

What Is A Product Roadmap?





**Market
trajectories**






**Value
proposals**






**Engineering
limitations**






- **Explains and demonstrates how the product is expected to develop**
- **Built by product owners**








- Shows the incremental nature of how a product will be developed and delivered over a period of time
- Indicates the important factors that drive the individual releases

 Date	1 st quarter	2 nd quarter	3 rd quarter	4 th quarter
 Name	Version 1	Version 2	Version 3	Version 4
 Goal	Acquisition: Free app, limited in-app purchases	Activation: Focus on in-app purchases	Retention	Acquisition: New segment
 Features	<ul style="list-style-type: none"> • Basic game functionality • Multiplayer • FB integration 	<ul style="list-style-type: none"> • Purchase dance moves • Create new dances 	<ul style="list-style-type: none"> • New characters and floors • Enhanced visual design 	<ul style="list-style-type: none"> • Street dance elements • Dance competition
 Metrics	Downloads: top 10 dance app	Activations, downloads	Daily active players, session length	Downloads

 Date	1 st quarter	2 nd quarter	3 rd quarter	4 th quarter
 Name	Version 1	Version 2	Version 3	Version 4
 Goal	Acquisition: Free app, limited in-app purchases	Activation: Focus on in-app purchases	Retention	Acquisition: New segment
 Features	<ul style="list-style-type: none"> • Basic game functionality • Multiplayer • FB integration 	<ul style="list-style-type: none"> • Purchase dance moves • Create new dances 	<ul style="list-style-type: none"> • New characters and floors • Enhanced visual design 	<ul style="list-style-type: none"> • Street dance elements • Dance competition
 Metrics	Downloads: top 10 dance app	Activations, downloads	Daily active players, session length	Downloads

 Date	1 st quarter	2 nd quarter	3 rd quarter	4 th quarter
 Name	Version 1	Version 2	Version 3	Version 4
 Goal	Acquisition: Free app, limited in-app purchases	Activation: Focus on in-app purchases	Retention	Acquisition: New segment
 Features	<ul style="list-style-type: none"> • Basic game functionality • Multiplayer • FB integration 	<ul style="list-style-type: none"> • Purchase dance moves • Create new dances 	<ul style="list-style-type: none"> • New characters and floors • Enhanced visual design 	<ul style="list-style-type: none"> • Street dance elements • Dance competition
 Metrics	Downloads: top 10 dance app	Activations, downloads	Daily active players, session length	Downloads

 Date	1 st quarter	2 nd quarter	3 rd quarter	4 th quarter
 Name	Version 1	Version 2	Version 3	Version 4
 Goal	Acquisition: Free app, limited in-app purchases	Activation: Focus on in-app purchases	Retention	Acquisition: New segment
 Features	<ul style="list-style-type: none"> • Basic game functionality • Multiplayer • FB integration 	<ul style="list-style-type: none"> • Purchase dance moves • Create new dances 	<ul style="list-style-type: none"> • New characters and floors • Enhanced visual design 	<ul style="list-style-type: none"> • Street dance elements • Dance competition
 Metrics	Downloads: top 10 dance app	Activations, downloads	Daily active players, session length	Downloads

Skeleton roadmap from:

<http://www.romanpichler.com/blog/agile-productroadmap/>



Stakeholder






- **The product roadmap also fosters learning, developing and requests for change from stakeholders**

Goal oriented roadmap



- In contrast to a roadmap dominated by too many features, a goal oriented roadmap is based on goals.



 Date	1 st quarter	2 nd quarter	3 rd quarter	4 th quarter
 Name	Version 1	Version 2	Version 3	Version 4
 Goal	Acquisition: Free app, limited in-app purchases	Activation: Focus on in-app purchases	Retention	Acquisition: New segment
 Features	<ul style="list-style-type: none"> • Basic game functionality • Multiplayer • FB integration 	<ul style="list-style-type: none"> • Purchase dance moves • Create new dances 	<ul style="list-style-type: none"> • New characters and floors • Enhanced visual design 	<ul style="list-style-type: none"> • Street dance elements • Dance competition
 Metrics	Downloads: top 10 dance app	Activations, downloads	Daily active players, session length	Downloads

- Important dates when significant indicators are to be expected
- Name of the product being developed
- Goal of the product
- Key features and functions
- Various metrics for every significant/major product version or release

Goal oriented roadmap



- **Agreed shared goals instead of arguing over different product features**
- **This allows agile teams to have high level goals while focussing on the finer details in their sprints**