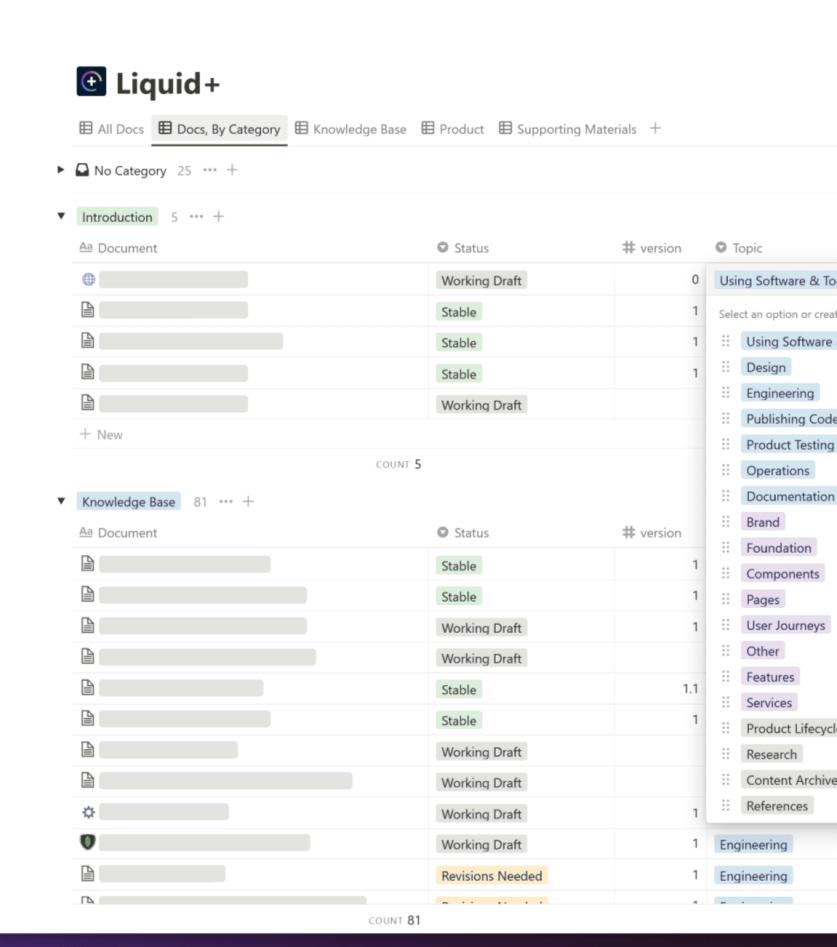
Liquid+ Documentation

Systematizing Product Knowledge for Better Collaboration

My Role: Product Designer, Researcher



The Core User Problem

Team members could not easily find, or trust documentation.

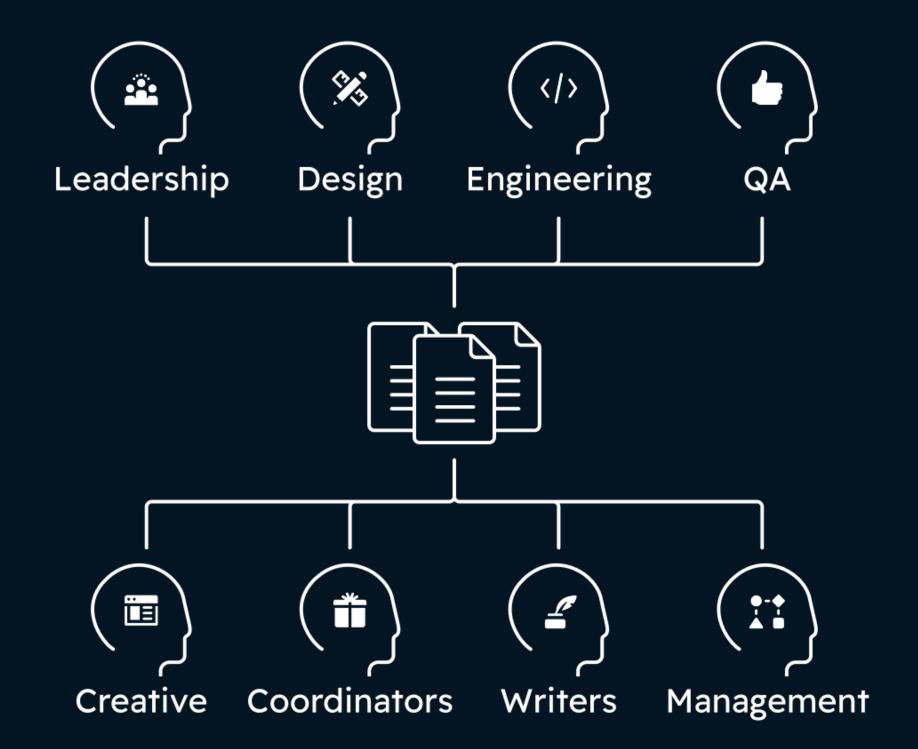
...And a Problem for the Business

Effectiveness was impeding our ability to meet objectives.

- Gaps in knowledge
- Information repeated
- Knowledge held by specific team members only
- Documents contradicted each-other
- Product was more costly to produce
- The growth of the product was slow
- Quality and timelines harder to meet, and more costly

Challenge

How do you craft a documentation solution that works for a cross-functional team?



Hypothesis and Validation

A successful system would help people find information, know what is true, and understand how to do things.

Would this be true for this team? And how would the solutions manifest?

