



VMC SUCCESS STORY:

Web Development Services

Feature updates and system development

Overview

Country: United States

Industry: Technology, Electronic Entertainment

Service area: Application Development and Web Development

Customer Profile: A worldwide leader in software, services, and Internet technologies for personal and business computing.

Business Challenge: The client needed feature updates for an established Web site and a new billing application to support online sales.

VMC Solution: VMC's product development team provided efficient, effective development services to roll out the desired features and functionalities on the site.

Benefits:

- By outsourcing these development projects to VMC's experts, the client was able to keep its internal teams focused on core projects related to the company's own software, internet, and electronic game products.
- VMC's specialized staffing engine enabled it to assemble the right team of developers quickly to meet the client's immediate needs.

Business Challenge

The client, a worldwide technology leader with a thriving computer games business, needed to enhance its existing games Web site by updating features and integrating new features into the existing website platform. The company also needed to develop and deploy a billing application to support online sales of their game products and services from the site.

VMC Solution

Drawing from its deep talent pool of technology professionals, VMC quickly assembled a team of developers with the right application and web site expertise, and laid out an integrated project plan to design, develop, test, and deploy the new Web features and functionalities.

To provide the greatest efficiency and support communication between the VMC development team and key client teams, VMC development machines were installed onsite at one of the client's labs. Development engineers used Remote Access Server and Terminal Server functions to gain access to necessary resources via the client's extranet site.

To complete the feature updates, the development team integrated a new design with existing content management tools using XML driven templates. The team then assisted in migrating all the games to the new architecture. VMC's technical documentation specialists wrote a development spec that described the site changes, supporting appropriate knowledge transfer to the client's internal personnel for long-term maintenance.

To develop the new billing application, the VMC team first developed new product buying procedure specifications. These specs were then integrated within the existing code, tools, and libraries that were used to build and maintain the site. The entire VMC team participated in bug triage and bug fixes during the testing phase to ensure thorough QA.

To create a user interface (UI) for the new billing system, VMC used Visual Studio .NET and C++. The first release of this new system was developed in English, but was designed to allow for the creation of custom, localizable skins for future global sites.

Results

VMC successfully rolled out fully-tested feature enhancements to the client's Web site, and an effective billing system with a user interface that would allow the client to effectively drive revenue from online sales of its game products.

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