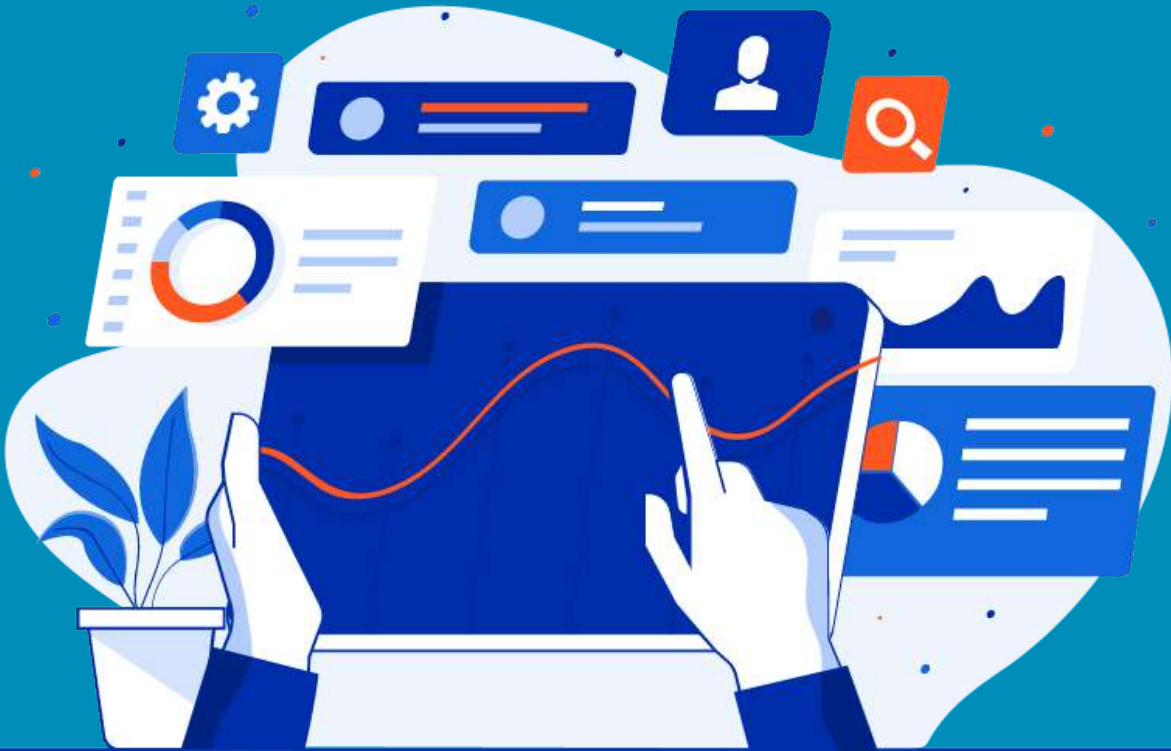THE ULTIMATE GUIDE

How to create an app in 5 steps