

Software Project

Service for sport complex

Artifact 3

BS18-05

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Impact Mapping Feedback

Impact mapping helped us to fully reorganize our representation of our product. A week ago we did not think about a goal, instead, we thought more about the functionalities and backend of the web app.

We found impact mapping fast, visual and collaborative. It makes it easy to engage people from various roles and backgrounds, expose hidden assumptions and document important decisions. It provided just enough structure to facilitate effective planning and prioritisation but did not get in the way with complicated syntax.

Impact maps help delivery teams and stakeholders visualise roadmaps, explain how deliverables connect to user needs and communicate how user outcomes relate to higher-level organisational goals

Based on our experience it is clear that impact mapping is most useful for product managers, business sponsors and senior technical leadership working with iterative software delivery, who want to focus effort, restructure existing initiatives or communicate a vision for a new idea.

Impact mapping links your project to the real world and shows what impacts (if any) your deliverables will make. It brings more clarity to the team regarding goals and strategy

Notice how we started with goals and mapped our way straight to specific features that can be passed to the development team. And what's really great – at this point, we can be sure that we're implementing features that will certainly make an impact.

Impact mapping helped us to reduce overhead by preventing over-thinking and over-engineered solutions. It provided a focus for delivery by putting deliverables in the context of impacts they are supposed to achieve.

Also, it enhanced collaboration by creating a big-picture view that delivery teams can use for better prioritisation and as a reference for more meaningful progress monitoring and reporting.

Finally, we understood that in real projects it would be helpful to ensure that the right business outcomes are achieved, or that unrealistic projects are stopped before they cost too much, by clearly communicating underlying assumptions and allowing teams to test them.

As we have a relatively small project we did not see any disadvantage of this technique. But for our team consisting of 5 students and as in our project there is only one goal and three actors with a couple of features, we could keep it all in our minds and manage the project without mind mapping tool and impact mapping technique.