# Introduction to Product Use Case

# **Training Session**

# **Today's Challenge:**

Personal Banking Management System

We'll work together to identify problems, generate use cases, and design solutions step by step.

# What is a Product Use Case?

## **Definition:**

A use case describes **how a user interacts with a system** to achieve a specific goal. It captures the functional requirements from the user's perspective.

## **Key Components:**

- Actor: Who is using the system? (Customer, Admin, etc.)
- Goal: What does the actor want to achieve?
- Scenario: Step-by-step interaction flow
- Preconditions: What must be true before starting?
- Postconditions: What happens after successful completion?

**Why Use Cases Matter:** They bridge the gap between business requirements and technical implementation, ensuring we build what users actually need.

# **Product Statement Analysis**



## **Discussion Time**

What other banking problems have you experienced? Let's identify pain points that our system should address.

# **Current Banking Challenges:**

- Customers struggle to manage multiple accounts across different banks
- Lack of unified view of financial health and spending patterns
- Manual tracking of expenses is time-consuming and error-prone
- Difficulty in setting and monitoring financial goals
- Limited accessibility to banking services 24/7
- Security concerns with online financial transactions

# Who are our stakeholders?

## **Exercise:**

Think about each stakeholder group. What are their primary goals and concerns when using our banking system?

## Primary Users

- Individual customers
- Small business owners
- Senior citizens
- Young professionals

## Internal Stakeholders

- Bank administrators
- Customer service reps
- Compliance officers
- IT security team

#### External Partners

- Third-party payment processors
- Credit score agencies
- Government regulatory bodies
- Financial advisors

# **Let's Generate Core Use Cases**

## **6** Your Turn to Think

Based on our problem analysis, what are the main activities users need to perform?

### **Guided Questions:**

- How do customers currently manage their money?
- What daily, weekly, or monthly tasks do they perform?
- What information do they need access to?
- What decisions do they need to make?
- What actions do they need to take?

Let's brainstorm together and list potential use cases on the board!

# Sample Core Use Cases

#### **Account Management**

- View account balances
- Check transaction history
- Update personal information
- Manage account settings

#### **Transactions**

- Transfer money between accounts
- Pay bills online
- Send money to other users
- Schedule recurring payments

## **Financial Planning**

- Set savings goals
- Track spending patterns
- Create budgets
- Generate financial reports

## **Security & Support**

- Authenticate user login
- Report suspicious activity
- Reset forgotten passwords
- Contact customer support

# **Detailed Use Case: Money Transfer**

**Use Case: Transfer Money Between Accounts** 

Actor: Registered Customer

Goal: Transfer funds from one account to another securely

#### Main Flow:

- 1. Customer logs into the banking system
- 2. System authenticates and displays dashboard
- 3. Customer selects "Transfer Money" option
- 4. System displays transfer form
- 5. Customer selects source account, destination account, and amount
- 6. System validates sufficient funds and account details
- 7. Customer reviews transaction details and confirms
- 8. System processes transfer and updates account balances
- 9. System sends confirmation to customer

#### Alternative Flows:

- Insufficient funds → Display error, suggest alternatives
- Invalid account → Show error message, request correction
- System timeout → Save draft, allow retry

# From Use Cases to Solution Design

## Next Steps in Our Process:

- Prioritize Use Cases: Which are most critical for MVP?
- 2. Create User Stories: Break down use cases into development tasks
- 3. Design System Architecture: How will we implement these features?
- 4. Define Data Models: What information do we need to store?
- 5. Plan User Interface: How will users interact with each feature?
- 6. Consider Non-functional Requirements: Security, performance, scalability

### **6** Your Assignment

Choose one use case we identified today and create a detailed specification including:

- Complete main flow
- Alternative flows
- Preconditions and postconditions
- Business rules
- UI mockup sketch

#### Key Takeaway

Use cases are the foundation of good software design. They help us understand user needs before we write a single line of code!

# **Understanding Epics & Stories**

## A Step-by-Step Journey

From Problem to Solution

## **\*\*** Training Objective

Learn to break down complex requirements into manageable Epics and User Stories using a real-world Personal Banking Management System example.

#### What You'll Learn

- Problem identification and analysis
- Epic creation and prioritization
- User story decomposition
- Acceptance criteria definition
- Estimation and planning

# **Explain the Waterfall model vs the Agile model**

# Waterfall vs. Agile

A Tale of Two Methodologies



VS



Agile
Modern & Flexible

# **Waterfall Model: The Traditional Approach**

## **Linear & Sequential**

Progress flows in one direction, like a waterfall. Each phase must be completed before the next begins.

