



Apps: Web & Mobile for Entrepreneurs & Corporations



We do outsourcing (mainly). Complex apps for web and mobile.

- **Augmented reality apps**
- **Drone Capture Measurement apps**
- Social networks
- **Ecommerce platforms**
- Fleet management ERPs
- **Payment Gateways**
- Ultra-HD Video-streaming
- **Event Management software**
- Financial and billing apps
- HR apps





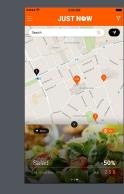




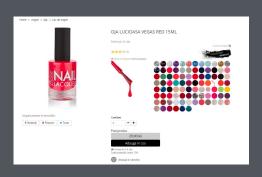














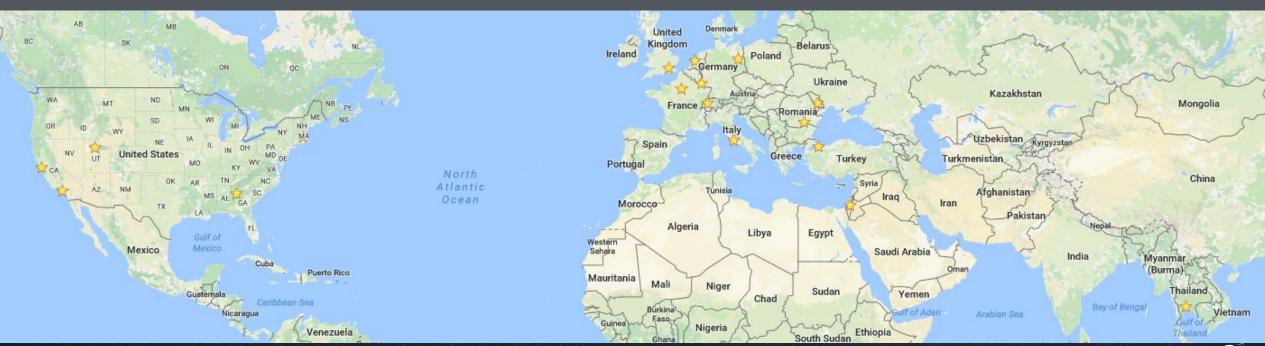
We work with entrepreneurs and corporations from all over the world.

We know how to deliver globally

- 4 continents
- 14 countries

And solve diverse challenges

- Launching a new web or mobile service
- Bringing business processes to the cloud
- Disrupting traditional industries



We have experience in many industries.

- Transportation
- Medical
- Payments
- Tourism
- Finance
- Customer service
- Entertainment
- E-commerce
- HR
- Law
- Retail
- Event management























Our growing team.

- 1 technical director
- 11 web developers
- 6 mobile developers
- 2 testers
- 1 UX designer
- 2 web designers
- 2 project managers
- 2 sales & client service persons















































