

Use This Project Specification Template to Build Better Web and Mobile Solutions

Our Dev Teams Are Trusted By The Best



DevTeam.Space is a community of top-rated development teams supported by an AI-powered agile process.

Notable companies and startups rely on the DevTeam.Space resources for their most innovative projects.

As Seen On



INTRODUCTION

Many of business owners, startup founders, and enterprise project managers have asked us to share the details of our platform in order to help extend its benefits to their product development process. Consequently, we decided to put together a set of educational materials for this purpose, meaning now these and other businesses can apply our advanced methodology and build better products.

This guide should be considered as a powerful tool that will help your business to build a better end product, while also serving to help save you valuable time and resources in the process.

Here is the first part of this guide.

PART 1. PROJECT SPECIFICATION

Before starting a project, we highly recommend that you spend several hours to clearly define what exactly you plan on building, or how you plan to improve your existing web or mobile product.

Project specification is an easy thing to underestimate. You may think that this is a problem that can be easily fixed by simply hiring more expensive developers, who will then be able to figure everything out everything as they go. This is a huge mistake that many people make. Any experienced developer will at least ask you to provide an in-depth project specification, and in the case you don't have one, will insist on helping you make one before they start the project.

We offer a complimentary project specification template to all of our clients, an example of which you can find below.

It has all the necessary questions and guidance you will need, starting with the User Experience (UX) tech architecture, and finishing with the QA.

You might decide that you can work on a time and material basis, and to skip this step completely. However, we strongly advise that you don't and instead make sure that you always have at least a basic version of a plan before you begin the project.

PROJECT SPECIFICATION TEMPLATE

PROJECT DESCRIPTION

Use the example below to describe your project. (Max ½ of the page).

XXX is a web portal/mobile app designed for those people involved in the commodities markets who wish to access different news stories and reports relating to a specific commodity. The core function of XXX is to bring together all available free news data into the same portal, so it can be

presented in a single easy to read newsfeed that users can easily access. By using the 'click to access function', users can see the original content as well as participate in ranking and commenting on quotas, something which is an important benefit to others viewing the site. In addition to the news, users will see reports and ...

PROJECT OBJECTIVES

Use the example below to describe your project goals: (Max ½ of the page).

- To start our company online sales channel
- Provide our clients with new ways to communicate with our specialists
- Automate XYZ healthcare processes
- ...

PROJECT AUDIENCE

Use the example below to describe your project audience.(Max ½ of the page).

- Prospective clients
- Current clients
- Members of the press
- Prospective employees
- ...

SCREENS AND FEATURES LIST

Use the example below to outline a list of your screens/pages and features.

Main page

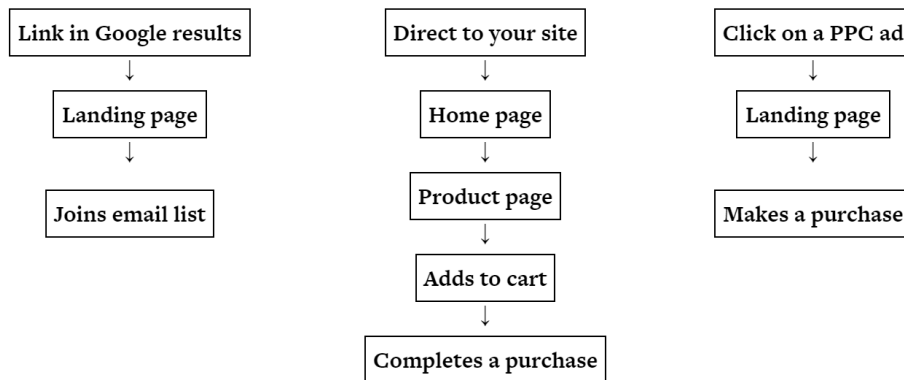
- Main menu
- Sign up button
- Etc...(other elements)

Profile page

- Profile information
- Etc...(other elements)
- Etc....(all pages/screens)

