(Deliverables)

END-TO-END LIFECYCLE wipro digital **EXPERIENCE MAP** INSIGHTS/ RESEARCH **SYNTHESIS** EXPERIENCE DESIGN **DELIVERY** (SOLUTION DESIGN) (DEFINE) **Epics** Business Architecture Research Planning Goals & Objectives Customers Portfolio DESIGN STUDIO DETAILED DESIGN FACTORY BUILD EXPERIENCE DESIGN User Interviews Definition Of Ready/Done Experience Map Workshops Prioritazation Matrix Service Blueprint Workshops PINCs Backlog Refinement Contextual Inquiry Prototyping/Wireframing Define Opportunity Spaces Sprint/Release Plan(s) Code Review Strategy Daily Standup Sketching Ideation (Alpha +) Field Research Performance/Capacity Architecture Development PINCs Prioritisation OF Coding Standards Business Case Stories & Bugs Keep Lights On (all Envs) Product Backlog Focus Group Branching Strategy Planning **Brand Vision** Detailed Design Refinement/Estimation Evaluative Research Validate the Business Case Stakeholder Interviews Build Governance Model Agile Test Strategy Show & Tell User Testing **Guiding Principles** Pilot Deployments Stakeholder Validation (func + x-func automation) Prod Support? Capacity CI Pipeline (that adds value) Customer Journey Analysis Retrospective SOW Design 4+1 view Collate Analytics / Metrics Conceptualisation (survive the bus!) Monitoring vs NFRs Capability/Skills Heuristic Evaluation System Test Code Review Strategy Deploy Bug Fix Architecture Validation Define Scope (MVP) Feature Planning Integration Test Training Metrics Analysis BDD PINCS (1st class citizen) Bug Triage Participatory Design Understand Solution Analytics Review Peer Review Performance Test Deployment Sign-Off Architecture Constraints Identify Infrastructure Needs Customer Journeys Team Formation Peer Programming Path To Live/Dedicated ACTIVITY Perform Firewall Changes Environments/Required Access Visual Design Root Cause Anlysis Agile tooling setup Acceptance Test Code Merge Identify Non-Functional Feature Toggle on / off Requirements Exp Map Release Planning Competitive Analysis UI Design Assets (Sprint 1) Regression Test Analytics Manage Infrastructure Identify Dependencies Brand Guidelines **Estimation** Environment Setup Manual / Device Testing Plan Service Introduction Permissions/Access Set Up Fault Slip-through Analysis/ Estimation Establish Operational Root Cause Analysis Metric Strategy User Account Set Up Painpoint Analysis Release Preparation Firewall Request Business Insights Bug Fixing Prioritisation Customer Insights Provisioning Infrastructure Desktop Research Release/Roadmap Planning Establish Business Metric Strategy Establish Delivery Visual Designer Product Owner UX Design Lead Product Owner Operational Support UX Design Lead UX Design Lead Technical Lead Technical Lead Visual Designer Technical Lead Release Manager Enterprise Architect Enterprise Architect Visual Designer **Product Owner** Visual Designer Business Analyst IT Security Business Analyst Business Analyst Product Owner Solution Architect **Product Owner** Product Owner SM/Agile Delivery Lead SM/Agile Delivery Lead Service Designer (CX) UX Design Service Designer (CX) Service Designer (CX) Release Manager Release Manager Business Representatives AIB Staff (Users) AIB Staff (Users) Customers (Users) Customers (Users) SW Dev Manager Developer ROLES Developer Solution Architect Business Representatives Compliance & Legal Software Dev Manager Software Dev Manager Technical Lead GTS Rep Software Dev Manager Solution Architect Compliance & Legal Compliance & Legal IT Security UX Designer Agile Coach UX Designer Delivery Manager (Bus.) Delivery Manager (Bus.) Agile Coach Business Representative(s) GTS Rep Business Representative(s) Business Analyst GTS Rep IT Security Technical Lead IT Security Solution Architect Solution Architect Business Representative(s) Business Representative(s) RELEASE PLAN & ROADMA STAKEHOLDER MAP SERVICE BLUEPRINT PROTOTYPE PRODUCT BACKLOG SINESS MODEL CAN USER STORIES SYSTEMS MAP BUSINESS METRICS ANNOTATED WIREFRAM ARTEFACTS PROOF OF CONCEPT (Alpha implementation build

ESTIMATES ESTIMATED TIMEFRAME 2 - 4 weeks 2 - 4 weeks 2 week sprints

UI DESIGN ASSETS

UI STYLE GUIDELINE

TEST STRATEGY

DEPENDENCIES

ASHBOARD(S) DEFINITION(

FEATURE TOGGLES

RCHITECTURAL CONSTRAII