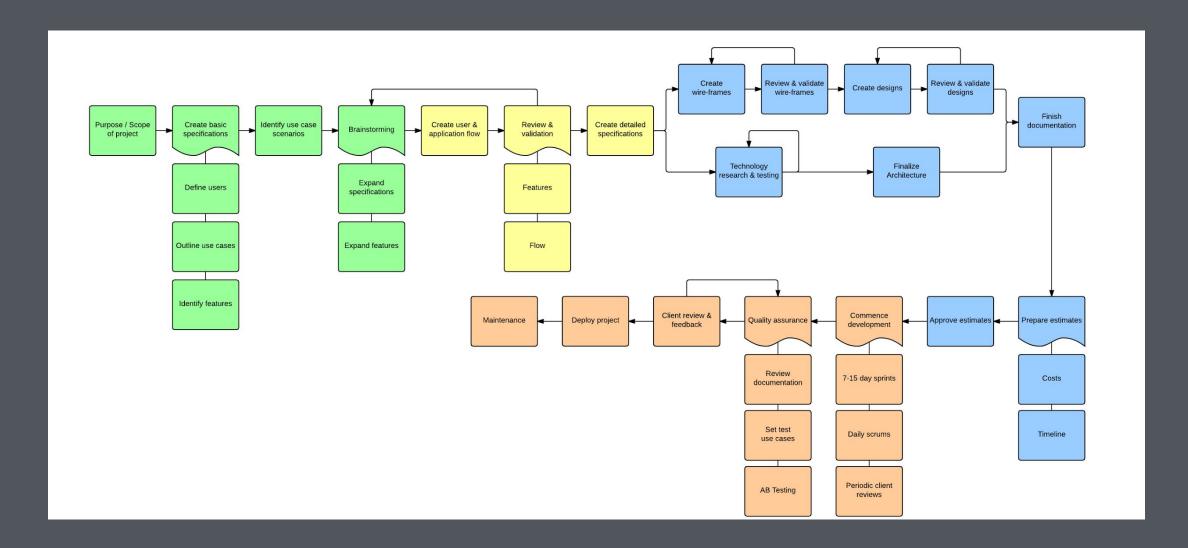


How to help your client and yourself



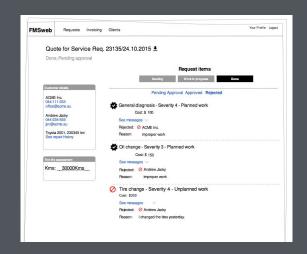
By Indra Gheorghe

Building & maintaining complex apps

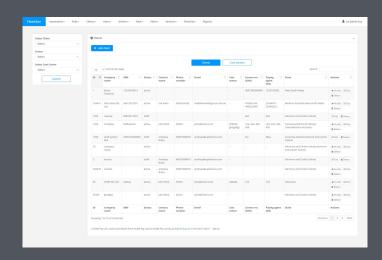


Product Story > App Flows > Specs > Wireframes > Design > Programming





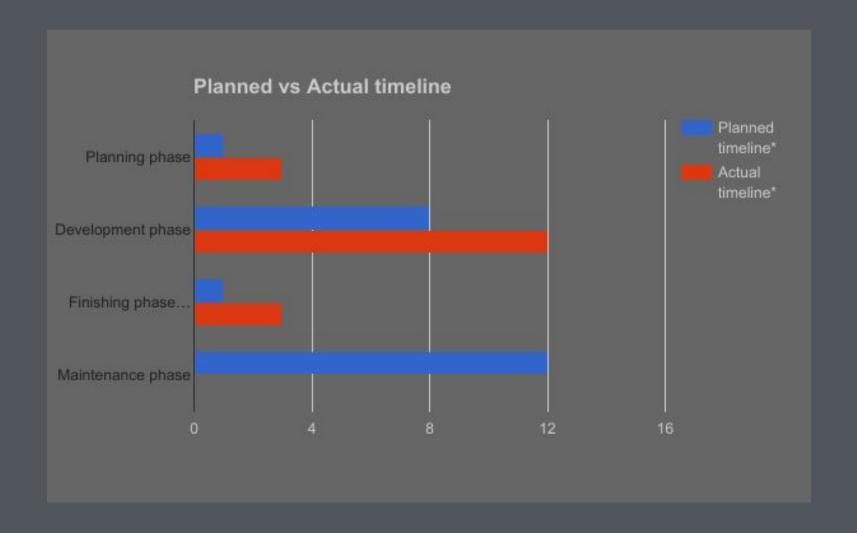








How we planned and how it went down



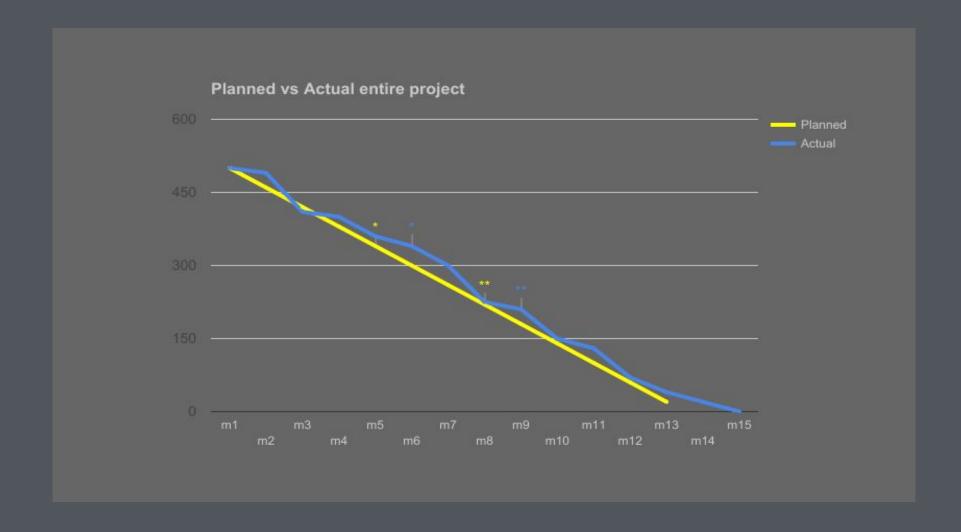
How it went down in my head

VS





Project development

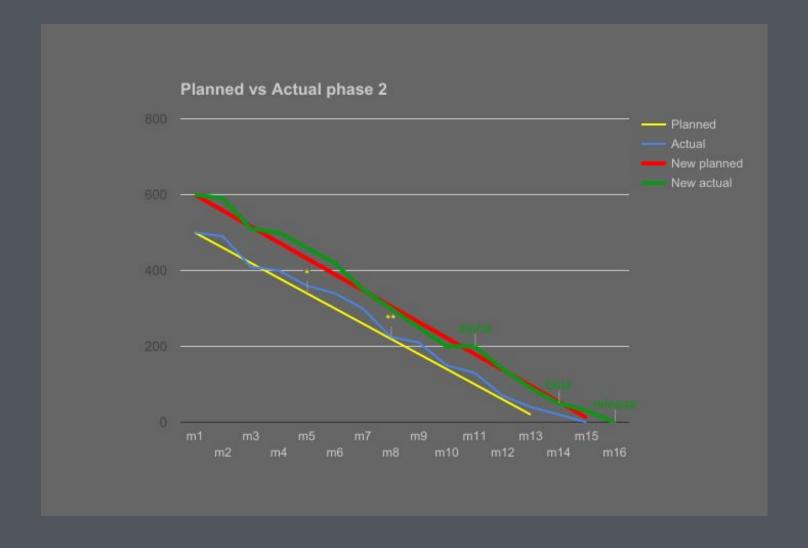


How we dealt with delays

- the magic delay list
- talk and talk again
- allow the developer to interact with the client
- changed from a kanban mind set to an agile mindset



Redoing the projection





What we did better the second time around

- stick to the delay list
- planned the talks => minimize interruptions
- negotiated delays right away
- prioritized functionalities for
 - alpha release
 - beta release
 - v1 release



How we dealt with internal change

- added new developers as needed
- included the new developers slowly in the process
- talked more between us
- planned better
- wrote everything down
- described the tasks better



- estimation is the mother of all success
- clear time per tasks is the father of all success