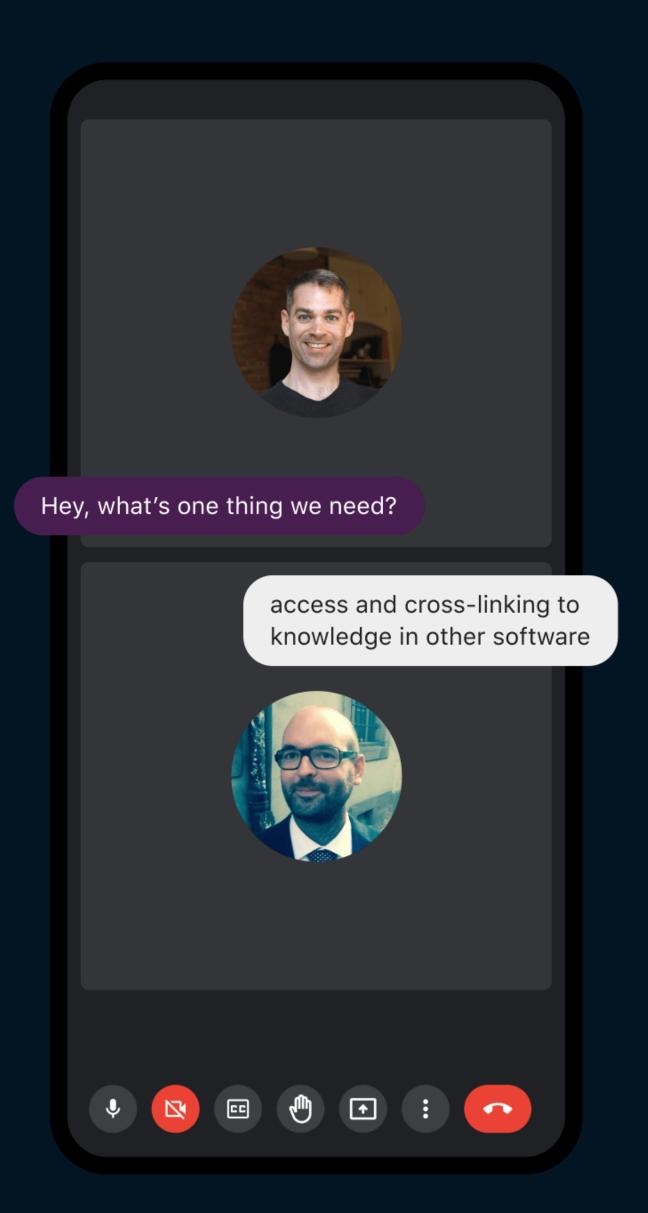


1 - Interviews and

16 interviews were conducted across the team.

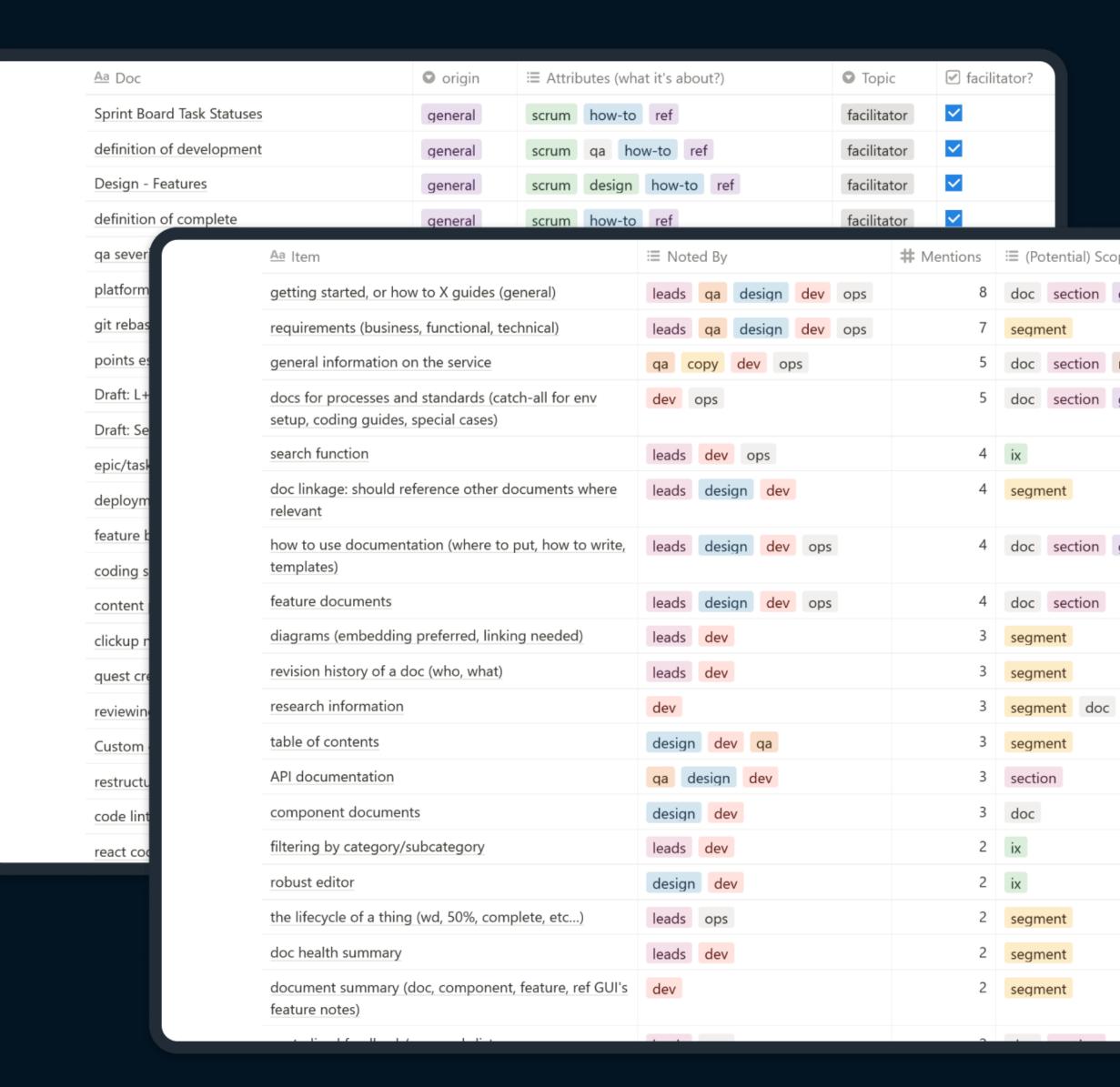
Designers Developers Quality Assurance Project Leads

