



# Fundamentals of roadmapping and other shenanigans

Project 2030 workshop

# That's me

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Debugging & Testing on the web

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~20 years of professional tech experience in various roles

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## Modus operandi

- This is meant to be interactive
- Ask questions right away (use Meet's raise hand)
- ...or add them on the Meet chat and we will go over them in time



# Disclaimer

The content in this workshop is not the only or best way. It is opinionated. This should only get you started.

Additional content will be sent out afterwards.

# Our roadmap for today



**45 min**

22,5 min

22,5 min

What is a roadmap?

How to create a roadmap?

**45 min**

22,5 min

22,5 min

Answering open questions

**Rate your comfortableness  
with roadmaps (1-10) in chat  
and why you choose that  
number in max. 6 words.**

—

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# Understanding "roadmap"

## What is a roadmap?



Source: [8] <https://www.youtube.com/watch?v=KPwRprJNt8E> (Product Plan - They have plenty of content about product roadmaps)





# What is a product roadmap - Summarized

- Roadmaps are a high level-summary of **what** and **why** you are building something.
- Roadmaps are ideally a tool to convey **strategy**, someone reading the roadmap should be able to distill the strategy from just looking at the roadmap. [1]
- There are multiple types of roadmaps, catering to different **audiences**.
- They are a good tool to **align** various **stakeholders**.

# Our roadmap for today



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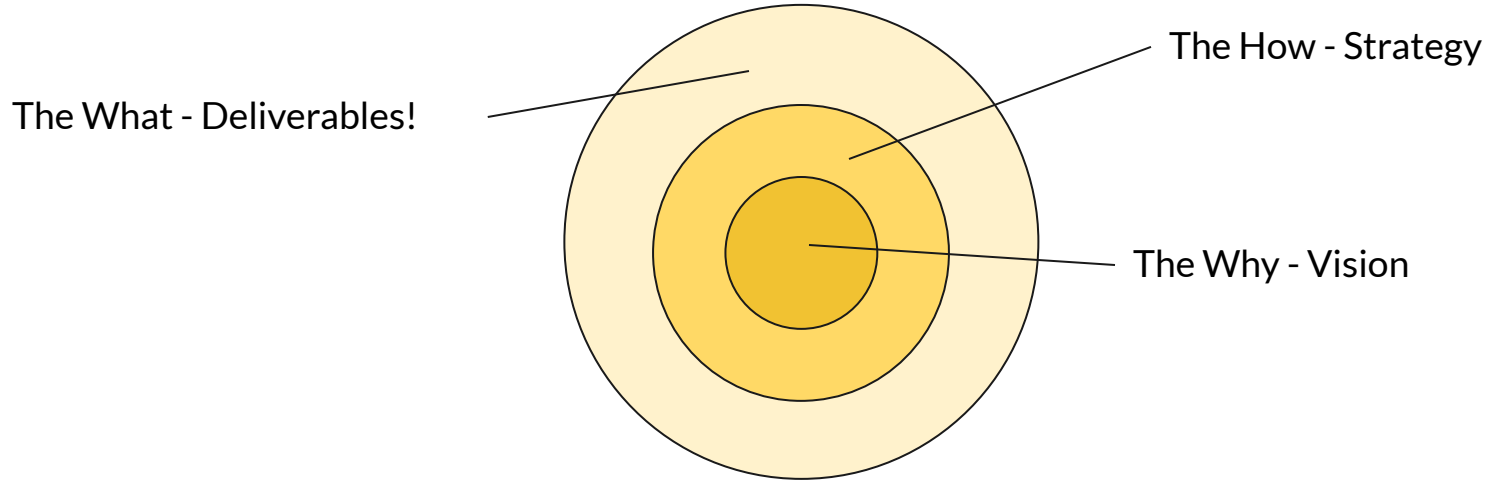
## How did I create this roadmap?

- I started off wrong, the solution was already defined 😬
- Retroactive vision and strategy it is then!

**Show of hands in Meet: If you or your startup first had a product/solution and then created the vision and strategy for it, throw around a heart emoji. If you actually started with the vision and strategy, then defined the solution, send a fanfare emoji**

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# Why, How, What - The Golden Circle



# PRODUCT VISION BOARD



## VISION

What is the reason for creating the product?  
What positive change should it create?



## TARGET GROUP

Which market or market segment does the product address? Who are the target customers and users?



## NEEDS

What problem does the product solve or which benefit does it offer? If you identify several needs, prioritise them and move the most important one to the top.



## PRODUCT

What product is it? What are its three to five stand-out features that set it apart from competing offerings? Is it feasible to develop the product?



## BUSINESS GOALS

How will the product benefit the company that develops and provides it? What are the desired business benefits? Prioritise them and move the most important one to the top.

# PRODUCT VISION BOARD



## VISION

What is the reason for creating the product?  
What positive change should it create?

*Startups know how to create good roadmaps*



## TARGET

*This is bad, the Target Group is too broad.*

*PMs, CTOs,  
Analysts, CEOs,  
...*



## NEEDS

*important one to the top.*

*Full intro to  
roadmaps;  
different tubes of*



## PRODUCT

What product is it? What are its three to five stand-out features that set it apart from competing offerings? Is it feasible to develop the product?

*Workshop;  
Free, except time*



## BUSINESS GOALS

How will the product benefit the company that develops and provides it? What are the desired business benefits? Prioritise them and move the most important one to the top.

