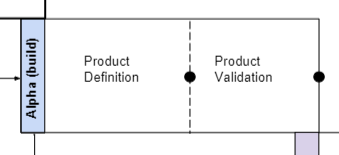
Alpha

## Alpha (Build)

## Alpha is all about understanding if the MVP works as intended and achieving its goal using an evaluation framework.

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* + Product Definition (Size: Large)

Product definition is the beginning of the technology development process and works in tandem with the designers' solution validation stage. Technology prototypes are a tangible, testable working prototypes suitable to be put in front of the target audience. These are also reusable components.

* **Action**:
  + Features are described in User Stories by a Design group representative
  + Development build sprints begin, and deliver new working features every 2 weeks
* **Deliverable**:
  + Development sprints that deliver new working features every 2 weeks
* **Outcome**:
  + Design group verifies the alpha matches their design and if their design meets the needs they identified
  + Product Validation: (size: medium)  
    A product is validated against several criteria:
    1. Functionality
    2. Useability
    3. Scalability

Design criteria: does the product fulfil the need? and impact the problem? outlined in the both the research and design discovery phases?

* + - * Action:
      * Deliverable:
      * Outcome:

**What this might look like:**

A development team is formed consisting of a representative from the Design group to be Alpha champion, a SCRUM master, and at least two programmers. One of programmers was a member of the Design Group.

Features are described in User Stories, and agreed by the team. The stories are owned by the Alpha champion.

Development build sprints begin. The dev team delivers new features every 2 weeks. At the end of each sprint we decide if we do another sprint based on success in creating experimental features, time and budget, and deadlines in the problem domain (e.g. the date that rates bills were being sent to ratepayers was a deadline that one alpha had to work to)

As we build we begin to understand if:

* Hypothesis is true
* MVP works as intended
* MVP creates intended outcomes (this would require it to be live and running for a while)
* MVP creates unintended outcomes
* Goals are realised

**Outputs:**

Design group verifies the alpha matches their design and if their design meets the needs they identified

Evaluation report. The alpha may need to be allowed to run for some time before we have

**Relationship activities:**

For agency(s) and lab team to have a clear understanding of what the MVP is and if its viable, desirable and feasible. Activities include:

* Manage expectations that this is all about the creation and testing of the MVP - manage expectation of what an MVP is and isn’t
* Update SIRG and SWIG to ensure mandate is kept

**Decision Requirements for Product Definition (**[**Gate 10**](https://docs.google.com/spreadsheets/d/1slYLI1EdXlDjjnJFgrvKj8SrBVqjK4zNWoPDgheRHDg/edit?usp=sharing)**)**

|  |  |
| --- | --- |
| **Decision requirements** | **Description** |
| Who needs to make the decision? Who’s accountable |  |
| What are they deciding? |  |
| Why do they need to make this decision? |  |
| How do they make the decision? What do they need? |  |
| Actions associated with decision |  |

**Decision Requirements for Product Validation (**[**Gate 11**](https://docs.google.com/spreadsheets/d/1slYLI1EdXlDjjnJFgrvKj8SrBVqjK4zNWoPDgheRHDg/edit?usp=sharing)**)**

|  |  |
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