Coordinators Copywriters Operations



Qualitative interviews showed what the team wanted most.

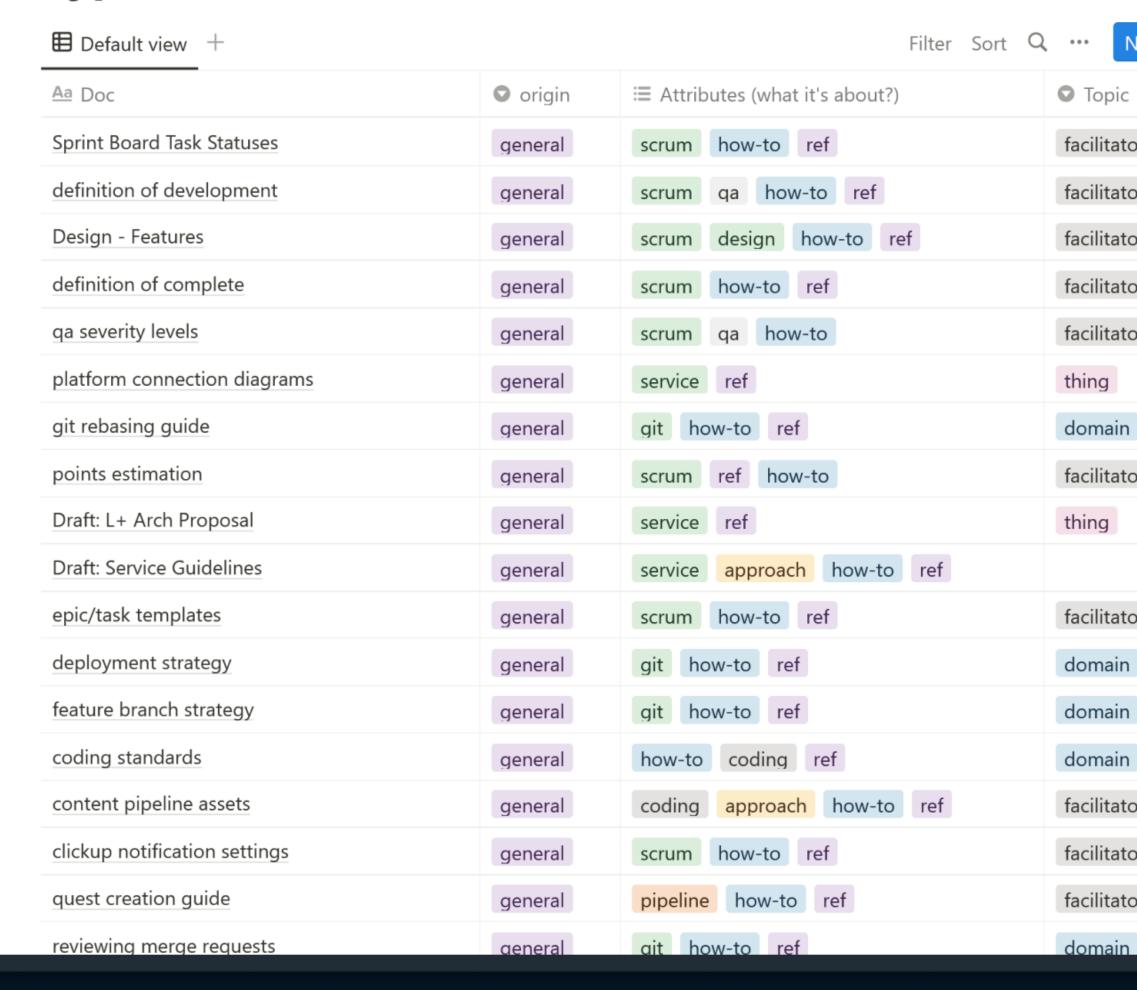
- Documents for getting work done
- Documents not related to the service
- Knowing how to document things
- Knowing requirements
- A structure not based on disciplines
- Ability to add supporting materials to documents
- References being used in relevant ways
- Truth is knowable
- Tracking status/progress
- Multiple ways to find documents



Analyzing patterns from existing documents suggested a number of possible solutions.

Are factual and how-to documents different? What about information that crosses domains?

Types of Documents



2 - The Proposal

Documentation goals

- clear and easy to navigate
- easily extensible/flexible
- capture the needs of each domain involved
- efficient, and prevent effort duplication
- predictable at the macro and micro level
- reflect how the team thinks, and what they need

Documents (specifically)

- assessable/parseable at a glance
- written by domain experts
- clear with what they document

Working through several approaches revealed some consistent themes about documents.