using Live Wireframing methods
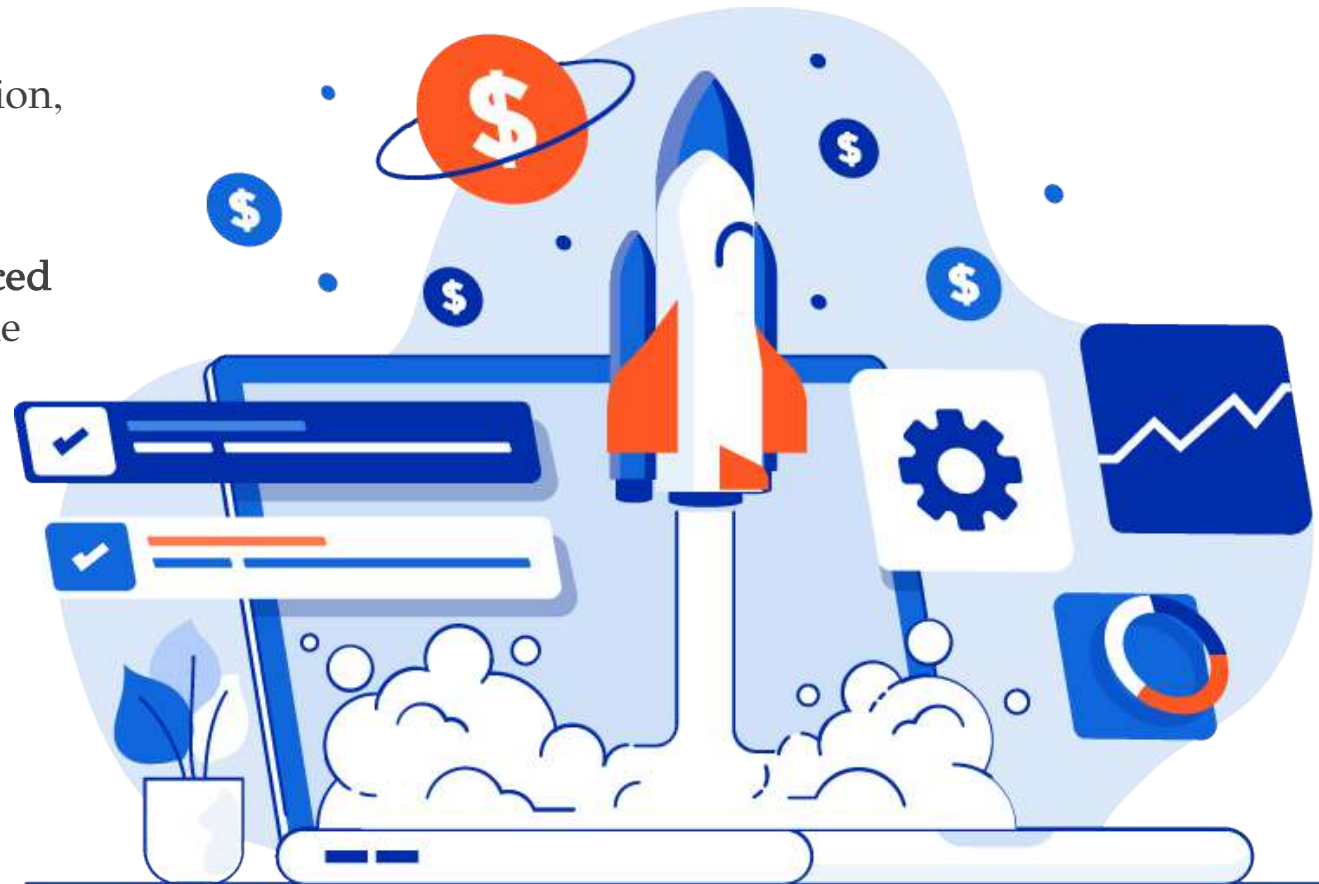
www.encanvas.com