- testing is that old uncle that went to war
- don't be afraid to take charge
- listen to those around you



A little bit of advice on how to deal with large projects

This is how we recommend doing it

- talk to all the stakeholders
- create the wireframes
- updated them according to changes
- redesign
- repeat until client is satisfied
- start development





Top 13 wanna cry situations and how to solve them.



By Eugen Tudorache

We have to launch now! And we must have these surprise new features.



Let's change the entire interface.
No need to refactor.



Good morning. I just decided on a new priority, forget the carefully planned sprint.





Let's start coding now and think later about how it will actually work.



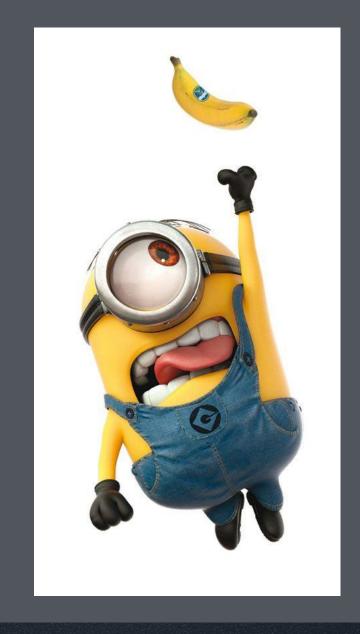
5 Liar, liar, server on fire.



Sorry I didn't reply to your emails for three months. I've been super busy.



Mr. Monkey is in charge of the supporting team and of all bananas.



I've just called to say I just sent you an email.



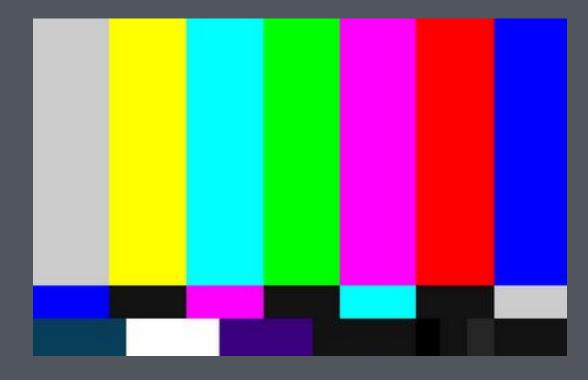
I have a feeling that your estimate is way off.



I believed this feature we never talked about was obvious for everybody.



11 We'll return after a short break.



12 Time zones? What are time zones?





13 Longer, bigger, harder.



THANK YOU UPDIVISION