#### **Defined Phases**

Requirements → Design → Implementation → Testing → Deployment

## **Upfront Planning**

All project requirements are gathered and defined at the very beginning.

## **Documentation-Heavy**

Relies on comprehensive documentation for each phase.

#### **Best Suited For:**

Projects with stable, well-understood requirements and a clear end goal (e.g., construction, manufacturing).

#### **Visual Metaphor**

A cascading waterfall, moving steadily downwards from one level to the next.

# Agile Model: The Modern & Flexible Approach

#### **Iterative & Incremental**

The project is broken down into small, manageable cycles called "sprints."

#### **Continuous Feedback**

Constant collaboration with the customer to adapt to changing requirements.

## **Working Software is Key**

Prioritizes delivering a functional product over extensive documentation.

## **Flexibility**

Changes can be incorporated throughout the development process.

#### **Best Suited For:**

Projects where requirements are expected to evolve and change (e.g., software development, product design).

#### **Visual Metaphor**

A cyclical or iterative loop, indicating continuous improvement and adaptation.



# The Problem Statement

## **Current Banking Challenges**

Scenario: A traditional bank wants to modernize their services and provide customers with a comprehensive digital banking experience.

#### **Key Pain Points:**

- Customers must visit branches for most banking operations
- No real-time account monitoring capabilities
- Manual transaction processing leads to delays
- Limited visibility into spending patterns and financial health
- No integrated investment or savings management tools
- Security concerns with current legacy systems

# **Exercise for Students**

Think & Discuss: What other banking pain points have you experienced? How might technology solve these issues?



# Analyzing the Requirements

## **Personal Banking Management System**

A comprehensive digital platform that empowers customers to manage their entire financial ecosystem from anywhere, anytime.

# **Core System Requirements**

- math Account Management
- Multiple account types
- Real-time balance tracking
- Account statements
- Financial Analytics
- Spending insights
- Budget management
- Financial goals tracking

- Transaction Services
- Fund transfers
- Bill payments
- Transaction history
- Security & Support
- Multi-factor authentication
- Customer support
- Notification system



# **o** Understanding Epics

## What is an Epic?

An Epic is a large body of work that can be broken down into smaller, manageable pieces (User Stories). Think of it as a major feature or capability.

#### **Epic Characteristics**

- Large Scope: Too big to complete in a single sprint
- Business Value: Delivers significant value to users/business
- Decomposable: Can be broken into smaller user stories
- Cross-functional: May require multiple teams/skills

#### m Example Epic: Account Management

As a bank customer, I want to manage my accounts digitally so that I can access my financial information anytime and reduce dependency on branch visits.

**Business Value:** 

Reduces operational costs, improves customer satisfaction, increases digital engagement



#### Student Exercise

Can you identify what makes this an Epic rather than a User Story? Discuss the scope and complexity.



# Understanding User Stories

## What is a User Story?

A User Story is a short, simple description of a feature told from the perspective of the person who desires the new capability.

## **User Story Format**

```
As a [type of user],
I want [some goal/functionality]
So that [some reason/value]
```

#### **INVEST Criteria for Good Stories**

Independent Negotiable

Valuable Estimable **S**mall

Testable





#### **Epic Identification Strategy**

Group related functionalities → Identify major user workflows → Consider technical boundaries → Validate business value

# Create a markdown file for your Epic and Stories

# **Epic 1: Account Management**

#### Story 1.1: View Account Balance

As a bank customer, I want to view my current account balance so that I can monitor my available funds in real-time.

#### Acceptance Criteria:

- Balance updates in real-time
- Shows both available and current balance
- Supports multiple account types

#### **Story 1.2: View Transaction History**

As a bank customer, I want to view my transaction history so that I can track my spending and verify transactions.

#### **Acceptance Criteria:**

- Shows last 90 days by default
- Allows filtering by date, amount, type
- Includes transaction details and merchant info

#### **Story 1.3: Download Account Statements**

As a bank customer, I want to download my account statements so that I can keep records for tax and accounting purposes.

#### **99** Group Exercise

Break down Epic 2: Transaction Processing into 3-4 user stories. Consider different types of transactions and user needs.