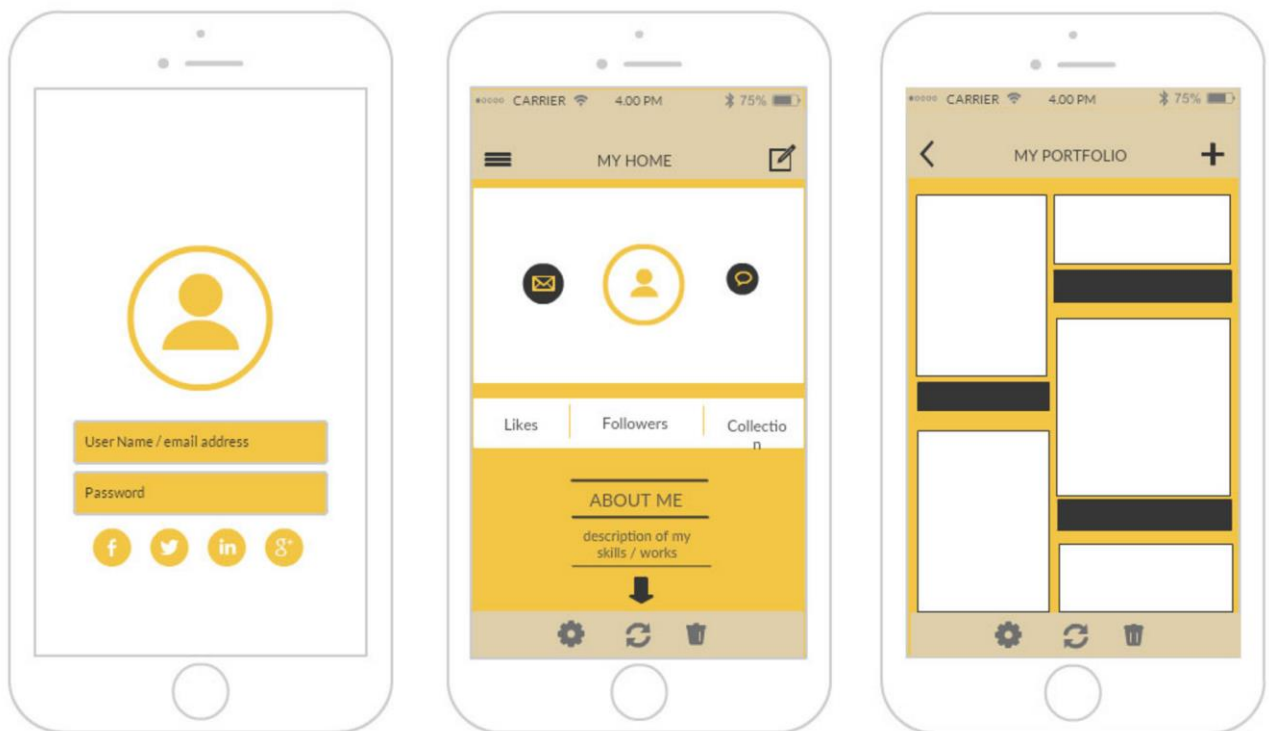
USER PATH/FLOW

Use the example below to outline a user path for all the different types of users that you may have. You can send these user paths in a separate file or in a text format without any schemes, should this suit you better.



DESIGN MATERIALS

- Outline a list of websites/mobile apps you like and a list of those you don't like.
- What is the color scheme of your website/mobile app (if you have one)?
- Describe what you would like to see in your website/app design.
- What fonts would you like to use for your website/mobile app (if you have an idea)?
- Provide the wireframes (example below) if you have it.



TECH STACK

Use the example below to describe your desirable tech stack.

Frontend

HTML, CSS, AngularJS

Backend

Ruby on Rails, MySQL, AWS, Swift

Other

Stripe API

NON-FUNCTIONAL REQUIREMENTS

Use the examples below to outline a list of your project's non-functional requirements (if any):

- Usability; Do you have accessibility requirements? For example, will your website be used primarily on tablets, or by the elderly, etc.?
- Security; do you need to be PCI / HIPAA compliant?
- How important is page/app loading speed for you?
- ...

TECH TEAM

Do you have an inhouse tech experienced person who is responsible for this project?

SEO AND CONTENT MARKETING

Will your project require SEO/content marketing after it's launched? If yes, do you have in-house specialists who can take care of SEO and content marketing once the project is launched?

