

# *Lecture 2*

Turning Ideas into Software

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# *Risks Abound*

- Founding Team
- Product
- Market
- Sales
- Recruiting Risk
- Economic / Macro Risk

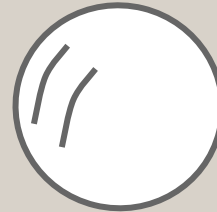
# Divide and Conquer



***Executive***



***Engineering***



***Product***

# *Role of the CTO*

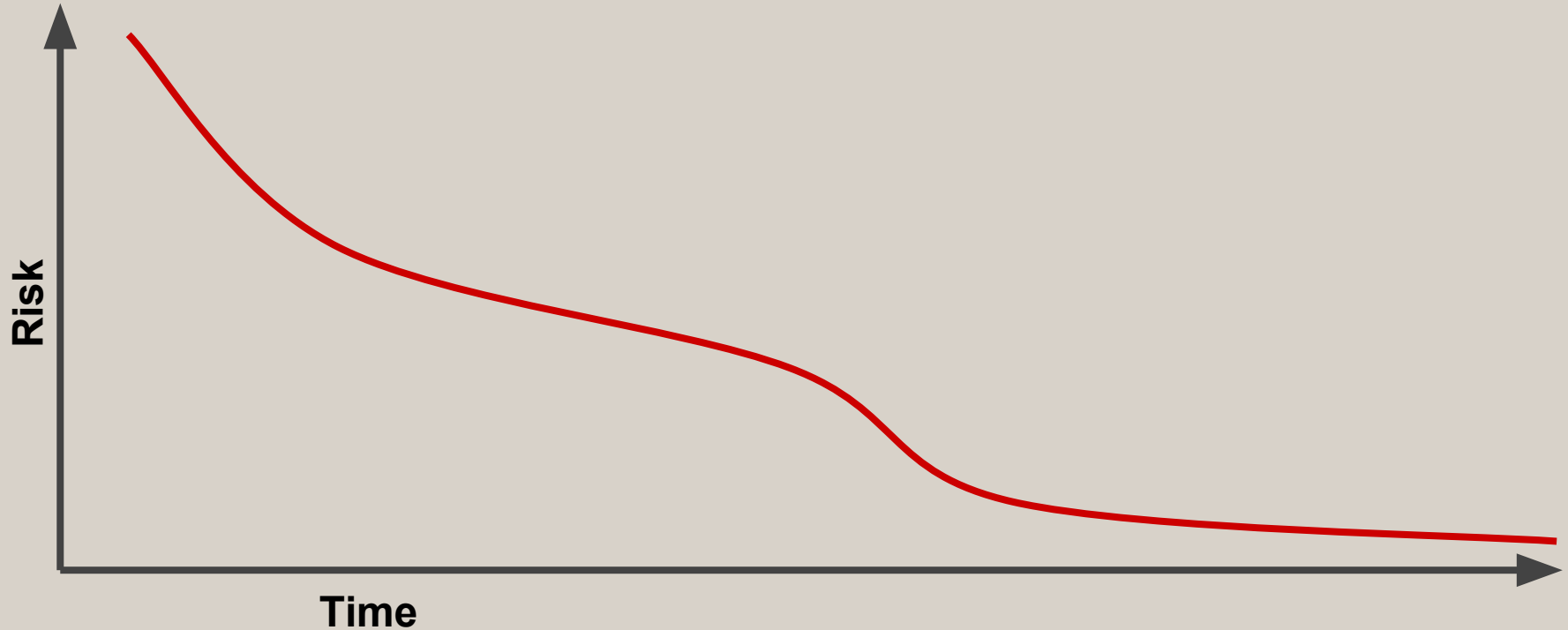
**Execute the Product Vision**

# *Role of the CTO*

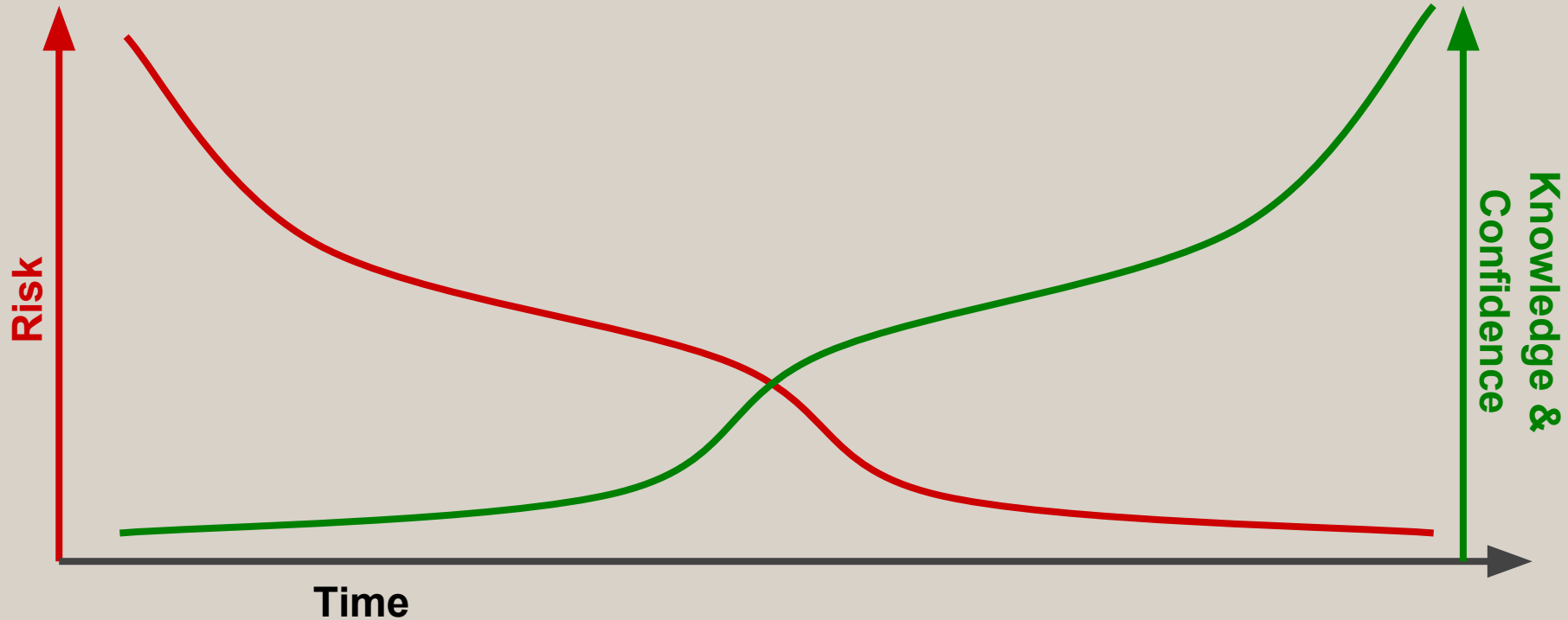
## **Executing the Product Vision Includes:**

- Partner in defining the Product
- Building the Product
- Cultivate healthy communication and feedback loops
- Grow the team
- Make decisions for the sake of progress

