



COMMON COMPONENTS

Sprint Review

Blast Off!

Agenda

01 Prepare to Launch - Getting Started

02 Ignition - Our First Steps

03 Blast Off! - COCO Team Demo's



Prepare to Launch

Getting Started

📅 Prepare to Launch - Getting Started

Welcome to the Lab!



Introductions in exchange for Timbits!

Shaping and Betting



Shaping



*Not too abstract, yet not so detailed
that it leaves out freedom for the
development team*



Betting

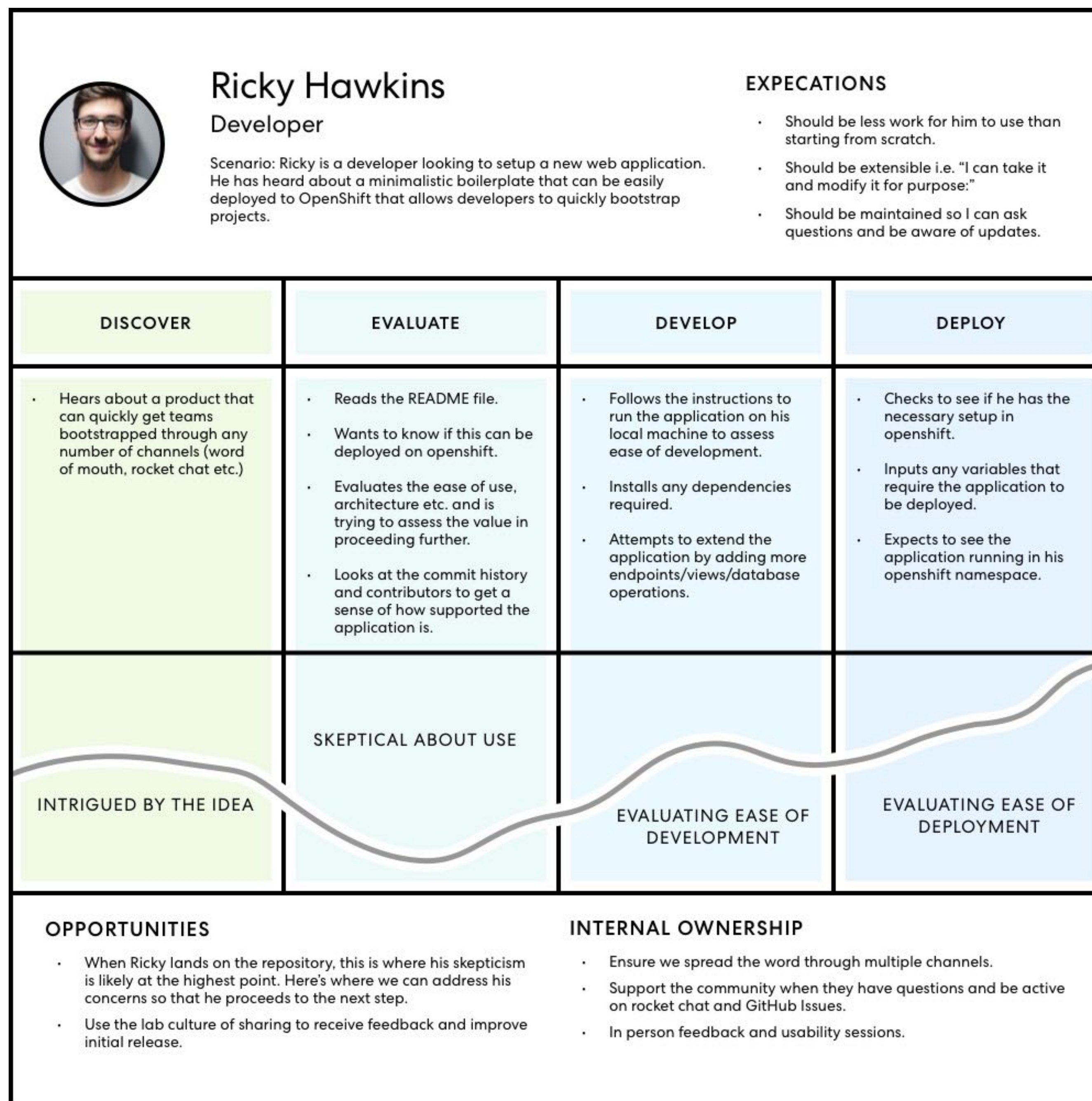


*Taking a call on which shaped idea to
pursue*

Prepare to Launch - Getting Started

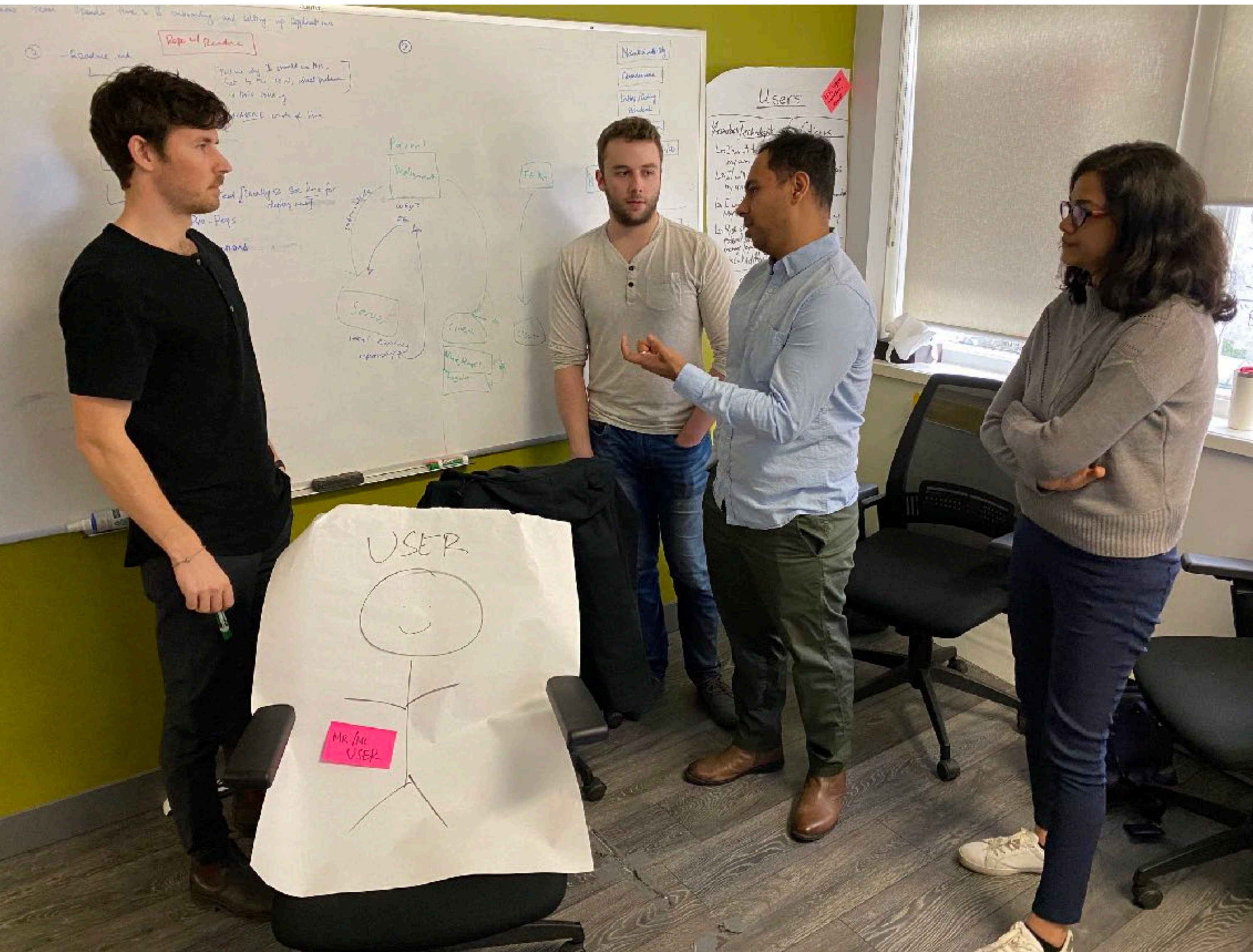
MVP Workshop

User Journey



📅 Prepare to Launch - Getting Started

MVP Workshop



Is it **Minimal**?