# Edit your markdown file for stories

#### **Complete Epic-Story Hierarchy**

We've transformed a complex banking system requirement into a structured, manageable backlog ready for development teams.

#### What We've Accomplished

- ✓ Problem → Solution
- Identified core banking challenges
- Defined system requirements
- Created solution roadmap

- Structure → Execution
- 5 Major Epics identified
- Stories with acceptance criteria
- Ready for sprint planning

## Next Steps in Real Projects

- 1. > Story Estimation: Size stories using story points
- 2. Prioritization: Order by business value and dependencies
- 3. > Sprint Planning: Assign stories to development sprints
- Definition of Done: Establish completion criteria
- 5. Continuous Refinement: Regular backlog grooming sessions

## **©** Final Challenge

**Apply Your Learning:** Choose a different domain (e.g., E-commerce, Healthcare, Education) and create 2-3 Epics with corresponding User Stories using the same approach we practiced today.

# **Defining MVP & Iterations**

# **Building Products the Smart Way**

From Problem to Progressive Solution

## **Training Objective**

Learn to define and build a Minimum Viable Product (MVP) and plan iterative improvements using our Personal Banking Management System as a practical example.

## What You'll Learn

- Understanding MVP principles and benefits
- Problem identification and customer validation.
- Feature prioritization and selection
- Iteration planning and execution strategy
- Success metrics and feedback loops



## The Core Problem

### **Banking Industry Modernization Challenge**

Scenario: Traditional banks face pressure to digitize services while competing with fintech startups that move faster and focus on customer experience.

#### **Key Challenges:**

- Long development cycles (18-24 months for new products)
- High upfront investment with uncertain market reception
- Complex regulatory requirements delaying launches
- Customer needs evolving faster than product delivery
- Risk of building features customers don't actually want
- Competition from agile fintech companies

#### Student Discussion

Question: What happens when companies spend years building a "perfect" product? Share examples of products that failed because they took too long to launch.



#### Industry Reality

Statistics: 70% of banking IT projects exceed their budget by 27% on average, and 17% go so badly that they threaten the existence of the company.

# **Understanding MVP**

#### Minimum Viable Product (MVP)

The version of a product with just enough features to satisfy early customers and provide feedback for future development.



#### **Common Misconception**

"Minimum Viable Product"

A barely functional, low-quality version of your product

- Missing core functionality
- Poor user experience
- Incomplete features



#### Actual Definition

#### "Minimum Viable Product"

The simplest version that delivers core value and enables learning

- Solves the main problem
- Delights early adopters
- Enables rapid feedback



#### **6** MVP Principles



Validate assumptions quickly



Gather real user data

Build

Iterate based on insights



#### Think About It

If you were building a car as MVP, would you start with a wheel, chassis, or skateboard? Why?

# Customer Problem Deep Dive

### **Banking Customer Pain Points Analysis**

Before defining our MVP, we need to understand and prioritize customer problems.

#### **High Impact**

MVP CORE

**High Impact + High Frequency** 

- · Account balance checking
  - Fund transfers
  - Transaction history

Version 2

High Impact + Low Frequency

- Loan applications
- Investment tools
- Credit score monitoring

Nice to Have

Low Impact + High Frequency

- App themes
- Transaction categories
- Spending notifications

Avoid

Low Impact + Low Frequency

- Advanced analytics
- Social features
- Gamification

**99** Group Exercise

Task: Interview 2-3 people about their banking frustrations. Plot these problems on the priority matrix above. Which quadrant do most problems fall into?



# Personal Banking System MVP

#### MVP Goal

Enable customers to perform essential banking tasks digitally, reducing branch dependency by 60% for routine transactions.

### Core MVP Features (Must-Have)



Why: #1 customer need View real-time balance across all accounts

#### Fund Transfer

Why: Eliminates most branch visits Transfer between own accounts and to other banks

## Transaction History

tracking Last 90 days with search and filter

Why: Essential for financial

#### Secure Login

Why: Non-negotiable for banking Multi-factor authentication

#### Bill Payment

Why: High-frequency customer need Pay utilities and credit card bills

#### Mobile Responsive

Why: 80% of banking is mobile Works perfectly on all devices

# **6** Student Challenge

Question: Which feature would you remove if you had to cut the MVP scope by 30%? Defend your choice with customer impact reasoning.



#### What's NOT in Our MVP

#### The Art of Saying "No" (For Now)

Defining what NOT to build is as important as what to build. These features will come in later iterations.