The steps

1. Your rocket-start
2. Get set...
3. Build a prototype
4. Check/iterate, check/iterate...
5. Go live!

1. Your rocket-start

Your first task is to qualify if the app is necessary. There are a few ways of doing this:
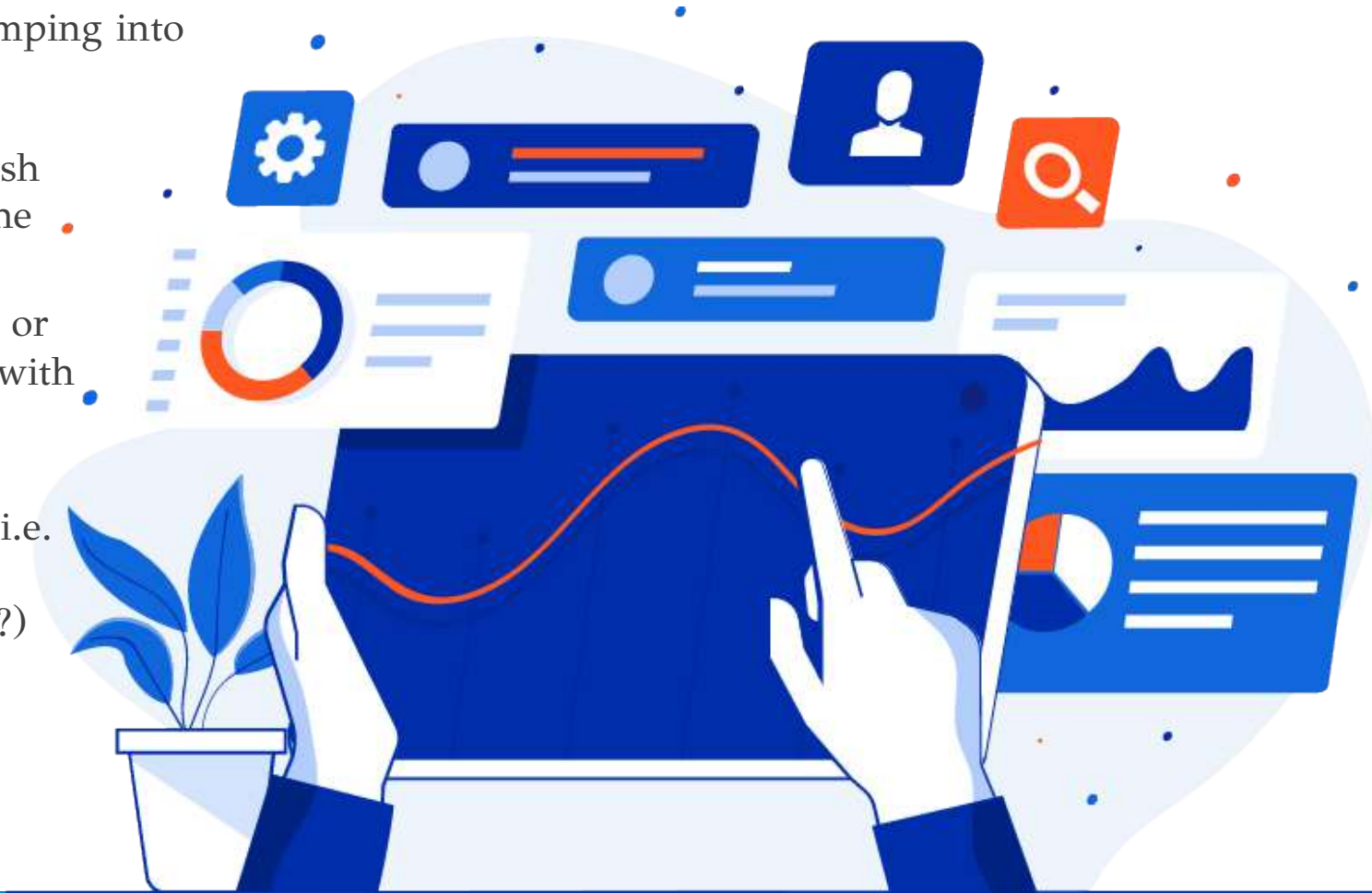
1. Perform **Job Worth Analysis** that answers the question, "What job is the app designed to do better and if you didn't produce it, who would miss it and why?"

2. Qualify the value of the innovation by using **Balanced Scorecard methods** to learn which business priority the app helps to solve.

3. Qualify the competitive advantage the app brings using a **Blue Ocean Canvas** to establishing the pillars of competition impacted by the existence of the app.

4. Determine how the capability or process is performed today and what measurable improvement in cost reduction or profit growth will be produced by the app.

