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

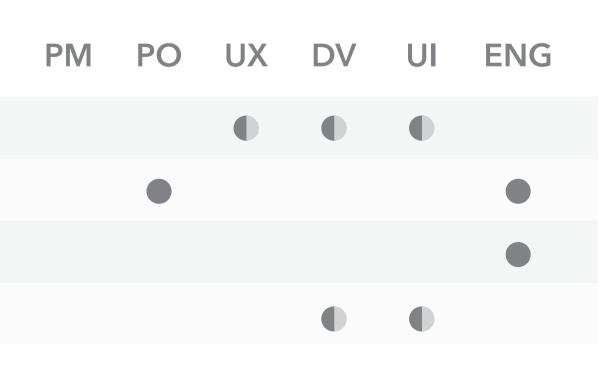
Story tickets with design collateral Grooming and engineering estimates Actual sprint work Design QA

Feature release!

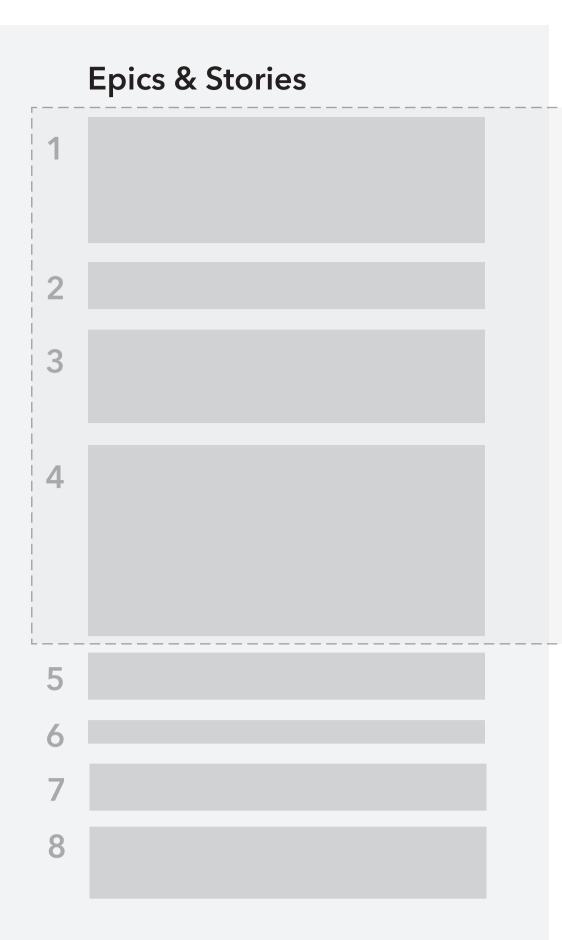
Who					
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PM	PO	UX	DV	UI	ENG
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Product Roadmap



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