Walking Skeleton

Building just the right features at the right time



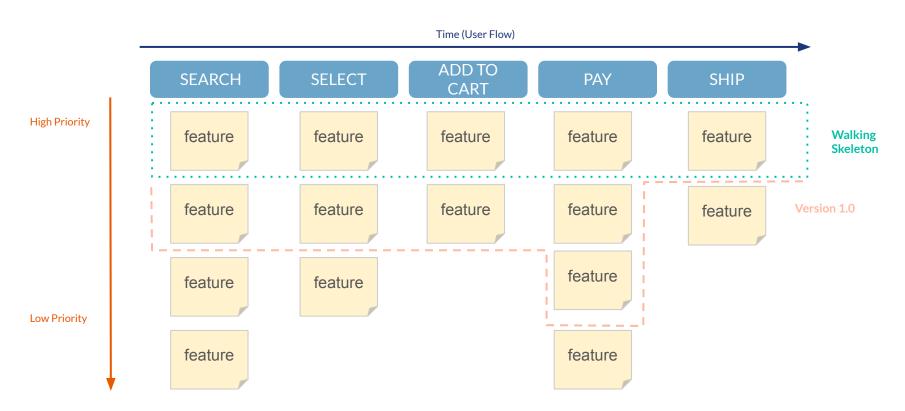
What is the skeleton?

An **end-to-end mapping** of a user journey, accompanied by the set of features required to complete the journey.

Features are plotted by **sequence** and **necessity**. Then, they are carved out into development increments (sprints & releases).



Example: Buy a book

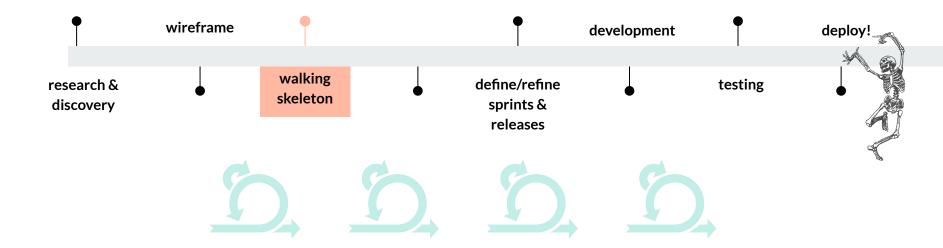


Why do this?

- Reality check!
- Informs architecture & development decisions
- Reveals dependencies, risks & trade-offs

- Early visibility of a real use case
- Brings clarity to collaboration
- Faster feedback & validation on assumptions

General Workflow



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