J.P.Morgan

# Agile & Minimum Viable Product

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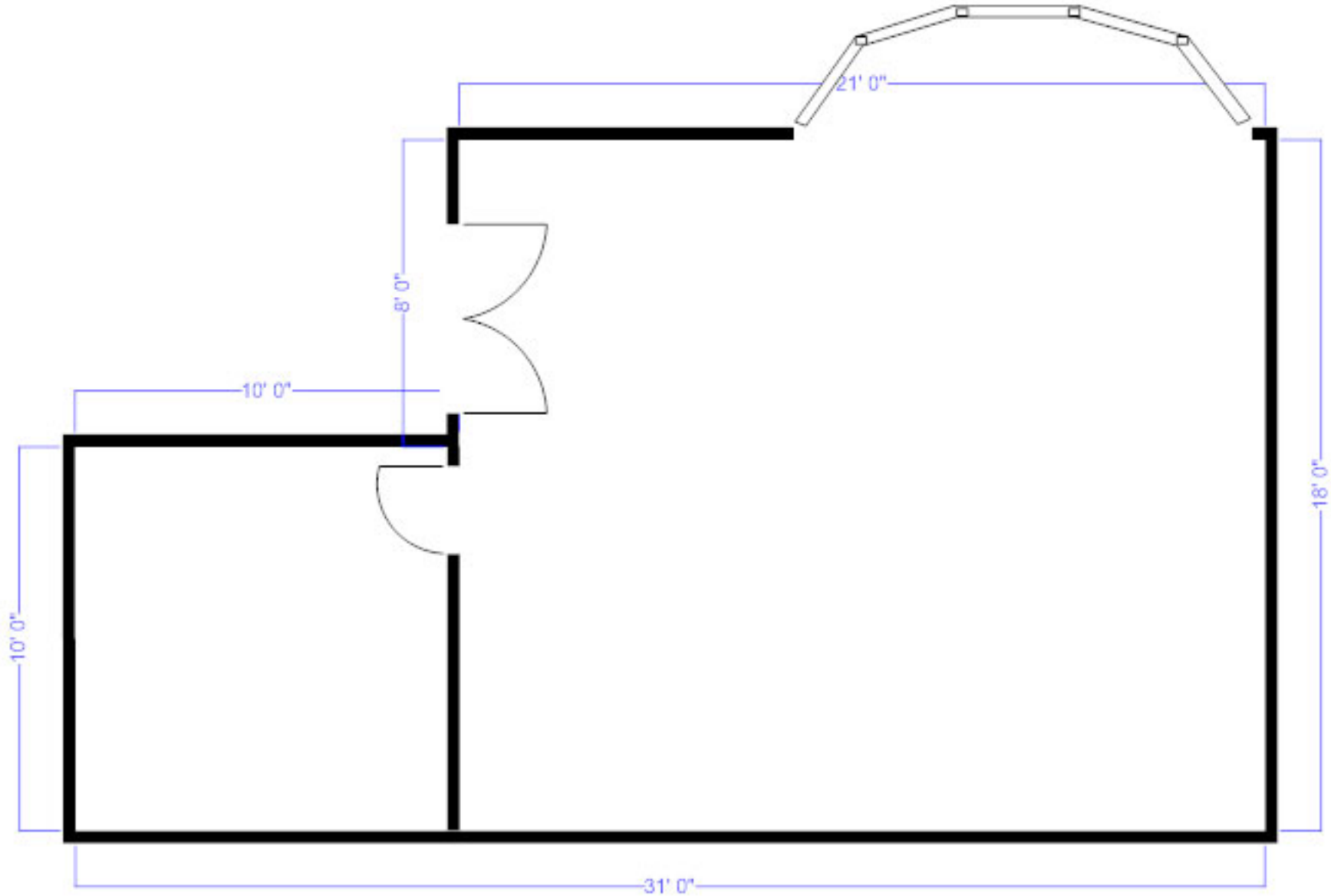
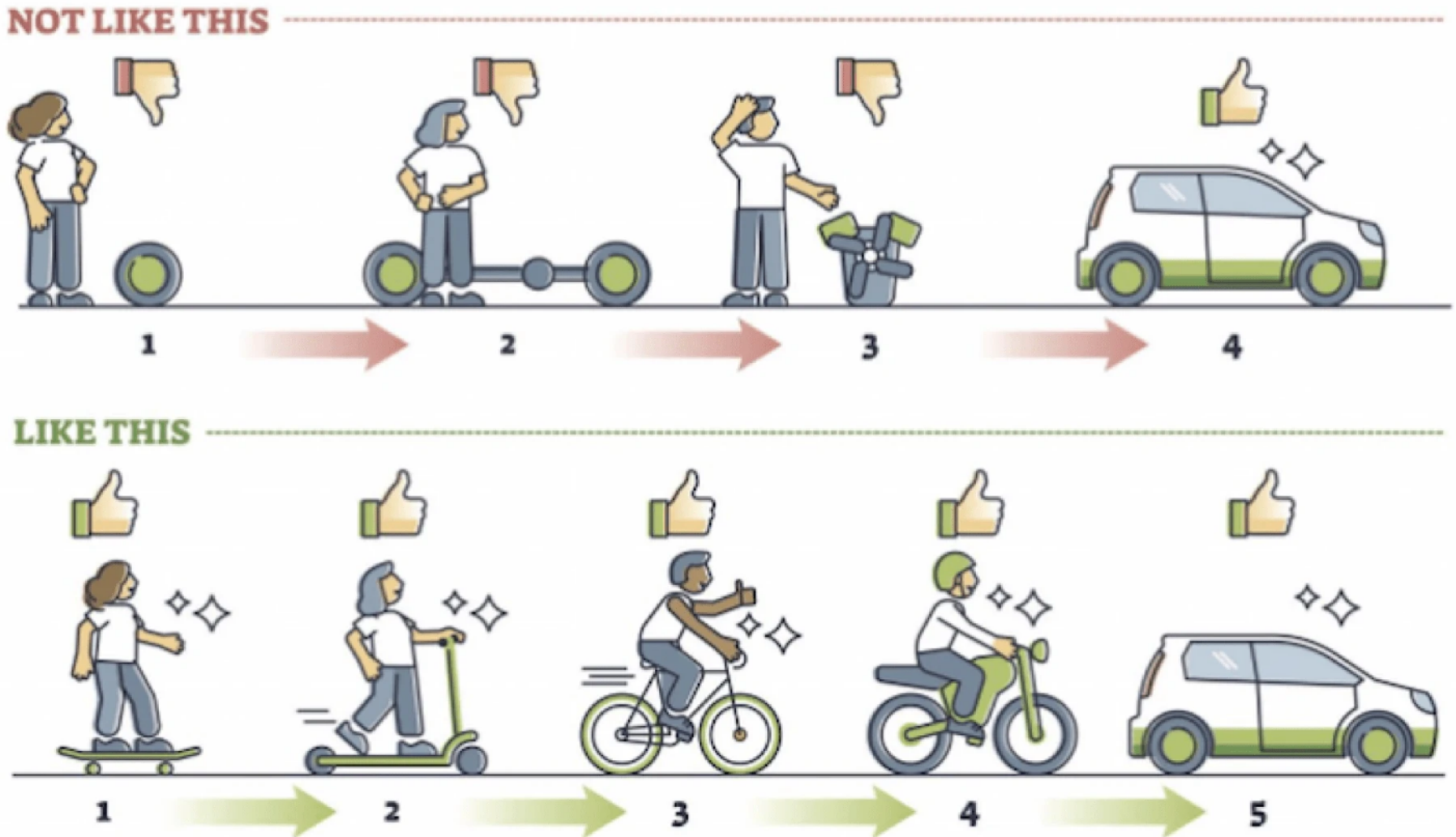
# Raise the Roof, Inc.

