## Great idea (customer need, feature request, etc.)

#### What

#### **Business Exploration**

Stakeholder exploration sessions

User research

Competitive analysis

High-level feature options

**Business prioritization** 

Produces Deliverable

# **Research Initiative** Move to planning

#### Architecture/Refinement (if needed)

Generate architecture/design solutions

**Refine feature options** 

Estimate relative costs, identify preferences from design, business, engine User research/focus groups for specific solutions Rough description of options to include

### **Design Tickets**

#### Feature design

Refine solutions, flesh out functional details

Design prototypes and chart skeletons

Apply UI styles

Ensure engineering compatibility

Usability testing

Finalize implementation plan - features and sequencing

#### **Design Collateral**

### **Engineering Tickets**

#### Feature development

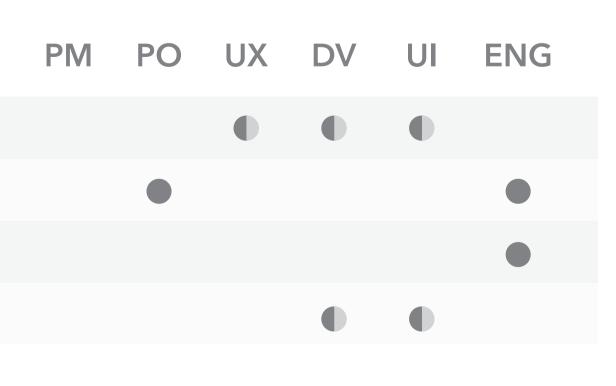
Story tickets with design collateral Grooming and engineering estimates Actual sprint work Design QA

Feature release!

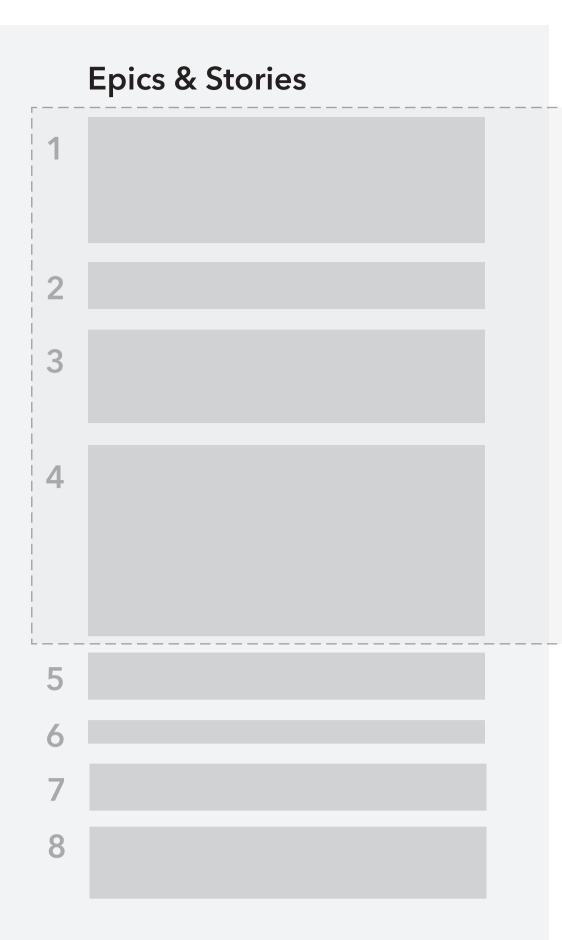
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### Product Roadmap



Big Room (Quarterly) Planning

Sprint tasks

#### Key takeaways:

- Feature development can be broken into distinct stages, with intermediate deliverables to track progress
- UX and DV perform similar roles, but for different kinds of features
- Design participates in all stages of the process