- Introductions to the product
- Knowledge about how to do work
- Facts about the product
- Information that supports the product

Pass 0

Liquid+ Features => What is the role of a gu => How should a quest look Front-end Browser app => What is the logic behind Front-end Native app => What is the logic behind => What services are involv => What does the Quest serv => How do I test quests? External services => How are fan activities g => How do I add a quest in => What are most frequently Branding & Marketing => How should we setup a pl Organisational processes

=> Where do I add a new tas

Pass 1

learn what something is, or how do do s

- ▶ introduction
- general information
- scrum (sprints)
- content
- engineering
- codebase
- ► document templates (is separation

Type '/' for commands

quality assurance

The general setup implicitly says external services), how do we rec

To me, <u>DevOps</u> are things like update the platform and environments, etc. -

Knowledge Base by Topic

- introductory information
- technologies
- documentation
- engineering
- publishing code
- quality assurance
- operations
- content (is this relevant? content is

Pass 2

Liquid+

how to make things mutually exclusive; that's impossible

Knowledge Base

learn what something is, or how do do something (portable to any project?)

- introductory information
- technologies
- documentation
- design (?!)
- engineering
- publishing code
- quality assurance
- operations

The Product

what is or will be (facts; also 'how' when talking about requirements) a roadmap is also somewhat relevant in this category.

- ▶ brand
- features
- services
- design
- flow/user journeys
- pages

Supporting Materials

- research
- proposals
- content archive
- glossary

Creating logical sections within each category was mostly easy, except for product docs.

Knowing where to look needed to be easy. So I wanted to make sure the total depth was shallow, preventing an overly-formal structure.

The Product (v4, 10)

- brand
- ▶ foundation (design in polaris)
- content
- patterns
- components
- ▶ pages
- user journeys (flows)
- types of content
- ▶ features
- service

Product (v8, 9)

- brand
- writing
- design
- components
- pages
- journeys
- types of content
- features
- services

The Product (v5, 8)

- ▶ brand
- ▶ design
- components
- ▶ pages
- ▶ journeys
- types of content
- features
- services

The Product (v6, 6)

- ▶ brand
- design
- user application
- types of content
- features
- services

Product (v7, 7)

- foundation
- components
- pages
- ▶ iournevs
- types of content
- features
- services

Product (v9 ,10)

this version is more about the design system that is made, and then the application that implements it (first 5, last 5)

- brand
- writing
- design foundation
- patterns
- components
- ▶ pages
- journeys
- types of content
- features
- services

Product (v10, 5)

- brand
- writing
- foundation
- user application
- ► features & services

The Proposal

Introduction

Quick Overview

What is the Project Who's Working on it etc...

Knowledge Base

How we Work

Using Software & Tools

Design

Engineering

Publishing Code

Product Testing

Operations

Documentation

The Product

Facts

Brand

Foundations

Components

Pages

User Journeys

Types of Content

Features

Services

Support

Supporting Knolwegde

Product Lifecycle

Product Testing

Research

Content Archives

References

Glossary

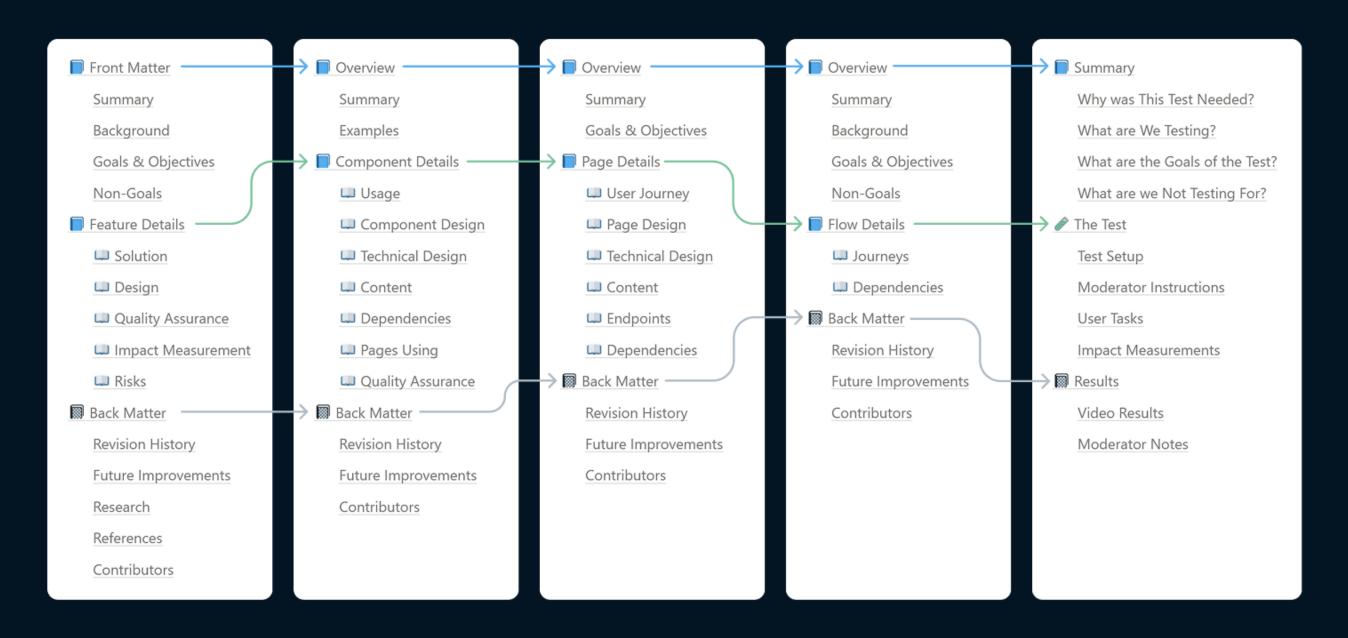
A Problem of Acquisition and Truth

Even if you can find a document, how do you quickly find the information you need, and how do you know what it says is true?

