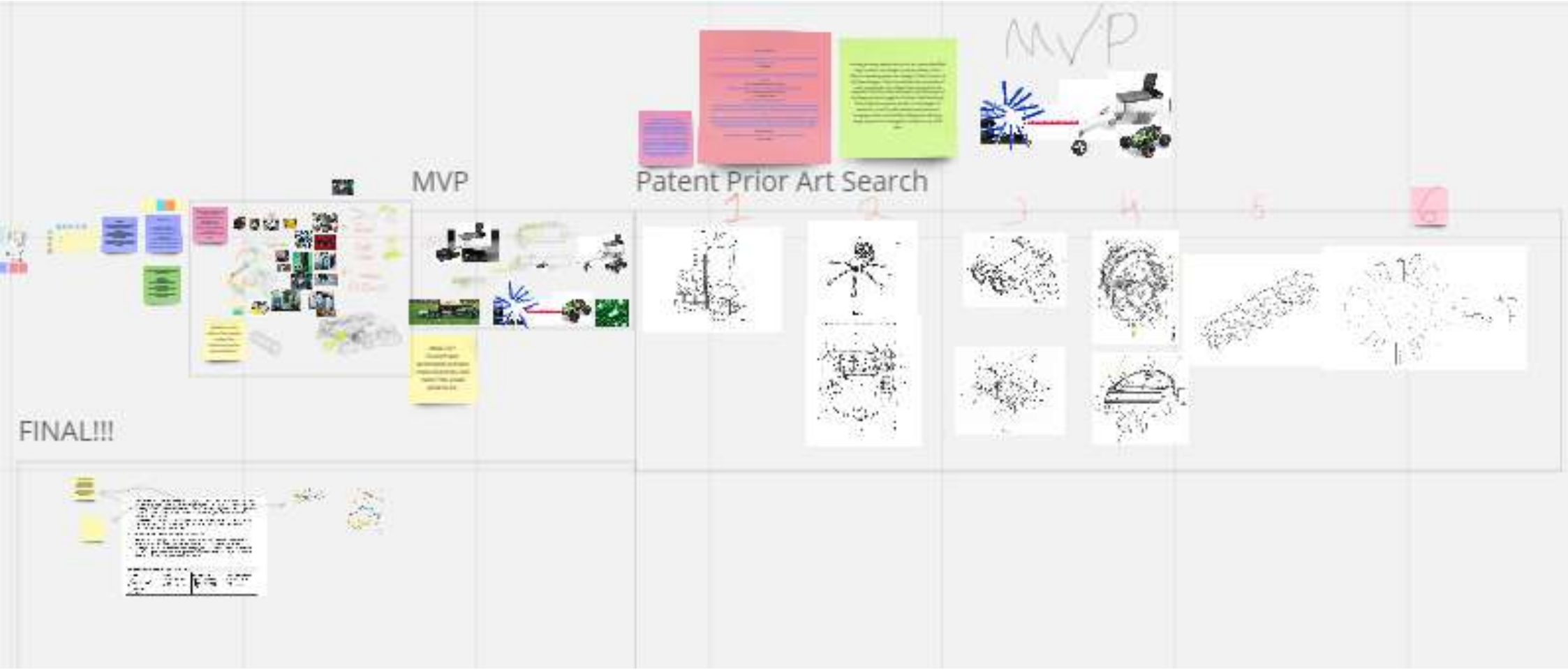
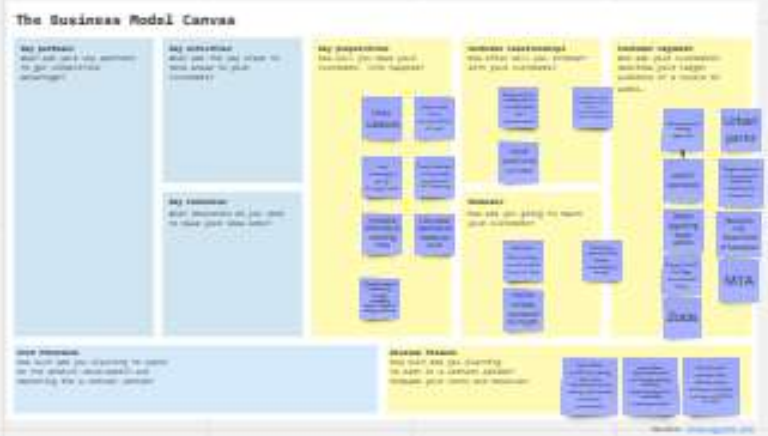
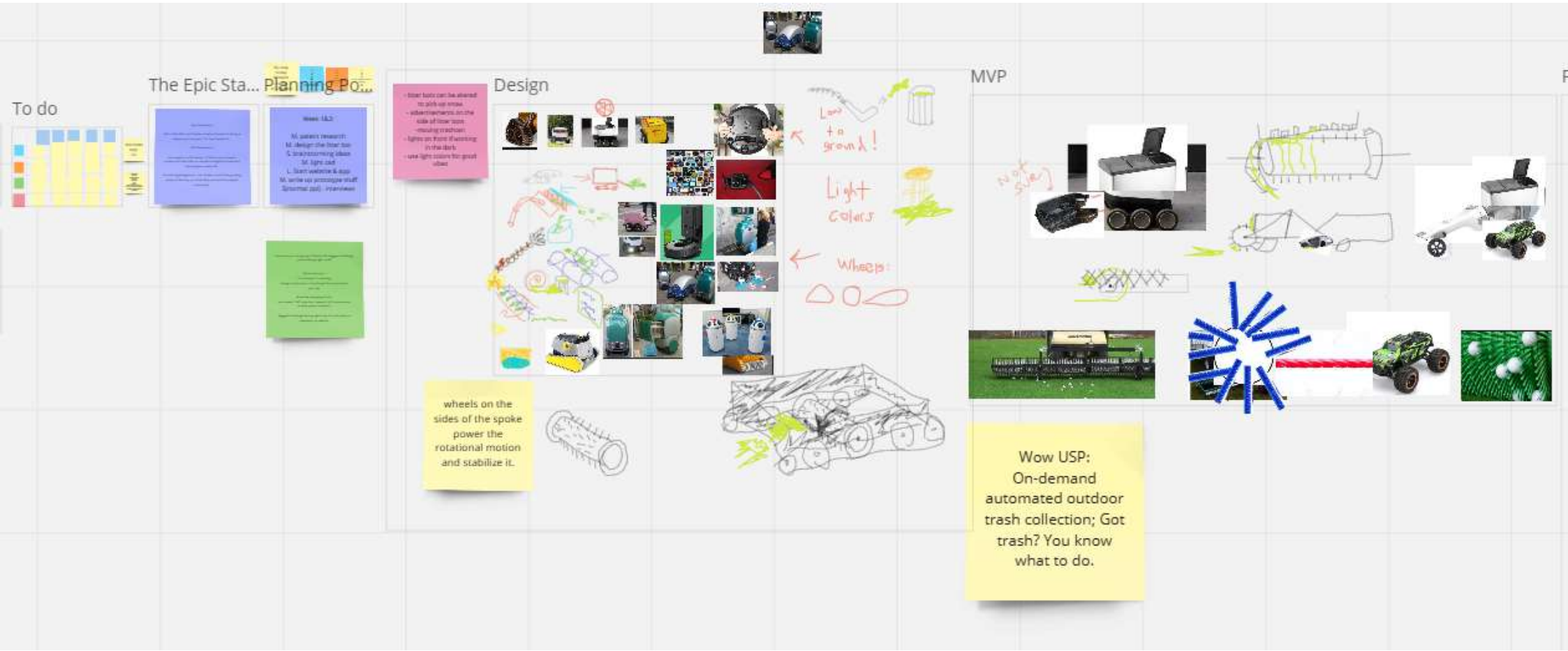