You've just been hired as the head of a new construction startup. Your company has been asked to build a **house** for a client who urgently needs it. They need something that will meet their basic needs while you work on future improvements.


21' 0"
8' 0"
10' 0"
10' 0"
18' 0"
31' 0"

# HOW TO BUILD A MINIMUM VIABLE PRODUCT



## How to build a restaurant like business with Minimal Viable Product

1

2

3

4

## How to build a software product with Minimium Viable Product

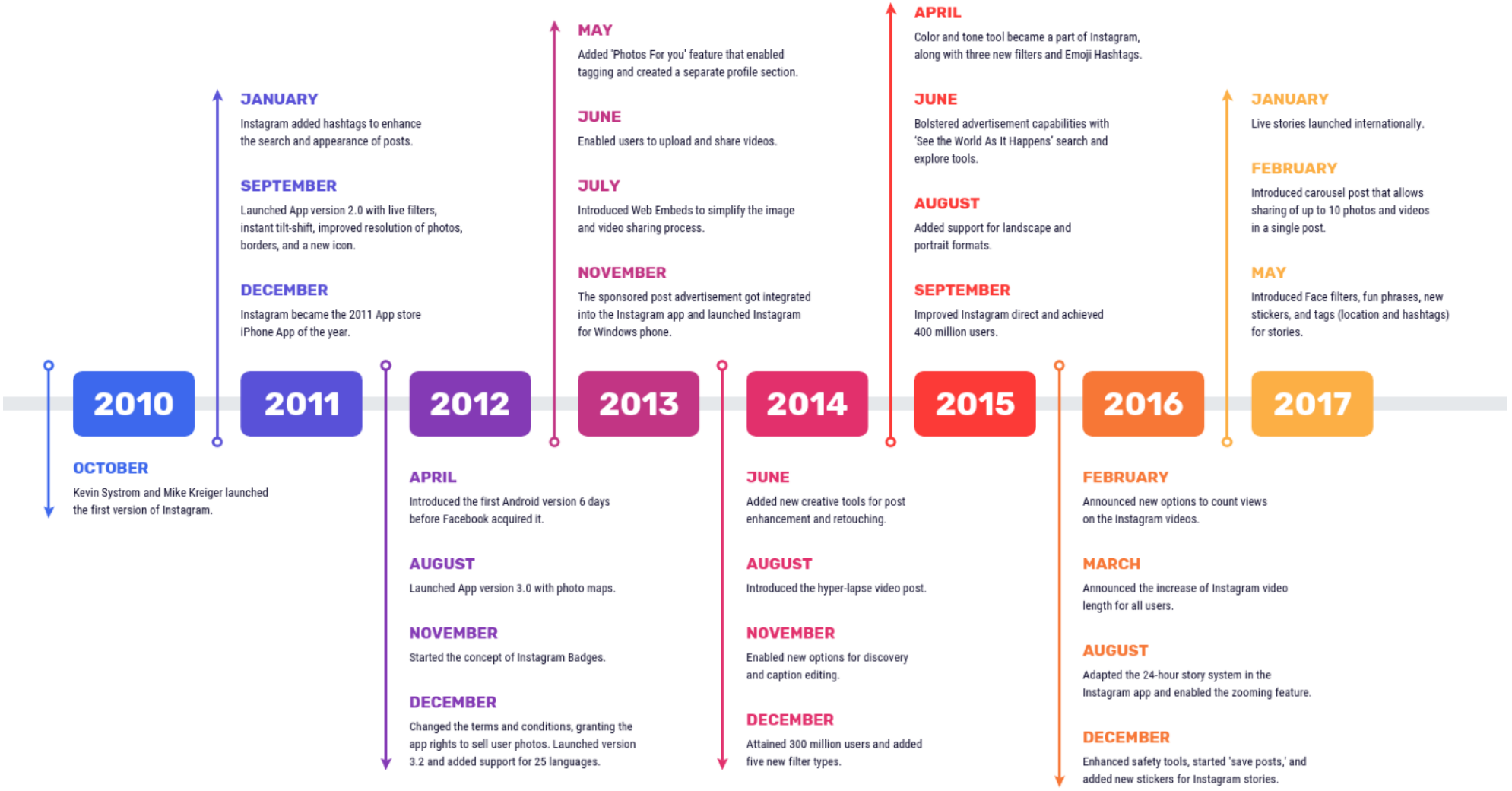
1

2

3

4

# MVP Iterations - Instagram Example



# Common Mistakes

There are many common mistakes when developing a MVP, this includes:

- Choosing the wrong problem to solve
- Poor validation of concepts
- Aiming for perfection over progress
- Focusing too far in the future
- Overloaded or sparse functionality

# LightSpeedy Delivery

You've just been hired to solve a pressing problem: Your customers need a simple, reliable way to deliver important documents by air over a short distance. However, you have limited time and resources to get your product to market.

Your goal is to design and build the **simplest airplane** that can successfully fly a short distance and carry a small payload.

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# Design Team
# Construction Team
# Quality Control (QC) Team
# Testing Team
# Customer Feedback/Product Owner Team

# Design Team (10 min)

Create a detailed blueprint of the paper plane. This includes the shape, folding method, and any other specifications required to build the plane.

**Task:**
Create detailed instructions and drawings for the Construction Team, but you are **NOT allowed to build or test** the plane.

The design must include a plan for the payload and how it will be carried by the plane.
Once finish, hand over the instructions to the Construction Team.

# Construction Team (5 min)

Take the design from the Design Team and build the plane **exactly** as specified.

**Task:**
Fold and assemble the paper plane strictly according to the design document, without making any changes or modifications, even if the design may not work.

Once finish, pass the completed plane to the QC Team.

# Quality Control (QC) Team (3 minutes)

Inspect the plane to ensure that it meets the design specifications.

**Task:**
Review the plane to check for any deviations from the original design (e.g., incorrect folds, structural errors, or incorrect payload placement).

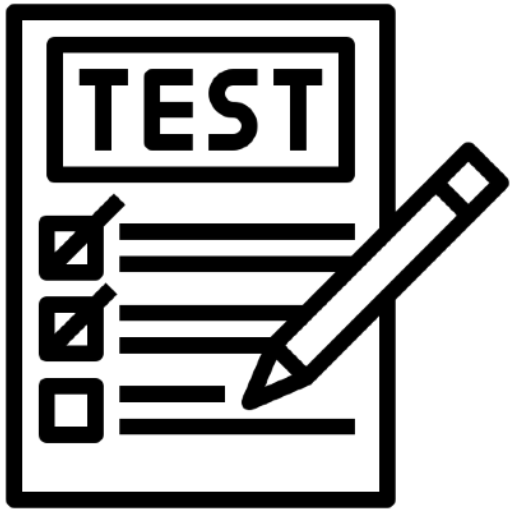
**Only asses** the conformance to the design, not whether the plane will actually fly.

