

Course intro and user stories

Hello from the course staff:

- **Instructors:** Fraser Brown

Hello from the course staff:

- **Instructors:** Fraser Brown, Hyrum Wright

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- **TAs:** Zeeshan Lakhani

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- **TAs:** Zeeshan Lakhani, Alex Barrios, Nicholas Wernink

Intros

Tell us:

- Your name
- Your major
- Your year at CMU
- Why you're taking this class

Administrative info

Where should you go to figure out what's going on?

- Course website: <https://cmu-17-356.github.io/>
- Course slack (you should have an invite)

Administrative info

How's the class structured?

- Lectures + guest speakers (T/Th)
- Recitations (Fri)

Administrative info

How's the class graded?

- 50% assignments. Note: lots of group work!
- 20% midterm
- 20% final project
- 10% participation. Note: Unexpected absence during guest lectures => participation deduction

Administrative info

Course policies

- In general, no late days
- Avoid using laptops in class. If necessary, sit in the back
- Academic honesty (see site)

Topic one: reasonable questions to ask about startups

Why start a company/work at a startup?

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- Whatever reason you want (but work/life balance is a bad one)

What's a startup?

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- Take money from “angel investors”
- Take money from venture capital firms (PCs)

**What's your goal *after* starting a company/
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You



A larger amount of money
comes out

Money goes in

The disaster situation

You



Zero times anything is zero

Nothing comes out

No more money left

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- Survive: don't run out of money. The snowblower must continue to function

What's your goal *after* starting a company/ taking a job at a startup?

- Survive: don't run out of money. The snowblower must continue to function
 - Don't do anything evil/illegal/newsworthy+stupid



How do you avoid running out of money?

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- Option 1: Don't spend any money

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- Option 2: Make money

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Exercise: come up with an example of something technically awesome that no one cared about using/buying

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pillars of survival**

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- Don't spend ~~any~~ money recklessly

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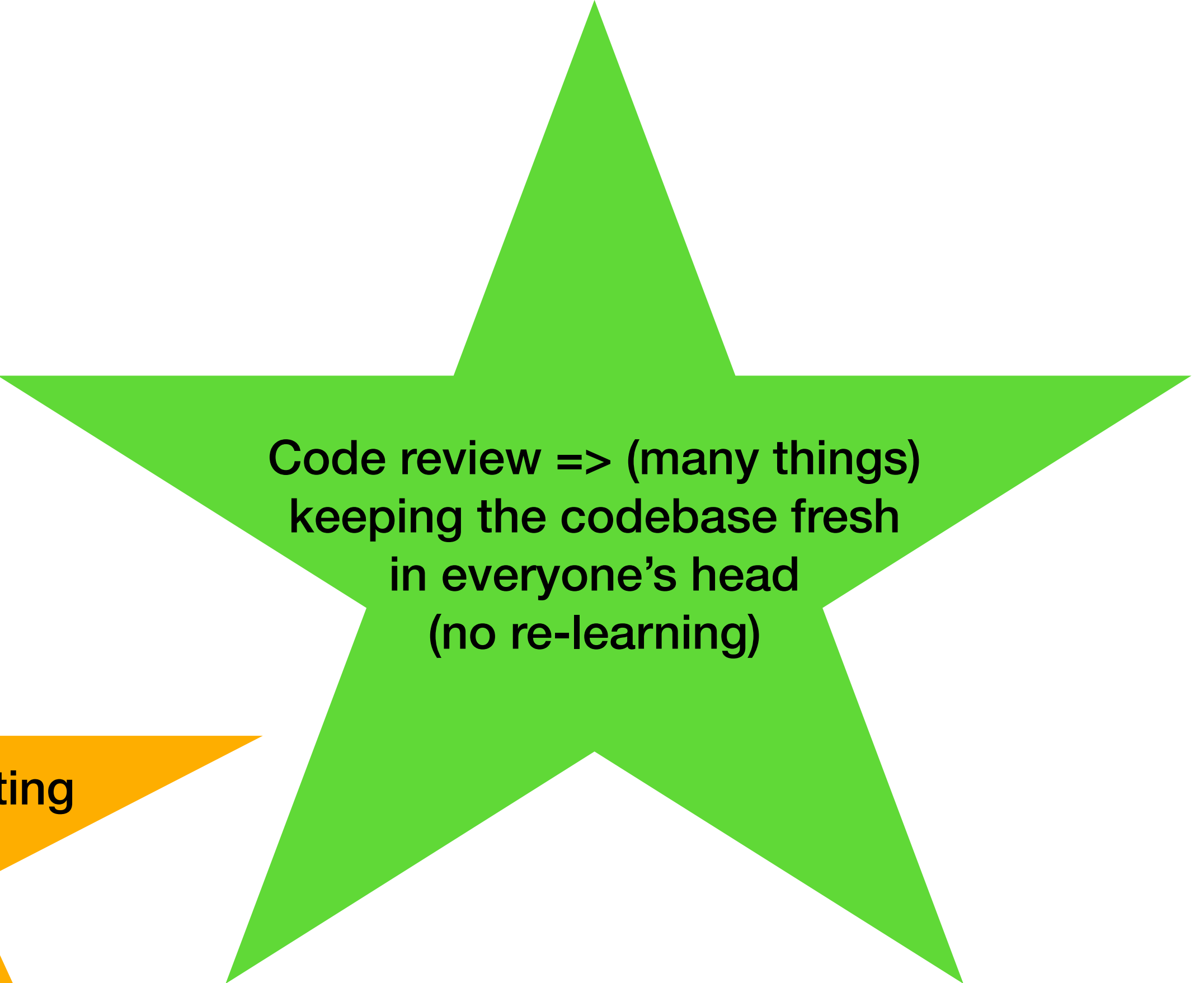
- Don't spend any money recklessly



