MobilePay – Behind the scenes

GOTO 2014

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A simple solution for making payments





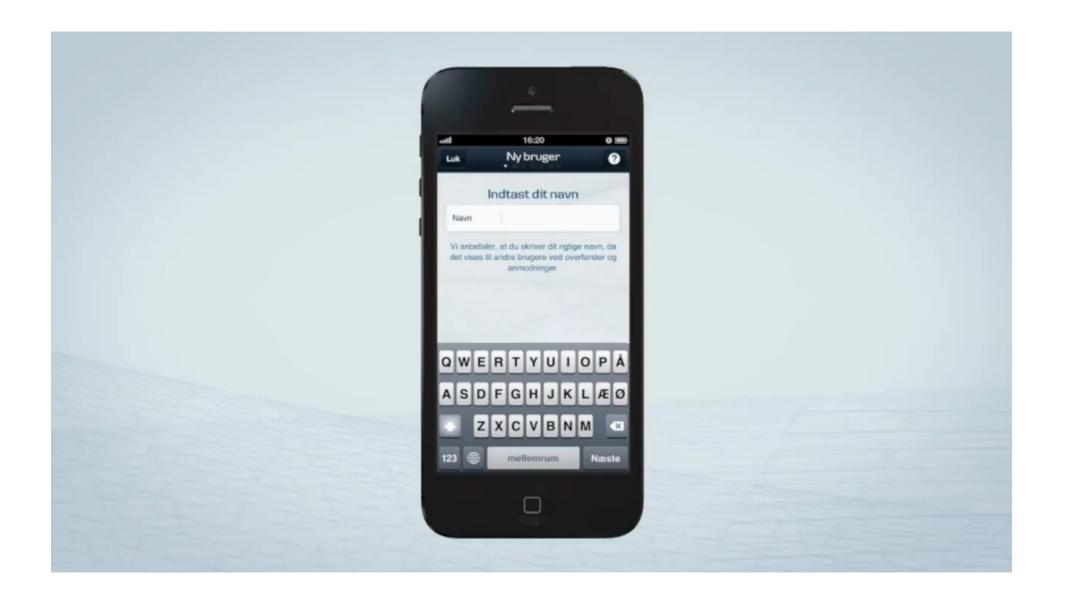




Send, request or split a bill

Available for everyone

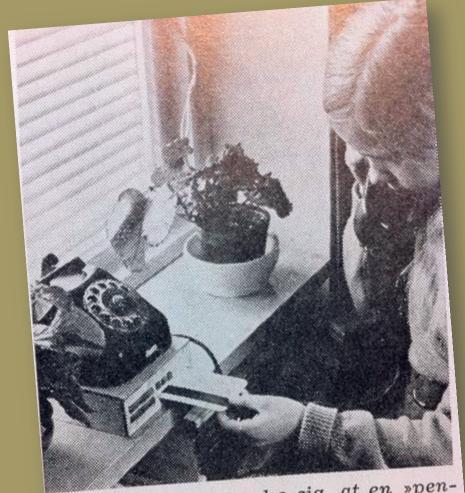
Sign-up takes less than 2 min.



FACTS 1,6 m. users 5 Bn. DKK in total transfers



MobilePay anno 1970



Sådan kan man tænke sig, at en »pengesender« kommer til at se ud. Der er trykknap for SENDE, for MODen trykknap for 1,10 og 100 kroner. Fremgangsmåden er den, at man placerer sit gangsmåden er den, at man placerer sit »personpengekort« i sprækken i kassen »personpengekort« i sprækken i kassen under telefonen, trykker på knapperne under telefonen, trykker på knapperne under det ønskede beløbs data overføre pr. telefonlinie.