Advanced Analytics

Why Later: Complex to build, fewer users need it initially Spending insights, budgeting tools, financial forecasting **Loan Management** 

Why Later: Regulatory complexity, lower frequency Mortgage applications, personal loans, credit monitoring Investment Platform

Why Later: Different user segment, high complexity Stock trading, mutual funds, portfolio management Al Chat Support

Why Later: Resourceintensive, can use human support initially Intelligent chatbot, automated problem resolution

Multi-currency

Why Later: Niche requirement, complex implementation Foreign exchange, international transfers Gamification

Why Later: Nice-to-have, focus on core value first Savings challenges, achievement badges, social features

#### ▲ Common MVP Mistakes

- Feature Creep: "Just one more small feature..."
- Perfectionism: "It's not ready until it's perfect"
- Internal Bias: "Our CEO really wants this feature"
- Competitor Copying: "But XYZ bank has this..."

#### MVP Success Metrics

#### How Will We Know Our MVP Succeeds?

Clear metrics help us measure MVP success and guide iteration decisions.

- **©** Customer Success Metrics
- Adoption Rate: 40% of existing customers try the app within 3 months
- ► Task Completion: 85% successfully complete first transaction
- Customer Satisfaction: NPS score above 50
- Usage Frequency: 60% of users return within 7 days

- Business Impact Metrics
- Branch Traffic: 30% reduction in routine transaction visits
- Call Center Load: 25% decrease in balance/history inquiries
- Cost Savings: \$2M annual operational cost reduction
- Competitive Position: Match top 3 fintech features

- Leading vs Lagging Indicators
- Leading (Early Signals)
- App downloads per day
- Registration completion rate
- First transaction attempt rate
- Daily active users

- Lagging (Results)
- Monthly active users
- Branch visit reduction
- Customer satisfaction scores
- Revenue impact

#### Exercise

Define Success: If you were the product manager, what would be your #1 success metric for the MVP? Why did you choose this over others?



# Planning Future Iterations 1/2

## **Iteration Strategy**

Each iteration should build on MVP success while addressing the next most important customer problems.

#### MVP Launch (Months 1-3)

Focus: Core banking transactions

- Account overview and balance checking
- Fund transfers (own accounts + external)
- Transaction history and search
- Bill payment (top 5 utility companies)

Success Target: 10,000 active users, 70% task completion rate

#### Version 2 (Months 4-6)

Focus: Enhanced user experience + financial insights

- Spending categorization and basic analytics
- Enhanced bill payment (all major providers)
- Push notifications for important transactions
- Customer support chat integration

Success Target: 25,000 active users, 80% task completion rate



# **Planning Future Iterations 2/2**

#### Version 3 (Months 7-9)

Focus: Advanced financial management

- Budget creation and tracking tools
- Savings goals with progress tracking
- Credit score monitoring
- Loan pre-qualification tools

Success Target: 50,000 active users, NPS > 60

#### Version 4 (Months 10-12)

Focus: Investment and wealth management

- Basic investment platform integration
- Financial advisor booking system
- Advanced analytics and forecasting
- Multi-currency support

Success Target: 100,000 active users, 90% customer retention

## 

**Your Turn:** Based on MVP feedback showing users struggle with budget management, would you prioritize budgeting tools in V2 or V3? What factors would influence your decision?

# Build-Measure-Learn Cycle 1/2

## The Continuous Improvement Engine

Each iteration follows the Build-Measure-Learn cycle to ensure we're building the right product.





# **Build-Measure-Learn Cycle 2/2**



#### BUILD

Fund transfer feature with 3-step process

Development: 2 weeks

#### **MEASURE**

60% users abandon at step 2
Average completion: 3.2 minutes
Data collection: 2 weeks

#### LEARN

Too many verification fields
Users confused by step 2 UI
Analysis: 1 week

#### S ITERATE

Reduce to 2 steps, improve UI clarity, add progress indicator

# **©** Scenario Exercise

**Situation:** Your MVP shows users love the balance checking feature (95% usage) but hate the transaction history (20% usage). What would you measure to understand why? What might you learn and build next?



# **Iteration Decision Framework**

#### **How to Prioritize Next Features**

Not all feedback is equal. Use a systematic approach to decide what to build next.