CI => less time (money)
spent on bug
finding



Prioritizing => not wasting
time on features
with bad ROI



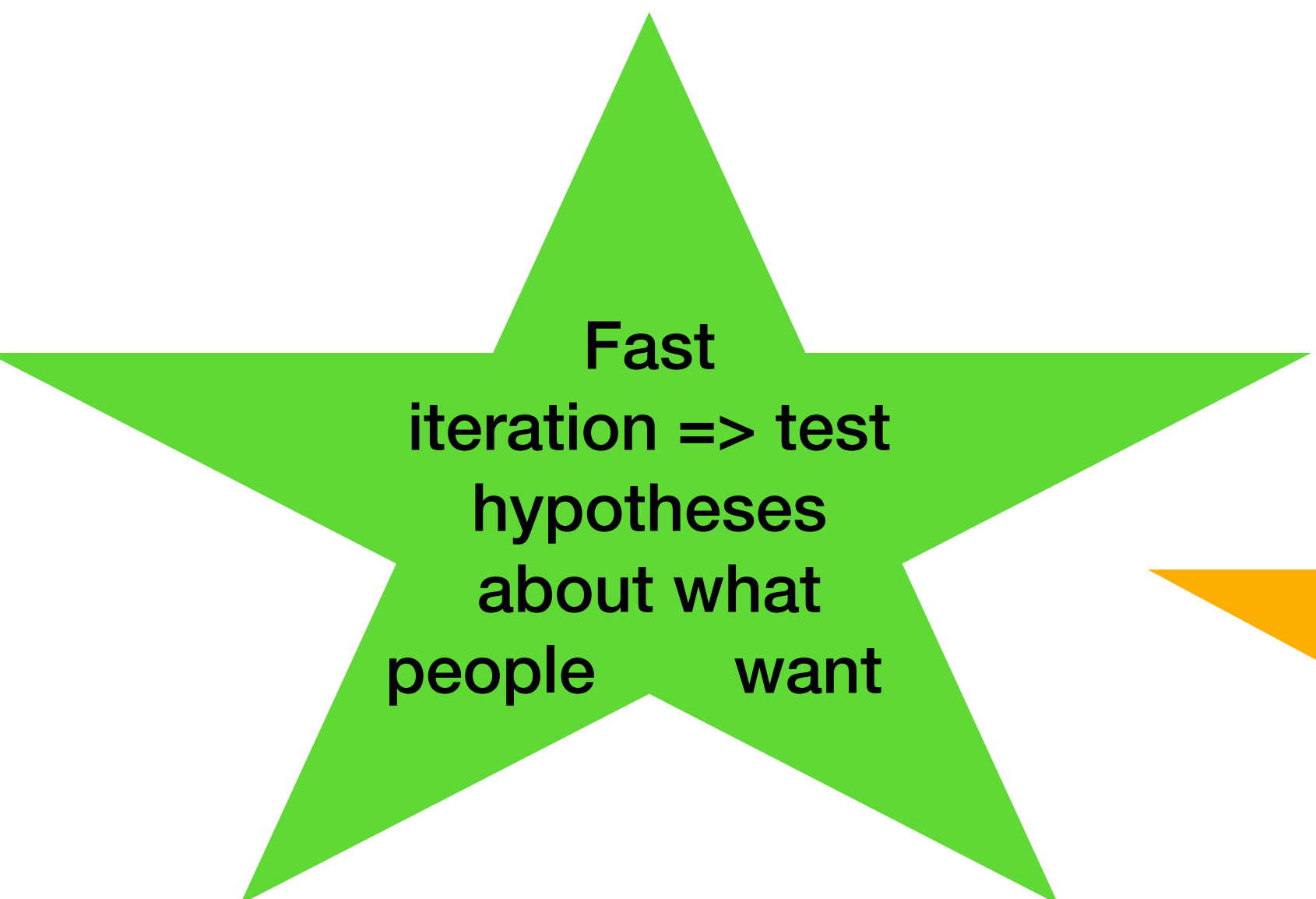
Code review => (many things)
keeping the codebase fresh
in everyone's head
(no re-learning)

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Fast
iteration => test
hypotheses
about what
people want



User stories and personas =>
guide engineers to build
the right product



Properly executed discovery =>
build something people
care about

***Everyone* on the team contributes to key pillars of survival**

- Don't spend ~~any~~ money recklessly
- Make money by building something people want to buy

This class will teach you processes that are likely to help your startup survive

Topic two: user stories

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Build something **people want to use/buy**

Exercise: what do people want?