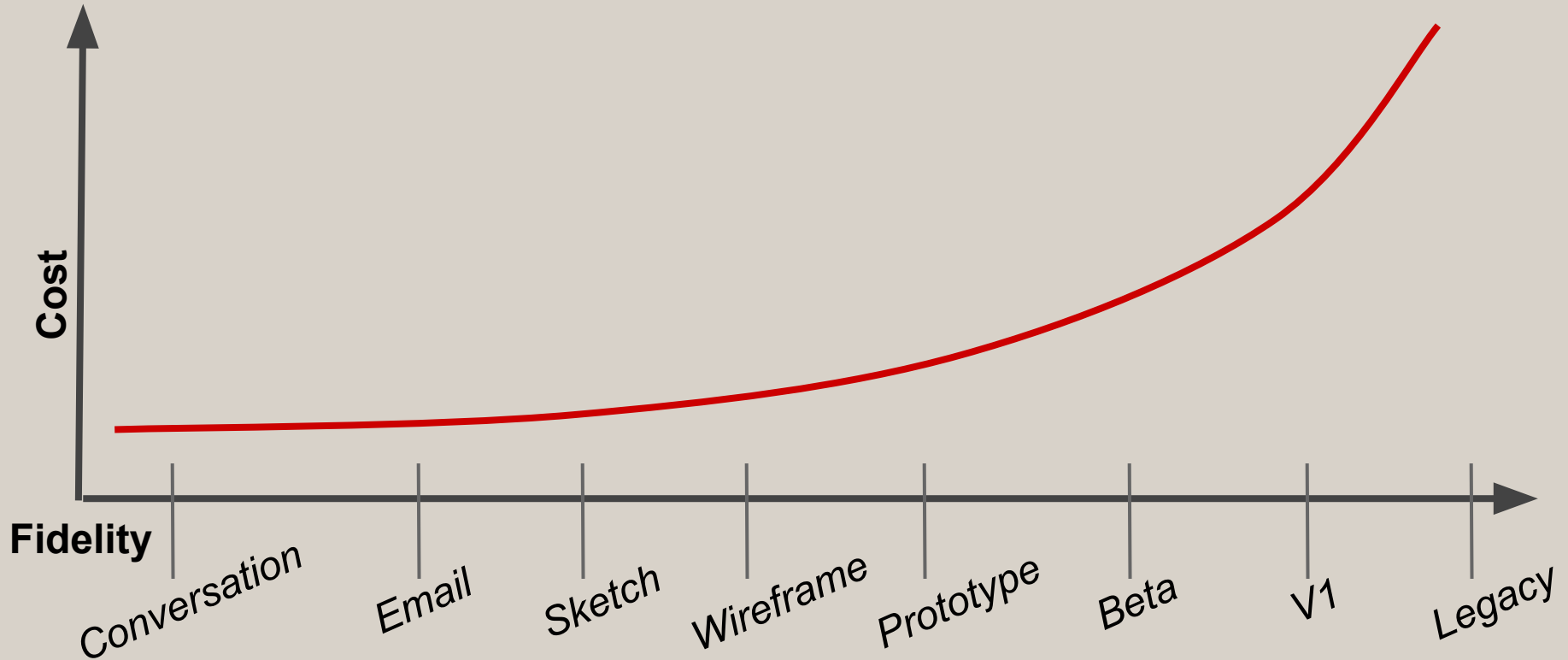
# *Reducing Product Risk*



# Reducing Product Risk

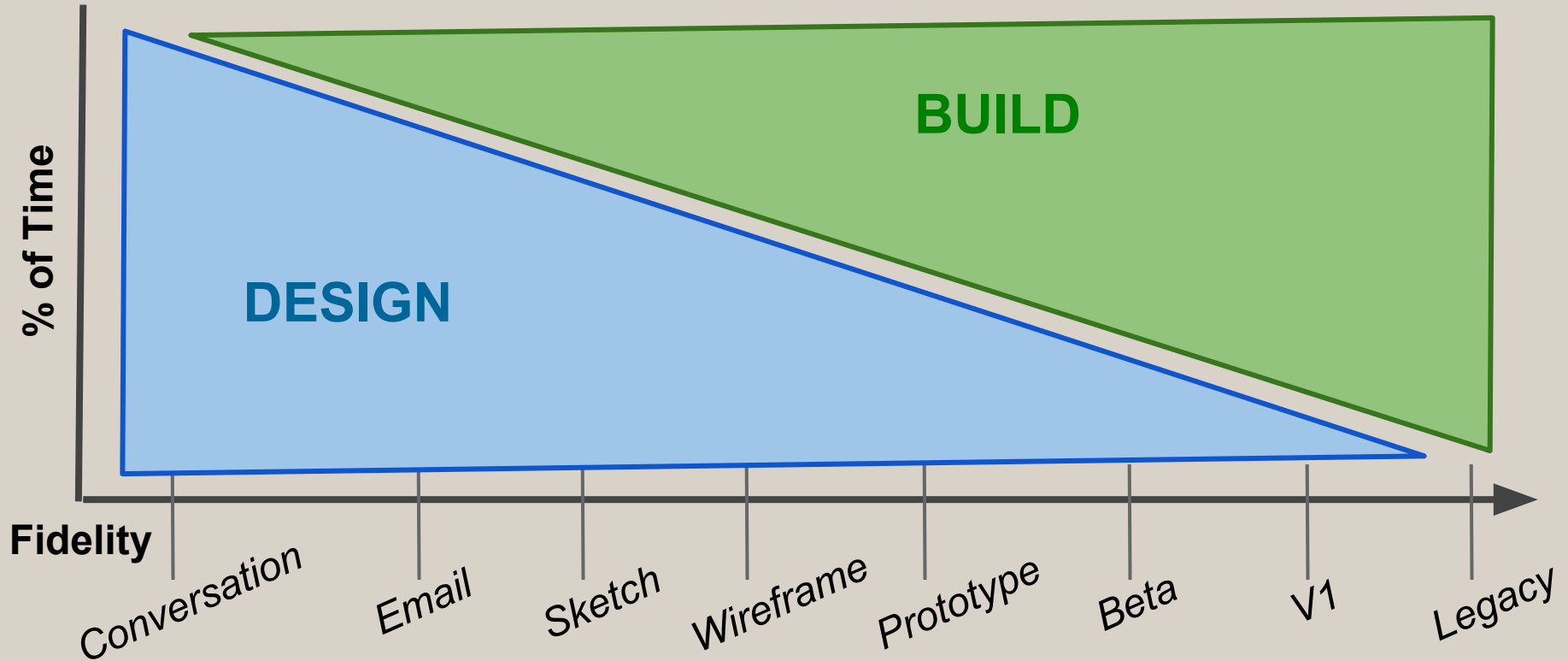


# *Ideas are Cheap. Execution is Not*





# *Ideas are Cheap. Execution is Not*



# *Design $\Rightarrow$ Build*

- Need-finding
- Prototyping
- **Execute**

# *Need-finding*

- Goal is to **deeply** understand the problem
- Stay focused on pain, **not** on solutions
- Direct observation of real behavior is best, rarely possible

# Prototyping

- Goal is to **de-risk** the solution before building it
- Enact the vision and explore it with customers
  - Identify a specific task they must accomplish
  - Subject thinks-aloud as they solve the task in prototype
- Prototype becomes an awesome spec

# Divide and Conquer



***Executive***

A customer said they  
want **everything**  
...**yesterday**



***Engineering***

That will take  
**months**, and for just  
one customer!



***Product***

Lets offer them **our  
thing**, with a custom  
menu option