging & Deployment

1

UAT Build Delivered

UAT Build Delivered to Client for User Acceptance Testing (Final Beta)

2

UAT Sign-Off by Client

Upon successful UAT testing by Client, the build is Signed Off

3

Migration to Live Server

Migration process begins which includes deleting of test data and setting up final server & Database.

6

Bedding In Period

Appino closely monitors the performance of the app as part of its bedding in period



DEPLOY

5

Final Deployment

The final build is deployed onto the respective app store and is made available for general release

4

Sand Box Accounts Made Live

All testing sandbox accounts are made live (e.g. PayPal)



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