

## Ideation Phase

### Brainstorm & Idea Prioritization Template


Date	27 June 2025
Team ID	LTVIP2025TMID59952
Project Name	SmartSDLC – AI-Enhanced Software Development Lifecycle
Maximum Marks	4 Marks

#### Brainstorm&IdeaPrioritizationTemplate:

Brainstorming provides a free and open environment that encourages everyone within a team to participate in the creative thinking process that leads to problem solving. Prioritizing volume over value, out-of-the-box ideas are welcome and built upon, and all participants are encouraged to collaborate, helping each other develop a rich amount of creative solutions. Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

In the ideation phase of the SmartSDLC project, the team collaboratively identified the key problem statement: how to automate and optimize core phases of the Software Development Life Cycle (SDLC) using AI technologies like IBM Watsonx and LangChain. During brainstorming, ideas were listed and grouped around core functionalities such as AI-powered requirement analysis, multilingual code generation, test case creation, bug fixing, code documentation, chatbot assistance, feedback collection, and GitHub integration. These ideas were then prioritized based on their impact and implementation effort. High-priority items included automated requirement classification from PDFs, AI-driven code generation. Features like chatbot guidance, GitHub workflow automation, and PDF export were marked for medium or future-phase development. This process laid the foundation for building a modular, AI-enhanced SDLC automation platform with practical, high-value features prioritized for early development.

#### Step-1: Team Gathering, Collaboration and Select the Problem Statement



### Brainstorm & idea prioritization

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

⌚ 10 minutes to prepare  
🗓️ 1 hour to collaborate  
👥 2-8 people recommended

➡️

#### Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

⌚ 10 minutes

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**A Team gathering**  
Define who should participate in the session and send an invite. Share relevant information or pre-work ahead.

**B Set the goal**  
Think about the problem you'll be focusing on solving in the brainstorming session.

**C Learn how to use the facilitation tools**  
Use the Facilitation Superpowers to run a happy and productive session.

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#### Define your problem statement

What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

⌚ 5 minutes

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PROBLEM

How might we [your problem statement]?

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#### Key rules of brainstorming

To run an smooth and productive session

➡️ Stay in topic.

⏸️ Defer judgment.

🗣️ Go for volume.

💡 Encourage wild ideas.

👂 Listen to others.

👁️ If possible, be visual.

## Step-2: Brainstorm, Idea Listing and Grouping

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### Brainstorm

Write down any ideas that come to mind that address your problem statement.

10 minutes

#### TIP

You can select a sticky note and hit the pencil (switch to sketch) icon to start drawing!

Amar

Yuktesh

Person 3

Person 4

Person 5

Person 6

Person 7

Person 8

3

### Group ideas

Take turns sharing your ideas while clustering similar or related notes as you go. In the last 10 minutes, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you can break it up into smaller sub-groups.

20 minutes

#### TIP

Add customizable tags to sticky notes to make it easier to find, browse, organize, and categorize important ideas as themes within your mural.

## Step-3: Idea Prioritization

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### Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

20 minutes

