

The product roadmap

high-level, strategic plan, that describes the likely development of the product over the next period of time

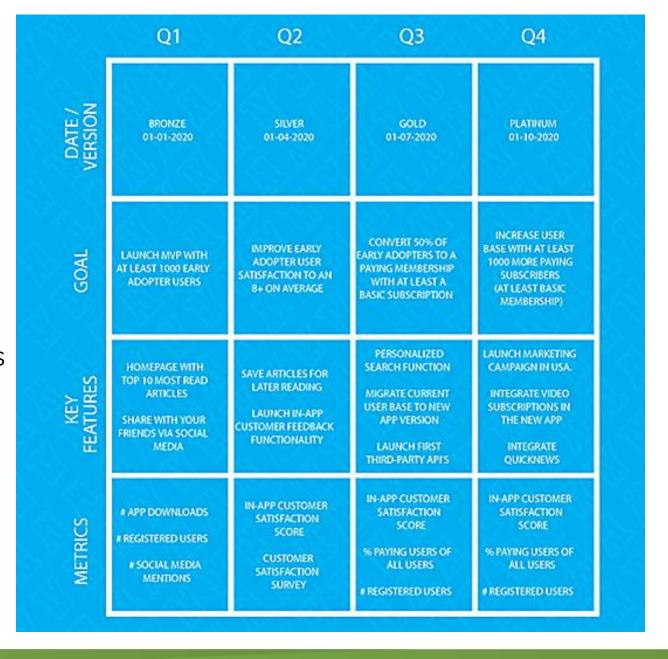
Goal Oriented template

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- focus on the goals you want to achieve
- thinking about the most valuable features
- get an overview of products' development over the upcoming releases

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 dates could result in wrong interpretation of the roadmap by stakeholders



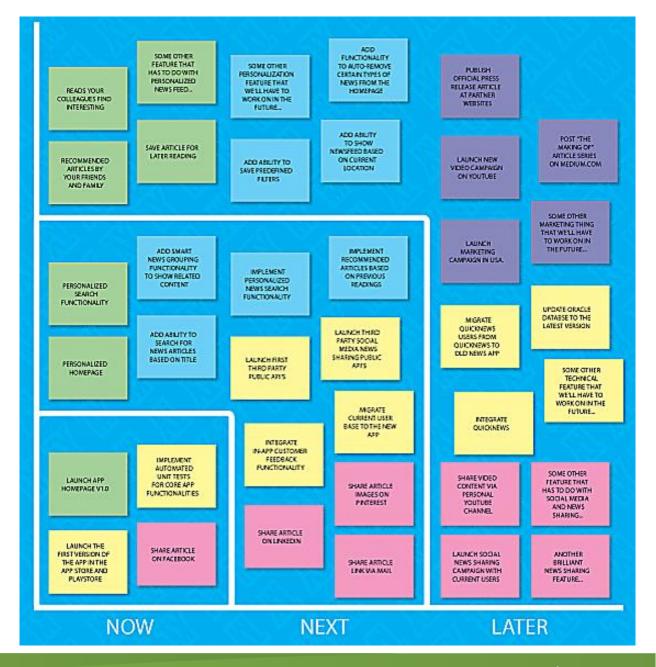
Now-next-later template

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easy to understand

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- focussed more on the features, rather than the goals
- doesn't offer much room for including KPI's, releases or dates



