

## THE CHALLENGE

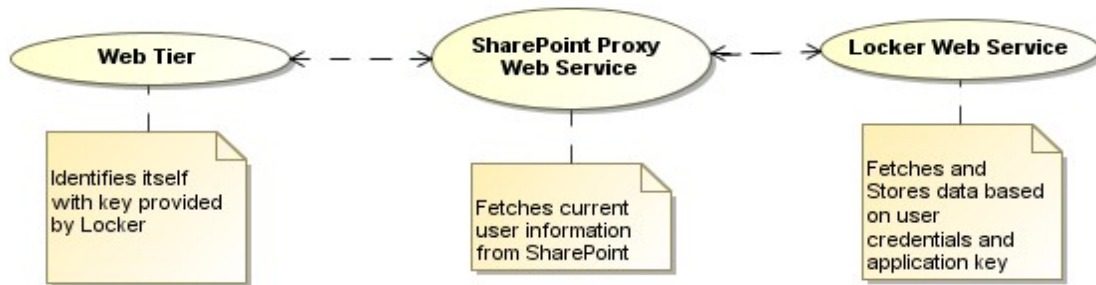
Our client was creating a fun and educational experience to teach teens to think realistically about money and encourage financial responsibility. They were building it using the tools they were comfortable with, Flash, Javascript, and dynamic HTML. Trouble, was the deployment platform was SharePoint.

They came to us talking confusedly about “Web Parts” controls and such. The deliverables for the project came to some two dozen flash and HTML based games and worksheets. I explained about the compile/deploy cycle involved in that style of development, the fact that they would need Visual Studio to create and compile a web part for each, create a SP solution, and so on.



## THE SOLUTION

We empowered our client personnel to use the tools they were comfortable and productive with. We created a bare-bones SharePoint solution containing a simple proxy web service. We also added some javascript code that code reliably serialize and deserialize the contents of any form to JSON. This proxy web service then communicated with a simple RESTFUL web service (first created using WCF, then rewritten in asp.net mvc). This service simply saved the application data as strings inside of a SQL Server database.



This provided our client with an arbitrary data store for all the game data. New games could be brought on-line by simply creating a unique identifier, and since the store was schema-less, there was never a reason for any database migrations.

Instead of a complex development cycle involving a webpart/persistence mechanism for each experience, they were able to use the through the SP web editing feature to deploy their changes.

## RESULTS

The simplified development workflow enabled our clients to deliver more quickly and for way less money than they budgeted for.