2. Get set

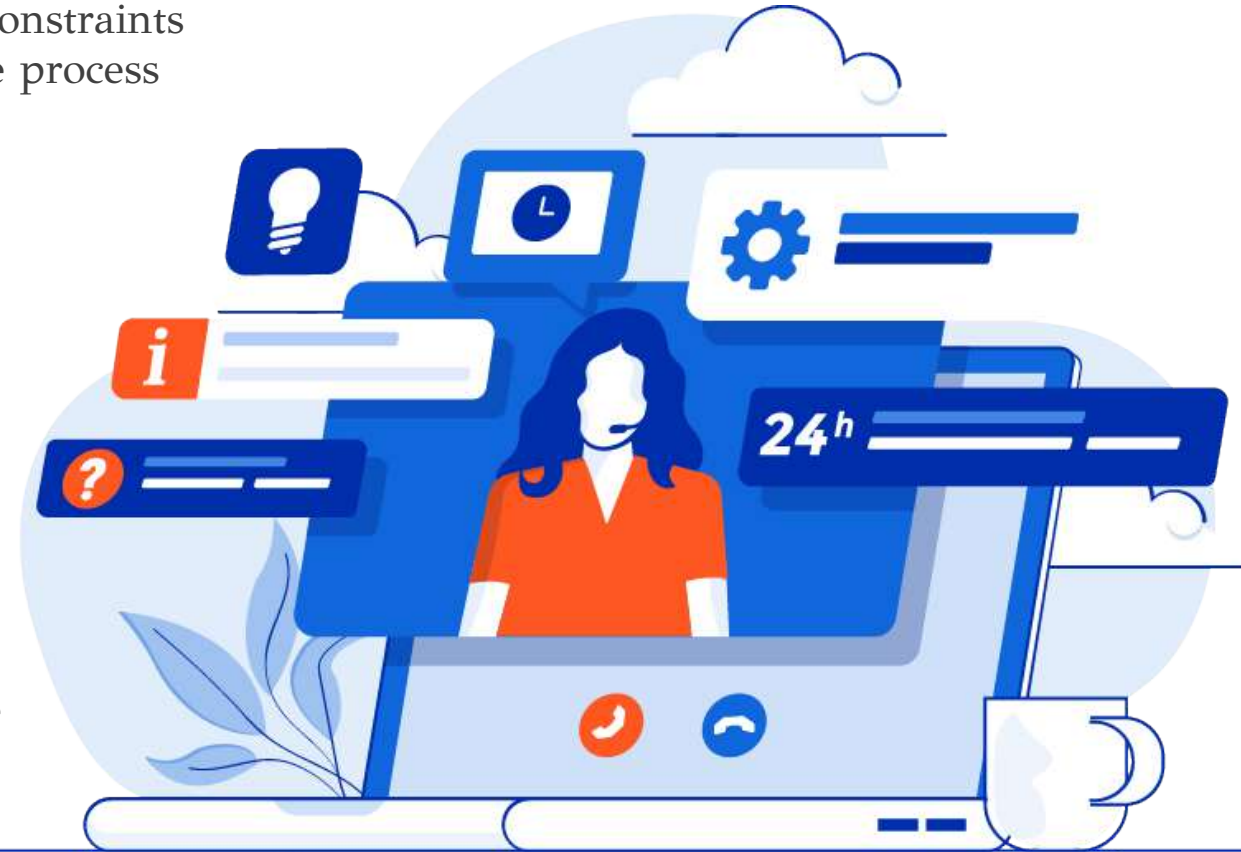It always pay to do your homework before jumping into app development. Before you begin:

- Interview Users and Stakeholders to establish what they're expecting from the app and the outcomes they're looking for.

- See if you can lay your hands on some test or sample data you can use to create the app with to make it easier for people to visualize the outcome when you build it.

- Check to see what operational needs exist (i.e. when and where will it be used? What platforms will people use to access the app?)

- Perform a design analysis of the app that qualifies the Records Process, Reports, and Settings (RPRS).

3. Build a prototype

Now for the FUN! Invite your stakeholders and users to a design workshop and start building the app. Remember, you can run design workshops face-to-face or virtually. There are no constraints to designing apps using encanvas in a remote setting. The process works quite well! Here are some tips:

- Re-qualify the purpose and goals of the app

- Run through the RPRS design analysis you've done and make sure everyone still agrees

- Use the app construct models to discuss with your project team how the app should be designed

- Use wizards and automation tools provided by the encanvas platform to create your first design