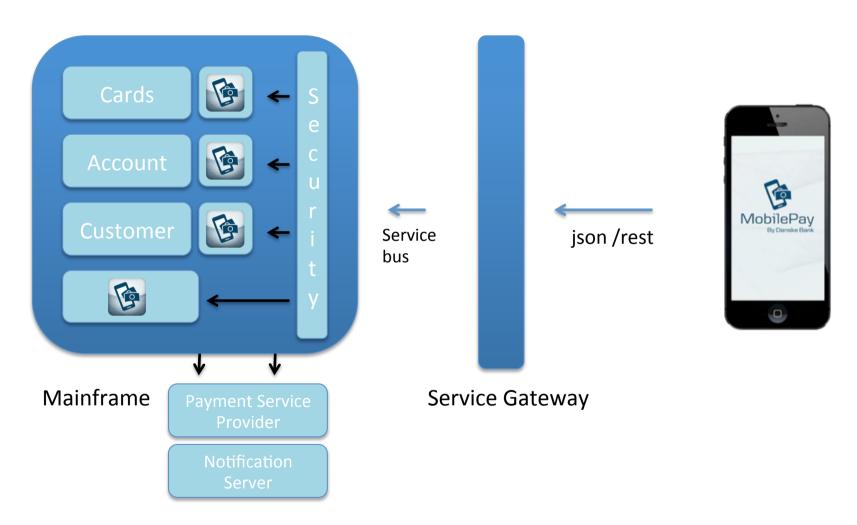
Technology



7

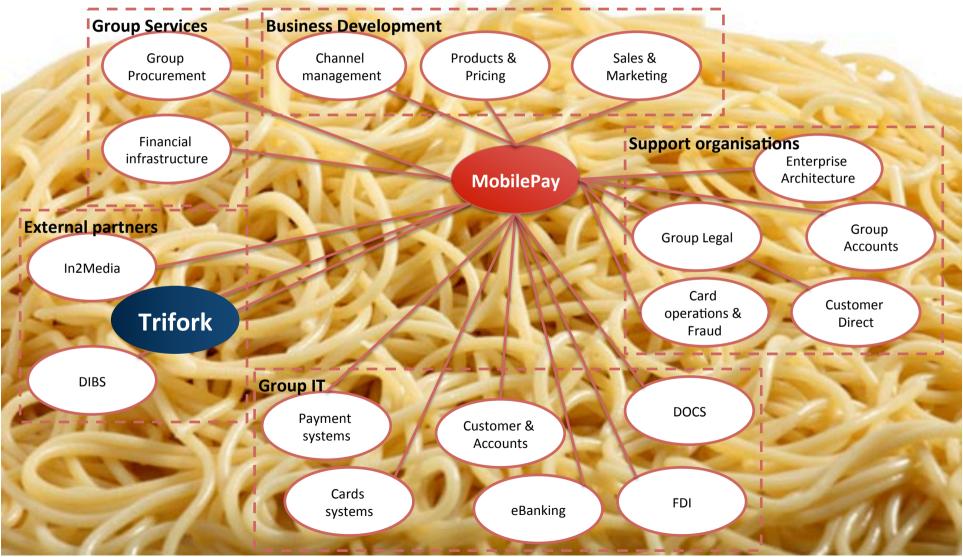


Infrastructure

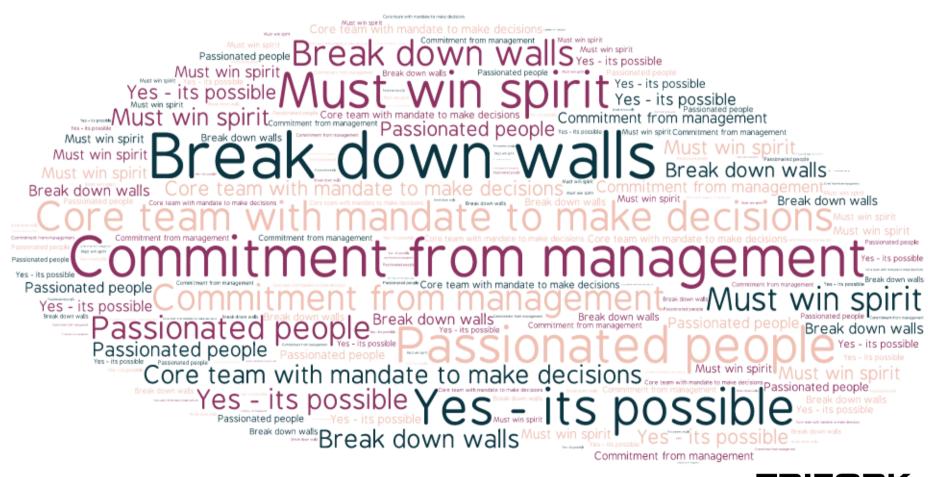




While the product was simple - the project was quite complex...



How could this be a success?



How is Mobile Development different?



Mobile App Development – where to focus

NO



Focus on UX and simplicity

Quality first approach

On top of platform, tools and Technology

Accurate tracking of feature status and bugs

Passionated testers

Updated toolchain

Automatic build process

Phones and tables (Lots of them)



MobilePay Agile Process







Core team







App Software team









- Project backlog
- Scrum review meeting 14 days
 - * Demo, Clarification, prioritization
 - * Core team + App developers + ad hoc
 - * Running software
 - * Updated scrumboard / backlog
- Daily standups Trifork

Dynamic:

Everything else is adjusted to fit current project status and challenges



Representitives

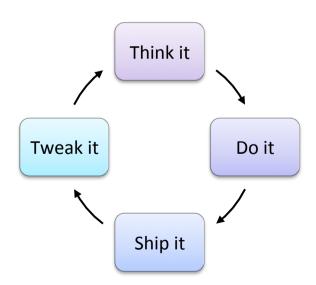


Prototype new features

Agile development with backlog of prioritized tasks and short development cycles









Prototype new features







Competetion is here to stay