Exercise: what do CMU undergrads want?

Exercise: what would make the commute to campus easier for CMU undergrads?

User story example:

As a CMU undergrad, I want more frequent bus service, so that I don't have to wait outside in the cold for thirty minutes.

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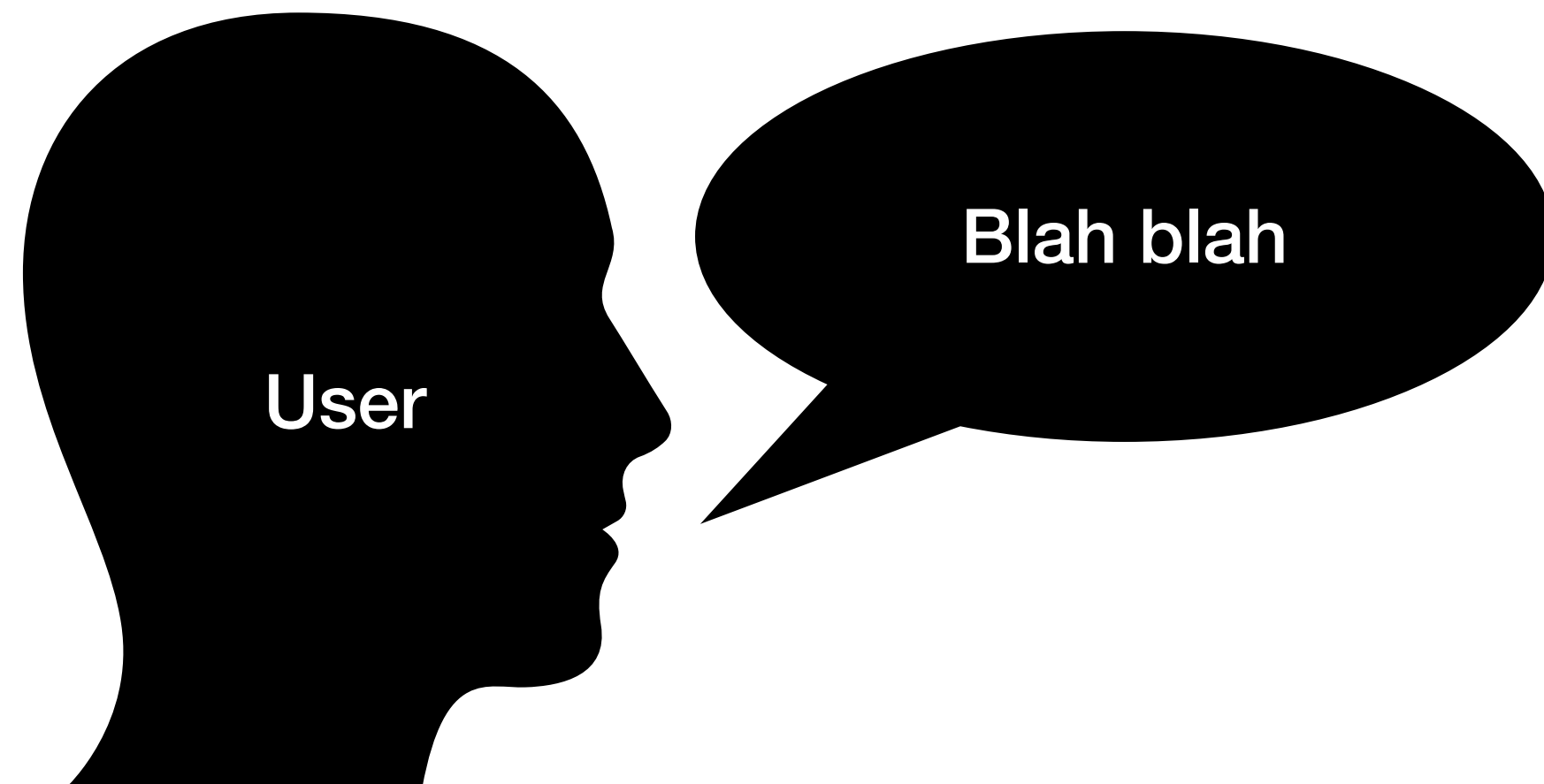
What makes this story useful?

**As <user>, I want <feature>, so that
<benefit>**

**As <user>, I want <feature>, so that
<benefit>**

Conversation

Confirmation



Acceptance test