# **HW20-Team: Product Roadmap** (1 p)

# Instructions

Team number and name: 7, UniPlay

Names of students who actively worked on this assignment:

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### Task:

Create a <u>year-long</u> product roadmap broken down by <u>four quarters</u> with projects in each quarter by <u>themes</u>. Include <u>measurable goals</u>, <u>priorities</u> and <u>effort size</u> for each project. Use an Example below as a template. List as many projects per Q as needed for your product (the example only has two projects per Q). <u>Product Roadmap page limit: two</u>

# **Assumptions:**

- 1. Your product will be launched in Q1 and all projects are "high" priority.
- 2. Starting Q2, you keep adding new features and improving old ones, so priority will differ
- 3. Effort size: S, M and L

# PRODUCT ROADMAP EXAMPLE



# UniPlay's Product Roadmap

**Themes** 

Awesome Individual Experience

Awesome Community Experience Q1

#### Create Game

Goal: Customers should be able to create Games.

Priority: High Effort: High

#### Discover Games

Goal: Customers should be able to find games based on skill, time & location.

Priority: High Effort: High

# Messaging

Goal: Customers should be able to message the organizer. Priority: High Effort: Medium

#### Calendar

Goal: Customers should be able to view games either they signed up or created

Priority: High Effort: Low

Q2

#### Intramural Game Creation

Goal: Add support for Intramural Game creation and sorting players

Priority: High

Effort: High

# Peer Rating Setup

**Goal**: Customers should be able to rate their peers after the game.

Priority: High

Effort: Medium

# Community Page

**Goal**: Add Community Page for Intramural Organizers to post.

**Priority**: Medium

Effort: High

Q3

#### Improve Game Discovery

Goal: Add support for find Games by skill level

Priority: High Effort: High

#### Notifications

**Goal**: Customers should be able to notified when new games are created.

Priority: High

Effort: Low

# Activity Tracking

Goal: Customers should be able to track games played and support for streak and heatmap. Priority: Medium Effort: Medium

nd support for

Q4

#### Improve Messaging - 1

Goal: Enable customers to message peers they have played with

Priority: High

Effort: High

#### Improve Community Page - 1

Goal: Allow customers to sign on for games directly from posts on community page and invite friends.

Priority: Medium Effort: Medium

## Improve Community Page - 2

Goal: Add support to view ongoing intramural qualifiers, finals

Priority: Low

Effort: Medium