Roadmapping and Prototyping

# Roadmapping/Brainstorming

## Delivers the following:

1. A vision and description of the completed system that is going to be delivered.
2. Shows the order you intend to implement the ideas. Sort deliverables by priority.
3. A minimum useful release you can show your customers. Basically, show them something that demonstrates how the software will work.
4. Write down everything you want to deliver.
5. Brainstorming sessions are helpful.
6. Incrementalize each idea you want to deliver.
7. Sort delivery based on priority.

# Requirement Prototyping

Prototyping is necessary because:

* General objectives are in place
* Detailed requirements are not in place

## Prototyping Steps:

### Kick Off

* + Discuss and agree on foundation objectives
  + Agree on requirements
  + Rate Objective and Requirements according to priority, completeness and expected complexity. Covers the entire project.

### Early requirements Gathering

* + Prototype lead will take to stakeholds and extract information about the foundation objectives.
  + Begin work on high level flow prototype. Flow prototype glosses over specific details. Instead, acts as a placeholder for which PBI’s can be created.

### Requirements Prototyping Cycle

* Using the high level prototype, and talk with business stakeholders and end-users
  + Try typical user scenarios against the design.
  + Get their input and build that detail into to a new prototype.
* Multiple models/alternative approach may be necessary.
* Create sprints for prototypes
  + Timebox
  + Reviewed at the end of each sprint.
* Create/update an interactive requirements specification document.

### Design Finalization

* Interactive requirements specification double as a simulation for the proposed system.
* Workshop is held
  + All key stakeholders
  + User representatives
* Signing off on the design.

### Development

* + Use the prototype as the foundation and guide for PBI’s.
  + Prototype lead may become the Project Owner.

## SCRUM Notes:

1. Create a team name  
2. Establish a specific mission statement for our team  
3. Set our social contract … aka our ground rules (and make sure EVERYONE agrees to them)  
4. Start to build our definitions of READY & DONE  
5. Brainstorm a creative way to use story points for our future sprints.