MVP
MVP
Patent Prior Art Search
FINAL!!!

Business model



Interviews


To do
The Epic Sta...
Planning Po...
Design
Low to ground!
Light colors
Wheels
wheels on the sides of the spoke power the rotational motion and stabilize it.
MVP
Wow USP: On-demand automated outdoor trash collection; Got trash? You know what to do.

MVP

Wow USP:
On-demand automated outdoor trash collection; Got trash? You know what to do.

Patent Prior Art Search

1

2

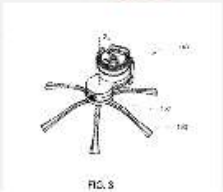
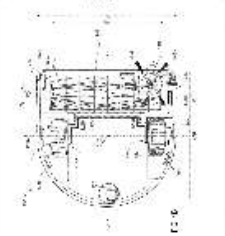


FIG. 3



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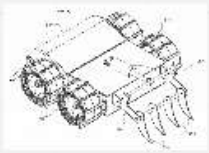

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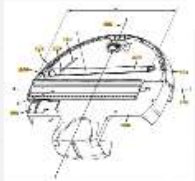

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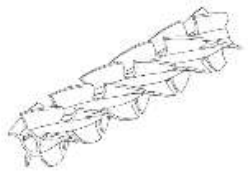

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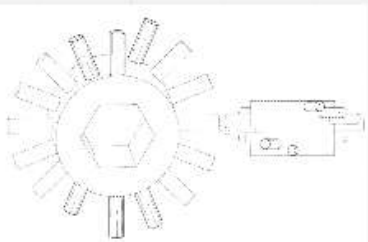

MVP

MVP:small scale prototype RC that could potentially pick up litter in from to it. Shows principles of collecting trash and how it would work

1. **Feasibility:** Does the preliminary MVP design do what it claims to? How will you prove the feasibility of your product? 3D-printed prototypes? CAD designs? Smoke tests? etc.
2. **Viability:** What is your Business Model Canvas (Customer segment, Value Proposition, Revenue Model, Channels, and Customer Relationships) that makes this solution scalable in the real world?
3. **Desirability:** Who wants to use this product, and why will they want to use it? Who did you talk to in order to validate your hypotheses? Note: Minimum of *5 interviews* required over the course of idea development.

For each of these components, we expect you to discuss:

a. **Tests:** How will you prove to us that your claims are true? What are the important metrics? What evidence exists that the product would advance these metrics?
b. **Changes:** How did interviews & tests change your business model canvas over time? We don't expect (and would be surprised if) every aspect of your design was initially perfect, so how did you move closer to success?

Review of exercises we've done this semester:			
Feasibility	**Viability**	**Desirability**	**Tests & Changes**
- MVP - Patent Search / Prior Art - Experiments / Prototypes	- Business Model Canvas - Metrics & Measures	- User Interviews - Empathy Maps - Epics / User Stories	- Experiments (1 Hour?) - Storytelling