DEVOPS

Do you expect a high-volume of traffic after the project is launched? If yes, do you have in-house DevOps specialists who can take care of your server infrastructure, security, speed, and scalability?

“Now, how do you use this template to prepare project specification?”

We recommend moving in iterations and begin by spending two to three hours to come up with the first version of the project specification. This first version will help your developers provide you with a ballpark estimate and to establish a timeline for completion. It will also help to raise additional questions that arise from a more in-depth look at the details of the project.

You can then use these questions to complete an overview of the project and to complete the project specification in detail.

“What if my product is very complex?”

Don't worry, when working on a large-scale product, break it into different phases. Ideally, you want to have every phase leading onto the next level, which will increase efficiency and take roughly two to three months to complete, depending on the complexity of your project.

The added benefit of splitting your project into phases is that you can then ask your development team to estimate the time frame for each phase.

With that in mind, you are now ready to focus on the first phase and to estimate its requirements in more detail. Once you have this detailed estimate, you can plan your weekly or bi-weekly sprints based on the information at hand. We will cover how to setup sprints a little later in this guide so keep reading!

“What if I don’t want to/don’t have the time to prepare my project specification?”

In this case, you should ask your dev team to help prepare the project specification for you. Typically, it will cost you several thousand dollars and will take between one to three weeks of work, depending on the project, but take it from us, it’s absolutely worth it. With your completed project specification you should have:

1. Full project specification
2. Project estimate
3. UX wireframes and a clickable prototype (usually made using tools like InVision)
4. Project tech architecture

An added bonus of developing this kind of prototype for demos is you can use it with other developers, and not just necessarily the ones who prepared it for you.

A good project specification is a very useful tool when you are developing a new product and wish to start testing ASAP. It is really the difference between jumping in the deep end without any idea of what to expect vs. going step by step with a working prototype, knowing what the challenges of each step will be before you encounter them. In latter example, where you invest in a good project specification, it guarantees that with as few headaches as possible and with far less of your resources spent, you can have a working product up and running in no time.

“What if I have a unique project and the above project specification template doesn’t fit my needs?”

Well, fundamentally the basics are still the same. You can always tweak the template to make it right for your particular project.

PROTOTYPING

As I've mentioned above, there are special tools that you can use for prototyping, either on your own or with a help of your design/development team. Here are a few examples (we don't have any affiliation with any of these companies):

- Invisionapp.com
- UXpin.com
- Mockplus.com
- Balsamiq.com
- Justinmind.com
- Sketchapp.com
- Proto.io

By using one of these tools, you can easily make a clickable prototype of your application. It's especially useful if you want to:

- Demonstrate it to your potential users
- Demonstrate it to your potential investors
- Share it with your development team, so they can better understand your vision
- Better understand what your product is about

You can ask your designer or development team to make a prototype for you using one of the tools above. However, be realistic about making such a request, because your developers will require a lot of information and so will certainly be asking you lots of questions in order to make it.

PAYMENT STRUCTURE

Once you have the project specification and prototype ready, it's time to plan out your budget and establish a payment structure.

In our experience, there has never been a project that has not undergone some changes during the development process. So if you think that all your product features, as well as the interface, are already finalized, then we regret to have to inform you that there is a 99.99% certainty that you are going to alter them at some point.

During the project development process, you will find yourself deciding to adjust things. This is perfectly normal and happens for a number of reasons including the feedback you get from users, suggestions from your management team, and even because of unexpected limitations in the product's functionality. Consider, for example, that you are a chip manufacturing

company and have just discovered that the initial product you planned won't work because of some hardware limitation; do you persist with the original plan or make changes to improve it?

This is why we suggest that you avoid signing long-term commitment or agreement that limit flexibility, and instead choose one that allows plenty of room for agility!

If you would like to go ahead and learn about other parts of our guide such as:

- Our agile process
- Agile tools we recommend
- Communication guide
- How to hire top level developers
- What your developers MUST know before starting to work on your project
- How to setup Pivotal Tracker
- How to deal with SSL certificates
- How to setup AWS or other cloud server environment

And many other things, then sign up for our free webinar:

[SIGN UP FOR A FREE WEBINAR](#)