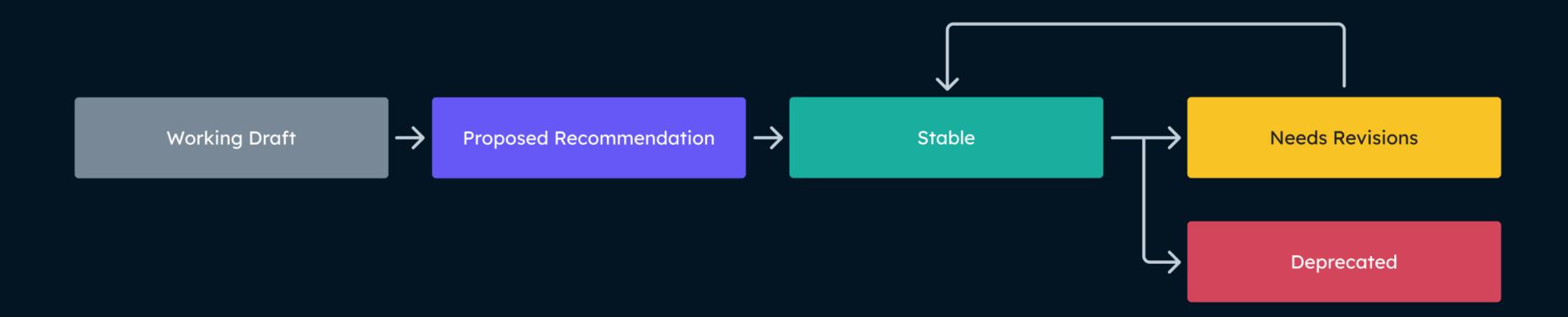
Several existing patterns (in the wild) helped solve these document specific needs.

- Getting Started with Documentation
- Migrating a Document
- **Document Lifecycles**
- How to Write a Document
- **Editing Documents**
- 🖹 <Template/>

Documents borrowed from books, feature docs, and the overall theme of the system itself: summarize, detail, support.



Document lifecycles borrowed from several sources.



