



FEN presentation - 07.06.2024

Our application KEDIA +



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Meet our team



From left to right:



Enes Ekincioğlu

Documentation, developer

Tobias Heid

Project manager, customer contact

Colin Zenner

Developer

Zehra-Fikriye Gönenç

Documentation, quality assurance

Philipp Wäsch

Documentation, quality assurance

Johannes Moseler

Lead developer



How we work

Tools



Communication

- Discord
- Whatsapp



- GitHub
- VS CODE



Management

- Trello
- Google services:
 - Docs
 - Slides
 - Sheets



• Everhour



Design

- Canva
- iMovie



How we work

Project planning



- Scrum 0
- One week long Sprints Ο
- Sprints start on Wednesday 09:00am and end on Tuesday 17:00pm Ο

- Daily meetings Ο
- Sprint Retrospective Ο
- Sprint Planning 0
- Client meetings Ο





About the client

- Locations: Mannheim, Germany (HQ) & Bucharest, Romania
- Established: 2007
- Global team: Over 60 experts
- Core services:
 - Custom high-performance web applications 0
 - **Enterprise-grade business applications** 0





[] DitEXPERT WE DRIVE INNOVATION & DIGITAL TRANSFORMATION



Our task and the goal

Task

Goal

- Extend the "prooph board" software
 - 0 By integrating "AI"
 - To generate a better UX
 - Leveraging AI for UI customization.



Customize Cody generated UI with AI assistant



What is the

Prooph board

Online Event Modeling platform

- Demonstrates systems behaviour through a use case 0
- Easier to build 0
- Simple to understand 0
- working in remote teams
- design your software online
- Let cody do the development work

Cody engine



• Event-Driven Design made easy:

Translate your Event Map directly into working software

• Rapid prototyping & low-code:

• Build functional prototypes with minimal coding

• Validate early & often:

• Get user feedback early

Focus on implementation



Development

journey



KEDIA I⁺⁺



Our vision

The Big Picture









Technical development

JavaScript & TypeScript

- For DOM-manipulation in the generated website
- For Back-End-development

• HTTP/HTTPS —

○ For sending API requests from the Front-End to the Back-End

• Node.js

○ As a runtime environment for TypeScript

Ollama & docker

- Docker for deployment of Ollama on an external Server
- Ollama for running LLM's locally



General conditions



Fully customizable



Al assistance



Intuitive Design







Quick Al response



Undo & redo functionality





- Users who use Cody engine:
 - UI/UX designers
 - Developers Ο
 - **Project manager** Ο
- Clients Benefiting from Cody engine:
 - System owners
 - Ο Project sponsors
 - Stakeholders Ο









Live demo



KEDIA I⁺⁺



Problems & solutions Top 3 challenges

Working with Cody engine:

- Misleading folder structure
- Poor documentation

Sudden transition to Cody engine Back-End

Coordination of task distribution



Familiarization with React & Cody engine

- Understand React basics
- Learn folder structure
- Explore Cody engine components

Learn TypeScript basics for transition

Keep work packages small



Problems & solutions The TOP risk

Al does not provide reliable output!



Simplify website templates

Testing with other LLM models

Divide prompts into small parts



Problems & solutions Team-spirit



Query date





Our conclusions

What we learnt from the project



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Working in a team

Low expectations

Time management





Thank you for listening!