Planes that do not meet the design specs are flagged as defective, but they will still be passed to the Testing Team.

# Testing Team (5 minutes)

Responsible for conducting a flight test of the completed paper plane.

**Task:**
Test the plane by throwing it and observing its flight distance and stability.
Document the results (e.g., distance flown, flight quality) and report any failures.

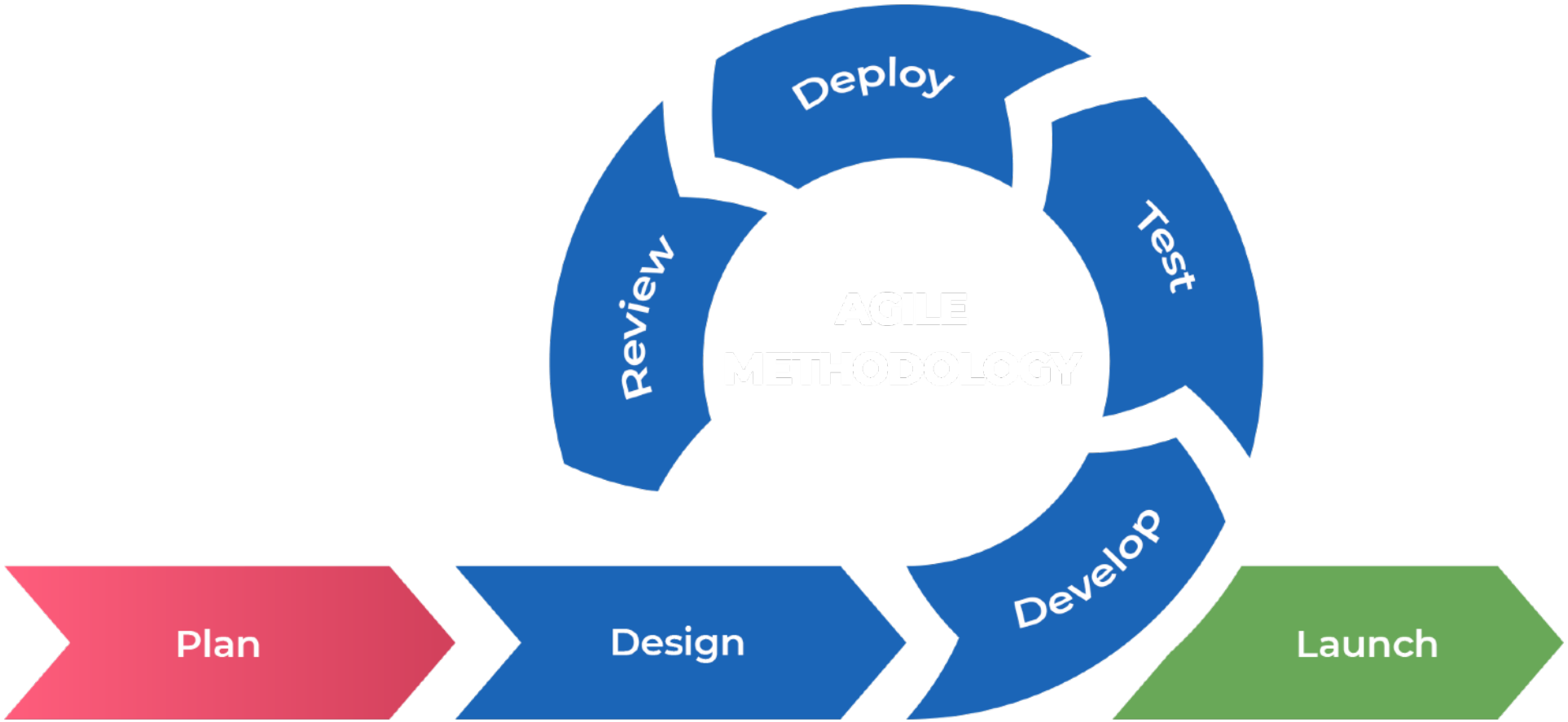


# Customer Feedback/Product Owner Team (3 minutes)

Acting as the "Product Owner" or end customer, provides feedback based on the test results.

**Task:**
Evaluate whether the final product meets their expectations and fulfills their needs.

# Iterations and Agile




TEST

## Something to keep in mind

*“Perfect is the enemy of good”*

- Voltaire