- Leverage any sample data you've managed to get your hands on to start showing results as quickly as possible
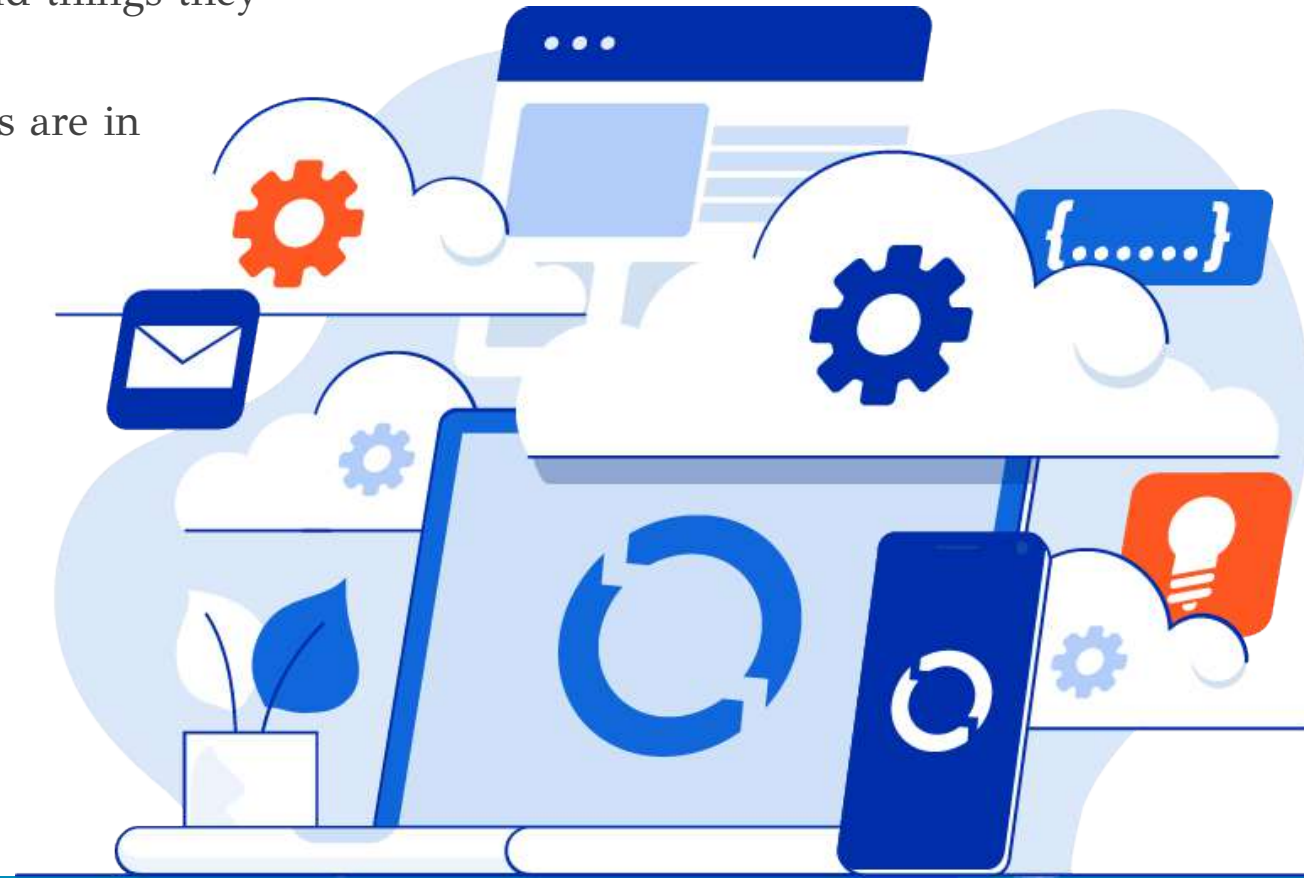
- Publish your app!

4. Check/iterate, check/iterate...

It's extremely unlikely that a perfect app will be created in a design workshop. As the app starts to get used, people will find things they don't like and new features they need.

Keep checking and iterating the design until the features are in place and the users and stakeholders are happy.

The great thing about encanvas is that you can keep adapting and changing designs time and again without any major costs or hassle. This is because all of the app features are accessible through a single integrated design interface commanded by one person.

Once app design is stable, document it and produce help files and training resources so future users will know why the app exists and how it works.

5. Go live!

The app has been designed and tested. Everyone is happy with it. You're ready to go!