Evaluation Criteria	Weight	Feature A: Budget Tools	Feature B: Investment Platform	Feature C: Al Chatbot
Customer Impact	40%	High (8/10)	Low (4/10)	Medium (6/10)
Development Effort	30%	Low (3/10)	High (9/10)	Medium (6/10)
Market Differentiation	20%	Medium (5/10)	High (8/10)	High (7/10)
Revenue Impact	10%	Medium (5/10)	High (8/10)	Low (3/10)
Weighted Score	-	6.4/10	5.7/10	5.9/10



## 🙎 Winner: Budget Tools for Version 2

Reasoning: Highest customer impact with lowest development effort creates the best value proposition for next iteration.



## **©** Critical Thinking

Discussion: The investment platform scored lower but might attract high-value customers. How would you factor in strategic long-term value vs immediate customer impact?



# Common Pitfalls & Best Practices

#### X Common Pitfalls

#### **Feature Creep**

**Problem:** Adding "just one more small feature" before launch **Result:** Delayed launch, complex product, unclear value

#### **Perfection Paralysis**

**Problem:** Waiting for the "perfect" product before launching **Result:** Missed market opportunities, wasted resources

#### **Building for Everyone**

**Problem:** Trying to satisfy all possible user segments **Result:** Mediocre experience for everyone

#### **Ignoring Metrics**

**Problem:** Building next features based on gut feeling **Result:** Wasted effort on low-impact features

### Best Practices

#### Start Smaller Than You Think

**Approach:** Cut your initial scope by 50% **Benefit.** Faster time-to-market, clearer learning

#### **Define Success Upfront**

**Approach:** Set clear metrics before building **Benefit:** Objective decision-making, focused effort

#### Talk to Customers Weekly

Approach: Regular user interviews during development Benefit: Catch problems early, validate assumptions

#### Plan for Iterations

**Approach:** Design MVP architecture to support future features **Benefit:** Smoother iteration development

## Pro Tips

- ▶ The One Feature Rule: If you can only build one feature, what would it be?
- ▶ The Mom Test: Can your mom understand the core value in 30 seconds?
- ➤ The Concierge Approach: Start by manually doing what software will eventually do
- ▶ The 80/20 Rule: Focus on features that solve 80% of user problems



## From Problem to Progressive Solution

We've created a comprehensive MVP strategy that balances customer value, business objectives, and technical feasibility for our Personal Banking Management System.

# **Complete Implementation Roadmap**

#### Months 1-3: Foundation

Core Value: Essential digital banking transactions

Key Features: Balance checking, transfers, transaction history, bill pay Success Metric: 60% branch visit reduction for routine transactions

#### Months 4-6: Enhanced Experience

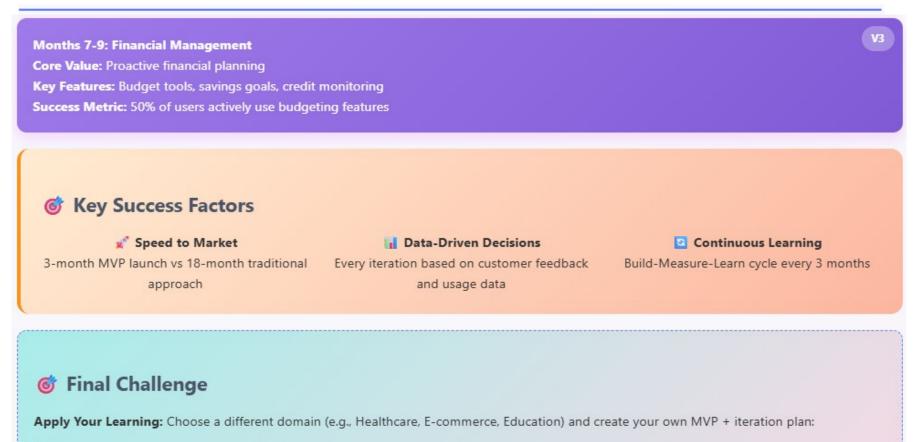
Core Value: Better UX + financial insights

Key Features: Spending analytics, notifications, enhanced bill pay

Success Metric: 80% task completion rate, NPS > 50

MVP

#### **Example 1** Complete MVP & Iteration Strategy 2/2



- ldentify the core customer problem
- Define MVP scope (3-5 core features)
- Plan 3 future iterations
- Set success metrics for each phase
- Identify potential pitfalls and mitigation strategies

# **Appendix**