Presentation and Feedback



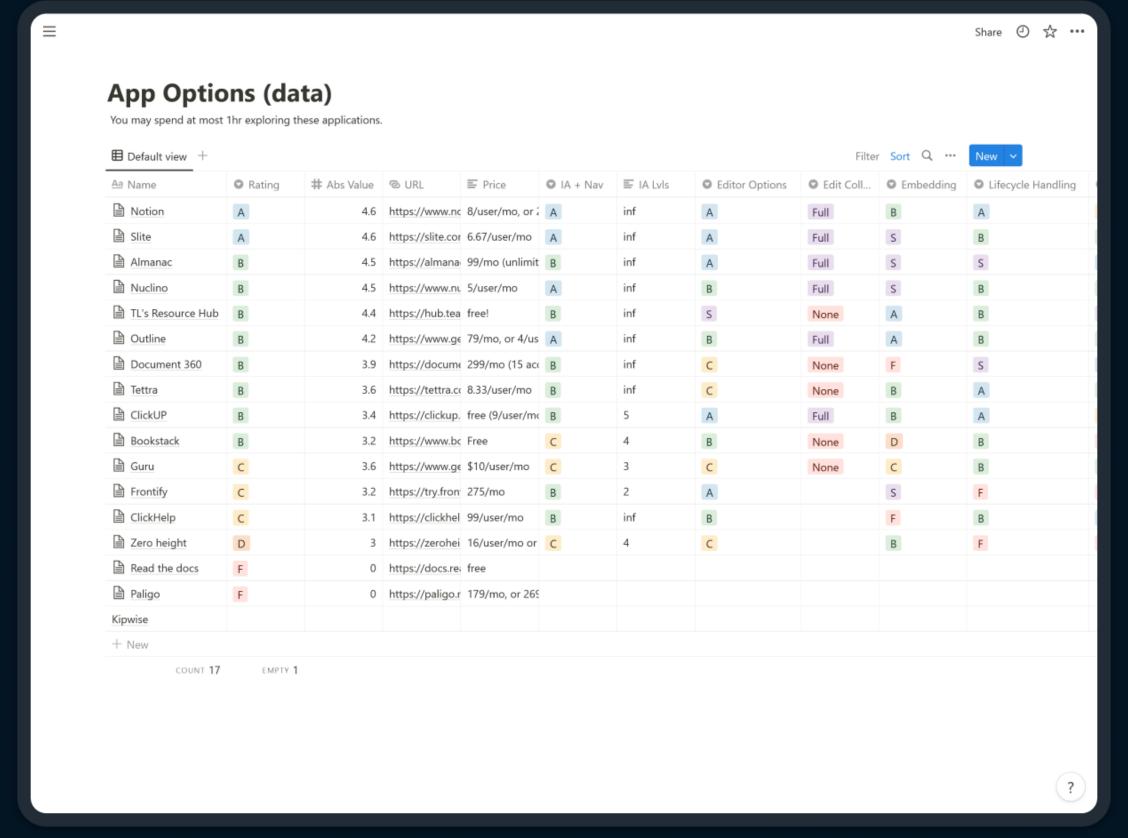
3 - Implementatio

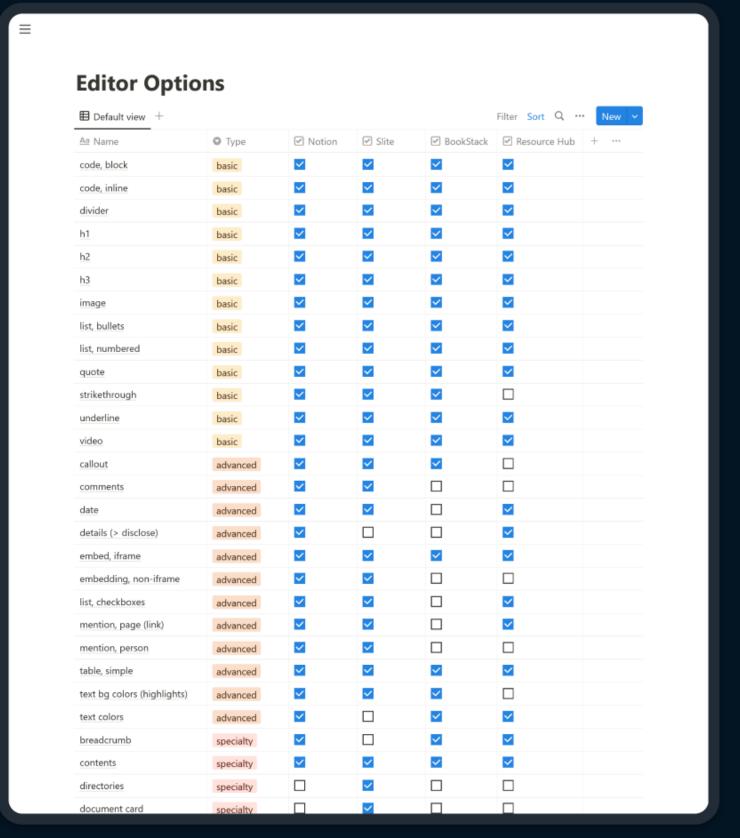
Interviews contained a few highly requested features for an environment.

The current environment was slow and hard to navigate, so other options needed to be researched. They needed to

- be fast;
- be easily searchable;
- have a robust editor; and
- include embedding

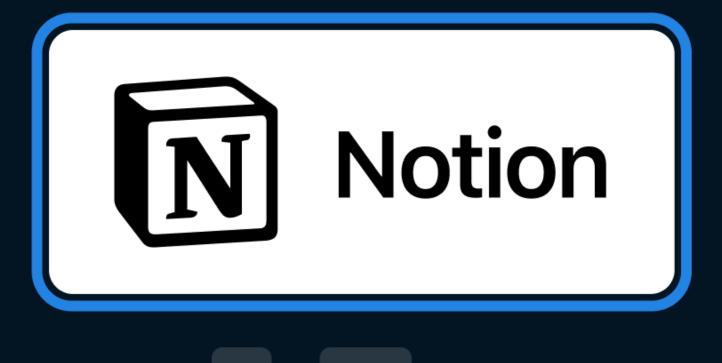
A competitive analysis of other environments helped understand which apps were best suited to the team's needs.





1st Round 2nd Round (finalists)