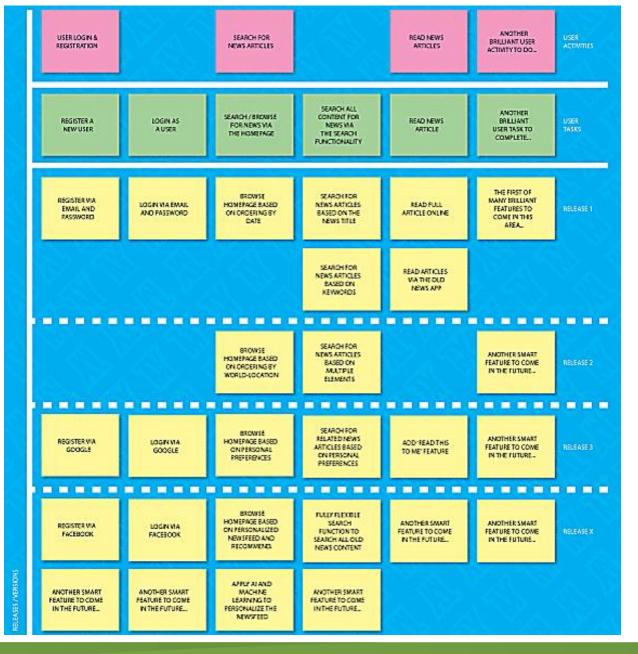
Story map template

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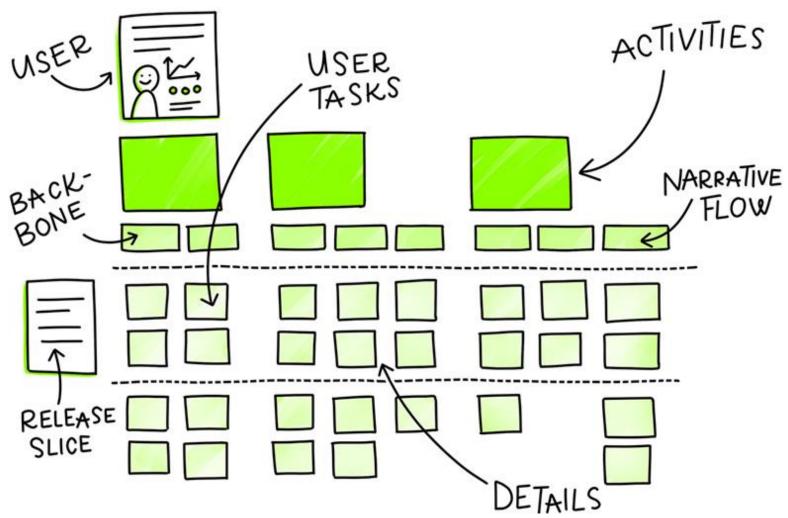
- taking a users' perspective on the product
- provide a starting point to facilitate creative ideas for your product

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 creates the illusion that all the features for the product will be developed



User story mapping



Backlog prioritization. MoSCoW

MUST HAVE

- Non-Negotiables
- Minimum Viable Product (MVP)
- Can't deliver on target date without this
- Not legal without it
- Unsafe without it
- Without this project is not viable

ask the question, "what happens if this requirement is not met?" if the answer is "cancel the project" there is no point implementing a solution that does not meet the requirement.

SHOULD HAVE

- Important but not vital
- Maybe painful to leave out but the solution is still viable
- May need some kind of workaround

A Should Have may be differentiated from a Could Have by reviewing the degree of pain caused by it not being met, in terms of business value or number of people affected.

COULD HAVE

- Desirable but not as important as Should Have
- Only do if there is extra time and budget

WON'T HAVE

- Won't have this time around at all
- Out of budget
- Nice to have but has no real impact

Maximum 60% of total effort

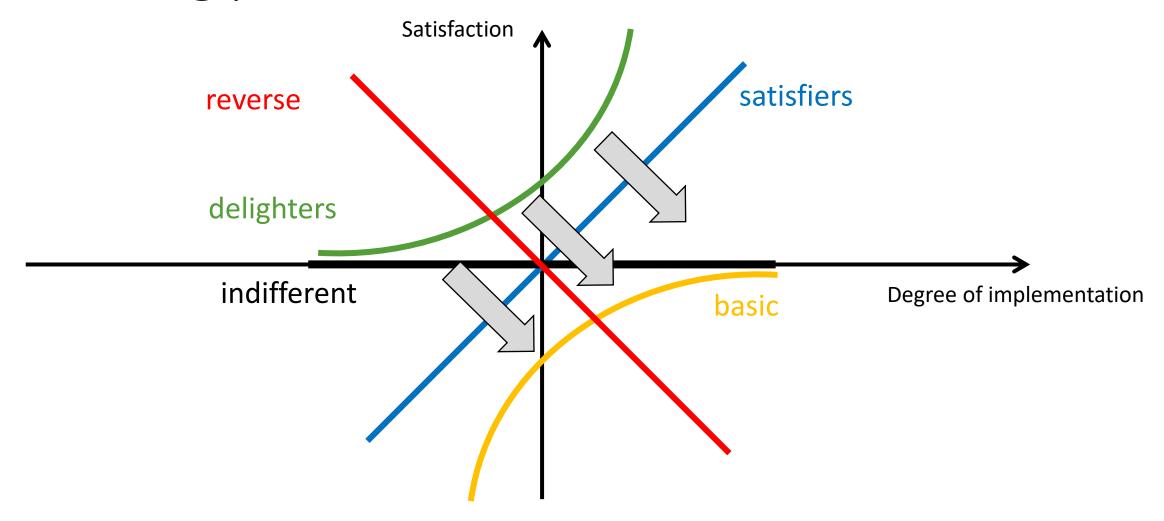
Maximum 80% of total effort | Business Case

Maximum 100% of total effort

Contingency



Backlog prioritization. Kano model



Functional question

Backlog prioritization. Kano evaluation table

Dysfunctional question

	Like	Acceptable	Neutral	Live with	Dislike
Like	Questionable	Attractive	Attractive	Attractive	One- dimensional
Acceptable	Reverse	Questionable	Indifferent	Indifferent	Must-be
Neutral	Reverse	Indifferent	Indifferent	Indifferent	Must-be
Live with	Reverse	Indifferent	Indifferent	Questionable	Must-be
Dislike	Reverse	Reverse	Reverse	Reverse	Questionable

Backlog prioritization. ICE/RICE

Impact × Confidence × Ease = ICE SCORE

Backlog prioritization. WSJF

Step 1: Estimate Cost of Delay. Each component on Fibonacci scale.

Step 2: Estimate Job Size.

Step 3: Devide Cost of Delay на Job Size



Team work