Is it **Viable**?

Team Interviews - Research Methodology

General Approach (themes, tips, audience)

List of Questions

Scheduling interviews



Ignition

First Steps

Team Interviews - Who Did We Meet?

Invasive Species

Common Services Showcase

BC Gov Design System

Health Gateway

BC Developers Kit

Real Property Division PIMS

Team Interviews



Lab and OpenShift onboarding experience

- Teams had inconsistent experiences onboarding into the lab and onto OpenShift
- Every team needed help and resources but were overwhelmed and unsure where to find them or if they were available.
- CICD Pipeline has to be created from scratch at project start

Team Interviews



Highest priority reusable components

- Almost all teams require Keycloak, yet most spent a lot of time and effort onboarding. How might we reduce friction during onboarding?
- All teams build front-ends using BC's brand guidelines. How might we provide simple reusable UI components to help them assemble services faster?
- Onboarding guide/better way to discovery existing components. All teams struggled to find out what others had built and wanted clear recommendations on tools and technologies.

Team Interviews



Previous common components interviewee's team had to create.

- Every team has created components that could be reused however they are created within very specific use cases.
 - ▶ They need to be abstracted to be useful to other teams.
Requires dedicated time.
- Each team has created forms in some capacity.
- Every team created custom CSS components based loosely off of currently published design system

Open Sprint Reviews

Mines Digital Services

Invasive Species

Climate Action Secretariat

BC Services Card

**Property Information
Management System**

Open Sprint Reviews - Themes

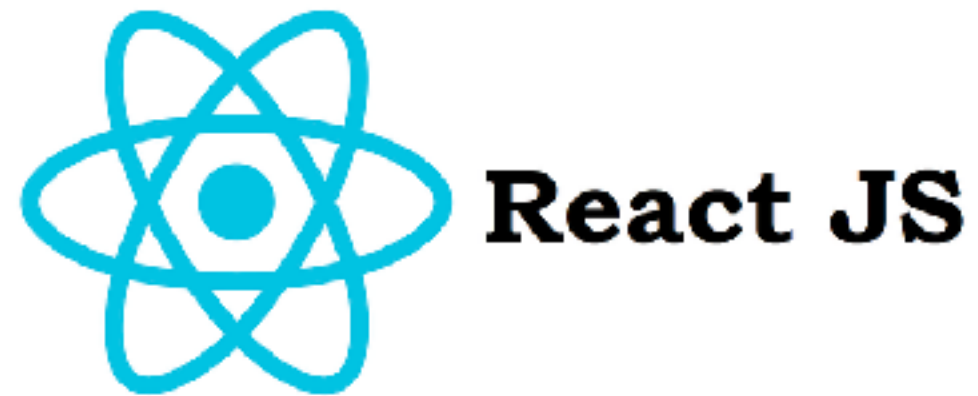


Struggle with OpenShift and Pipelines

BC Gov Style Websites/Apps - same but different

CoCo Needs - Documentation, Support, Implementation

The Development Experience



📅 Ignition - Our First Steps

The Development Experience

*The team at 7pm
the day before
sprint review!*





Blast Off!

Launchpad Demo Time

 Blast Off!

Lessons We Are Learning



Shaping (in theory)

*Not too abstract, yet not so detailed
that it leaves out freedom for the
development team*



Shaping (reality!)

*Improvements to be made on the
level of detail for the development
team to avoid rabbit holes.*

 **Blast Off!**

We'd love your feedback

Would you use something like Launchpad? Why or Why not?

What's missing or what would make boilerplates more useful for you?

If we continue working on Launchpad, what languages/frameworks would be useful to tackle next?

 Blast Off!

Contact Us!



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Thank You

From #team-coco