After a few rounds, the finalists were either





Rating: A / 4.7

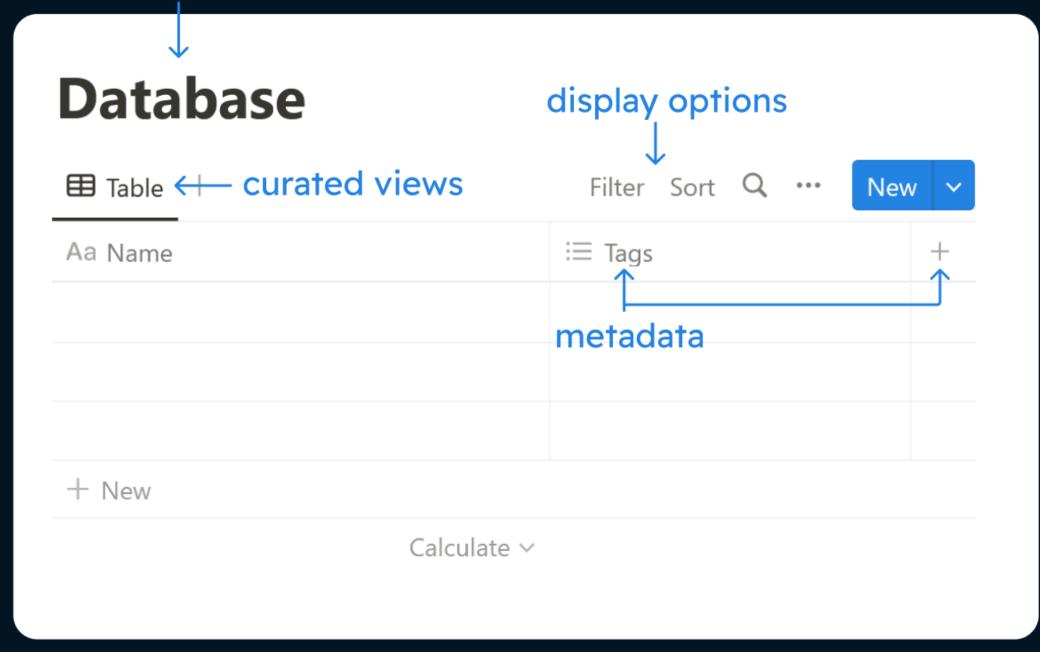
Rating: A / 4.6

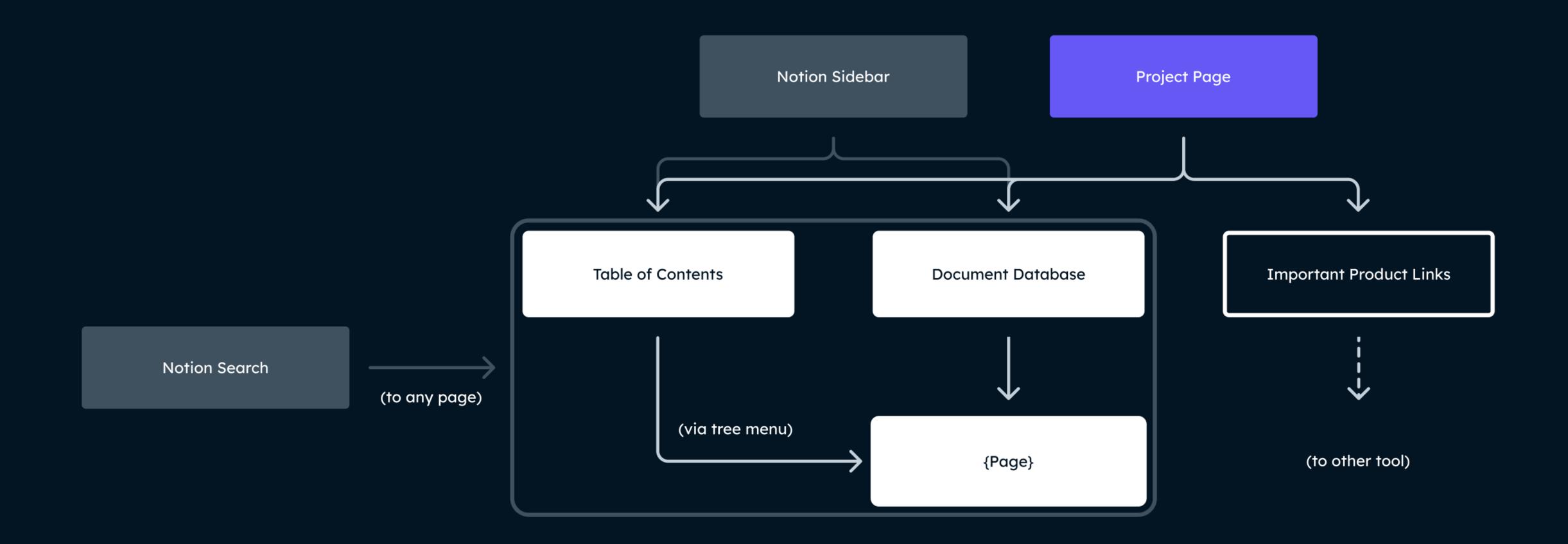
A Question and Challenge

Databases were more appealing, despite the added complexity.

Choosing the database approach created an additional challenge however. A manually generated tree would be necessary to help newer users.

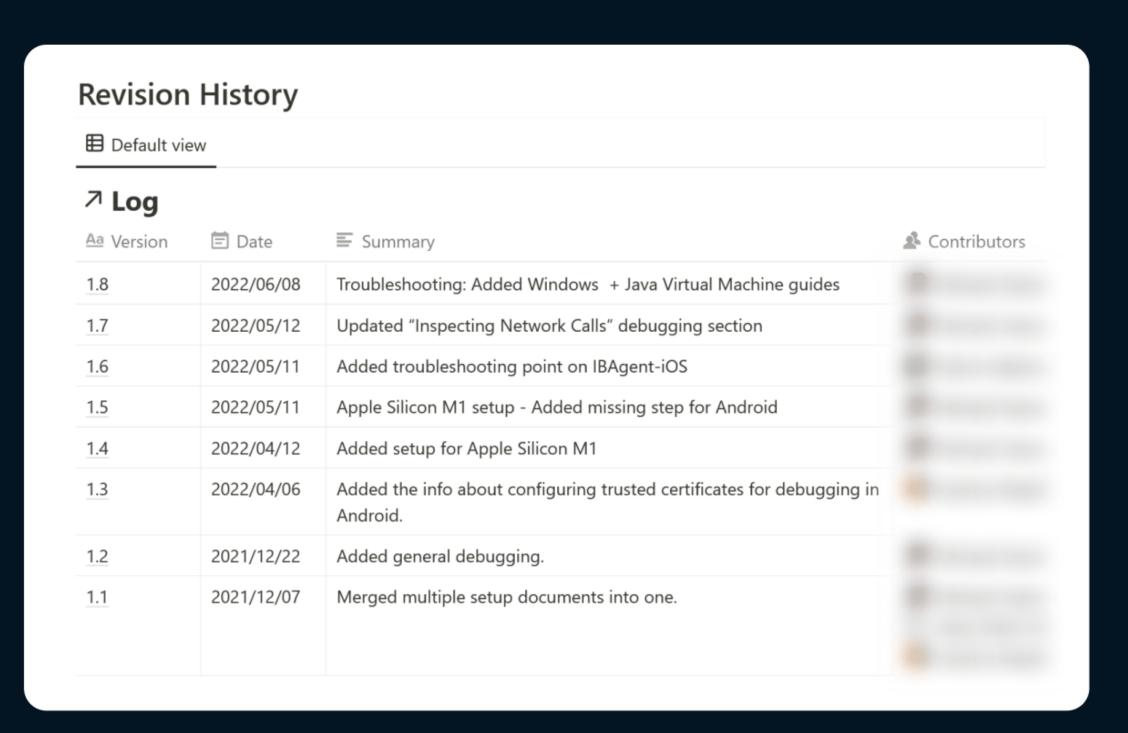
referencable as a user-specific view





Revision history for QA was lacking, so we needed to create our own solution.