The transition from LIVE WIREFRAME to LIVE APP is very small with encanvas. The only additional things to think about before you deploy are the operational deployment matters such as:
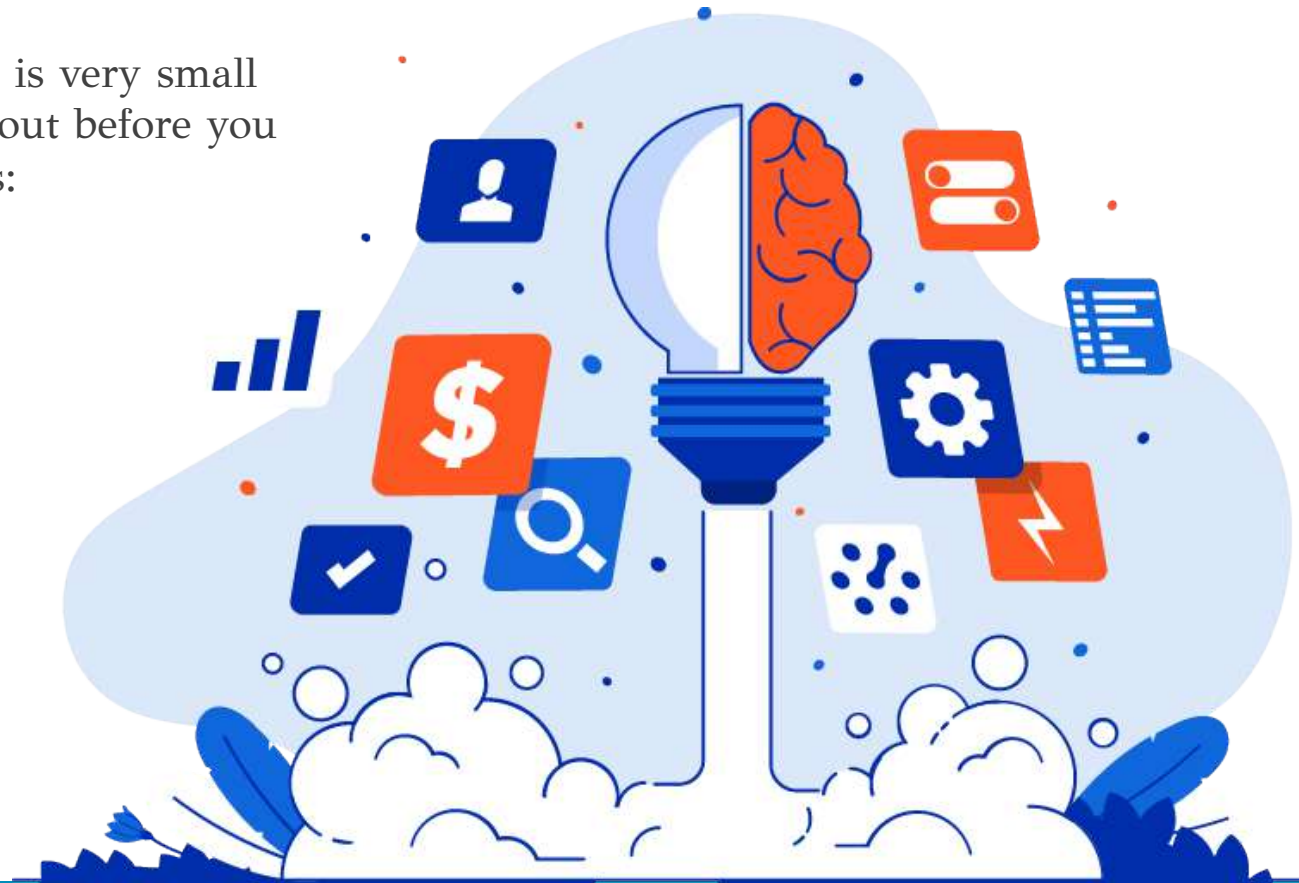
SCALING

REPLICATION

BACKUP

SECURITY

LOG FILES & MONITORING

PERFORMANCE TESTING

Make sure you've got all these bases covered and your good to go!

About Us

Encanvas is an app for building apps without coding. It's purpose-designed to equip ideas people with the tools to turn their inspirations into apps.

Our software is designed to create, integrate, publish and run enterprise-grade apps that businesses can use.

It combines data harvesting, integration, automation and the best of tools in a simple integrated app ecosystem. Blend AI with BPM, RPA, GIS, data visualizations and MASHUPS!

Build as many apps as you need and change them as often as you like.