



## Touch'n'Go Team Description



The Touch'n'Go team, based in Bedford NH, is responsible for User Interface with a focus on mobile devices such as tablets and phones. Touch'n'Go was primarily responsible for the PegaMobile product offering, which provided a UI tailored to mobile devices. More recently, Touch'n'Go has been heavily involved with development of off-line functionality for PRPC.

Touch'n'Go consists of:

							
Paul Gagnon	James Hall	Andy Malinowski	Dave Beaudoin	Elisha Emond	Jeff Rogers Engineering Manager	Matt Lake Product Owner	Stephanie Louis Product Owner

The team's primary responsibilities are:

- Participate in team design discussions, user story grooming, review and retrospective meetings
- Implement new feature components for PRPC as user stories for the UI and Mobile backlogs
- Perform research or develop prototypes for new features that are still in the process of being concretely defined by Product Management
- Document the architecture and develop process flow diagrams for new UI and Mobile features
- Develop test plans and build automated tests for the features the team develops
- Continuously improve product quality through peer review, refactoring, and bug fixing
- Assist the Customer Support organization with requests for engineering expertise
- Implement software patches for prior releases of PRPC through the Sustaining Engineering process

The team uses the following tools & technologies

- Javascript
- CSS
- Sencha Touch
- RSpec
- Capybara

**The Touch'n'Go team impacts the success of the product through their contributions to the following feature development work:**

- **PegaMobile**
- **Pega Offline functionality**

**Skills needed to be successful within the team:**

- **Be a good communicator**
- **Say what you mean, and mean what you say**
- **Deliver on your commitments**
- **Pull your weight**
- **Be curious**
- **Look for obstacles, and point them out early**
- **When faced with an obstacle, be creative and persistent in looking for alternatives**
- **Take pride in your work**