Team members needed to have a clear snapshot, and finding old data needed to be easy.



Wrap Up

Project Outcomes

- The team is happier, contributing much more, and trust is higher.
- Velocity of the team has slightly increased.
- Other teams adopted this approach for their own projects.

Remaining Challenges

Some hesitation with contribution remains

Some adjustments would be helpful.

Improvements

- Incorporate documentation into sprint work
- Review process and questions with staff
- Encouragement
- Using databases for serialized content
- A unique space for requirements
- More utility with the sidebar

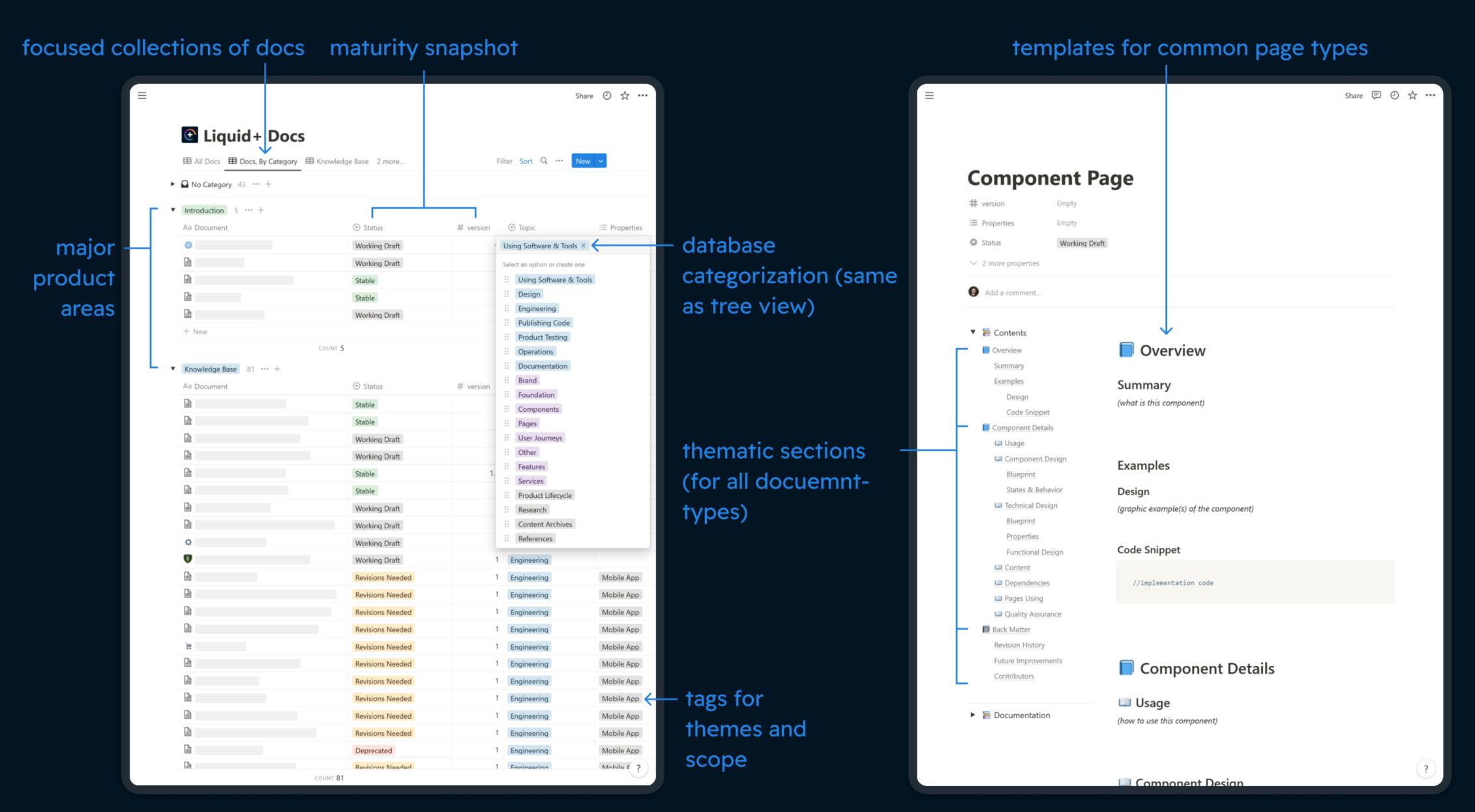
quick paths to docs from sidebar

Share 🗐 ② ☆ ···

Final Product

Liquid+ Welcome to the knowledge repository for Liquid+. What you'll find here is Helpful Links any and all information that relates to the project: what it is & who it's for, overview of the space how the team works on it, and all of the facts about how the project has Below are several important things you will want to use. First the (master) table of contents for all of the information about the project can be found, and second, a list of databases that house all of the documentation about the project. Contents Table of Contents multiple paths to documents important links to... Databases Liquid+ Docs "places."

Updates Settings & members **Table of Contents** Below you will find all of the documentation related to Liquid+, structured by T and Category. This block also contains a (table of) contents for local pages, as v as a link to the database where all of the documents are are housed. Contents ▼ E Documentation ► 🗐 Introduction In Knowledge Base Product Supporting Materials Note: this syrced block is the master block. Do **not** delete it. tree view pattern for familiarity; linked page references within prevent accidental deletion



Database View, with Key Properties (Documents)

A Single Page (template)

Designer, Researcher

Nik Jeleniauskas

Team

Me, The Liquid+ Team as Support