*Startups are  
more successful*

*The Product should address the Needs of the Target Group to achieve the Business Goals and make the Vision a reality.*



# Disclaimer

We will not dive into crafting a strategy today. "Strategize" by Roman Pichler is a good start if you want to know more about this [4].





# Strategy!

*Not perfect, but sufficient for now.*

Because of highly varying knowledge levels, job roles, and needs, host a workshop that:

- ... creates a common ground what roadmaps are.
- ... provides easy-to-use tools to create their own roadmaps.
- ... leaves time and room for individual questions.
- ... provides follow-up content for self-learning.

# PRODUCT VISION BOARD



## VISION

What is the reason for creating the product?  
What positive change should it create?

*Startups know how to create good roadmaps*



## TARGET GROUP

Which market or market segment does the product address? Who are the target customers and users?

*PMs, CTOs,  
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...*



## NEEDS

What problem does the product solve or which benefit does it offer? If you identify several needs, prioritise them and move the most important one to the top.

*Full intro to  
roadmaps;  
different types of  
roadmaps; tools;  
planning  
techniques; ...*



## PRODUCT

What product is it? What are its three to five stand-out features that set it apart from competing offerings? Is it feasible to develop the product?

*Workshop;  
Free, except time  
invested;  
"Upselling";  
Interactive;*







## BUSINESS GOALS

How will the product benefit the company that develops and provides it? What are the desired business benefits? Prioritise them and move the most important one to the top.

*Startups are  
more successful  
by creating useful  
roadmaps.*






# THE GO PRODUCT ROADMAP

 <b>DATE</b> The date or time frame when a goal should be met.				
 <b>NAME</b> The name of the new release.				
<i>Roadmaps are ideally a tool to convey strategy, someone reading the roadmap should be able to distill the strategy from just looking at the roadmap.</i>				
 The high-level features required to meet the goal.				
 <b>METRICS</b> The measures to determine if the goal has been met.				

# THE GO PRODUCT ROADMAP

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 <b>GOAL</b> The outcome or benefit you want to achieve.	<i>Participants should understand what "roadmap" means</i>	<i>Participants should know how to create roadmaps</i>	<i>Participants should feel their questions are sufficiently answered</i>	
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## Output - Outcome - Impact (metrics)

- **Output** metric: This metric measures output and the result can be used by our users and customers.
  - This can be considered a leading metric for the associated Outcome Metric
- **Outcome** metric: Short to mid term behavior change of our customers/users
  - This can be considered a leading metric for the associated Impact Metric
- **Impact** metric: This metric measures the long term change we want to achieve.

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 <b>FEATURES</b> The high-level features required to meet the goal.	<i>Metrics measures Goal achievement</i>			
 <b>METRICS</b> The measures to determine if the goal has been met.				

**How can we measure success  
of reaching our goals in this  
example?**






—



# THE GO PRODUCT ROADMAP

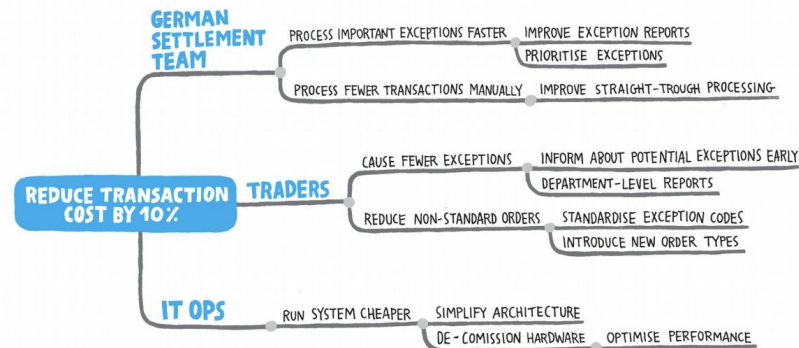
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# Impact mapping

- Why we are doing things
- Who is going to help/hinder us achieving our Why
- How can the Whos help/hinder us?
- What do we need to do in order to enable/disable the Hows?










# Impact mapping: Creating roadmaps

- **Why:** Participants should know how to create roadmaps
  - Metrics: Return of time invested; Uncertainty left
- **Whos:**
  - Users
    - CTOs
    - Product Managers
    - **How:** Enable learning mode
      - **What:** Make sure their questions are answered
        - **What:** Deliver the expected content
        - **What:** Answer ad-hoc questions
      - **What:** Some interactivity to avoid monotony
  - Customers: Project 2030
    - **How:** Set expectations straight with attendees
      - **What:** Give them a good enough abstract
    - **How:** Provide information before the workshop about expectations
      - **What:** Send out a questionnaire to attendees before the workshop about expectations

*This is just a simplified example.*






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**Where did the Whats end up  
in? What happened?**

—

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# Disclaimer






We will not dive into estimations today.  
"Agile Estimations" is a great reference if  
you want to take a deep dive [7].



# Dates

- Remember: Good-enough is good enough ;-)
- Use constraints e.g. does something needs to be done until a certain point in time? Is there a timebox?
- Decide if reaching the goal or adhering to the date is more important.






# THE GO PRODUCT ROADMAP

 <b>DATE</b> The date or time frame when a goal should be met.	<i>In the first 1/3 of the workshop; Prefer content</i>	<i>In the first 1/2 of the workshop; Prefer content</i>	<i>In the last 1/2 of the workshop; Prefer time</i>	
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# Catering to different audiences

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# The Customer Roadmap



**45 min**

22,5 min

22,5 min

What is a roadmap?

How to create a roadmap?

**45 min**

22,5 min

22,5 min

Answering open questions

# The Executive Roadmap



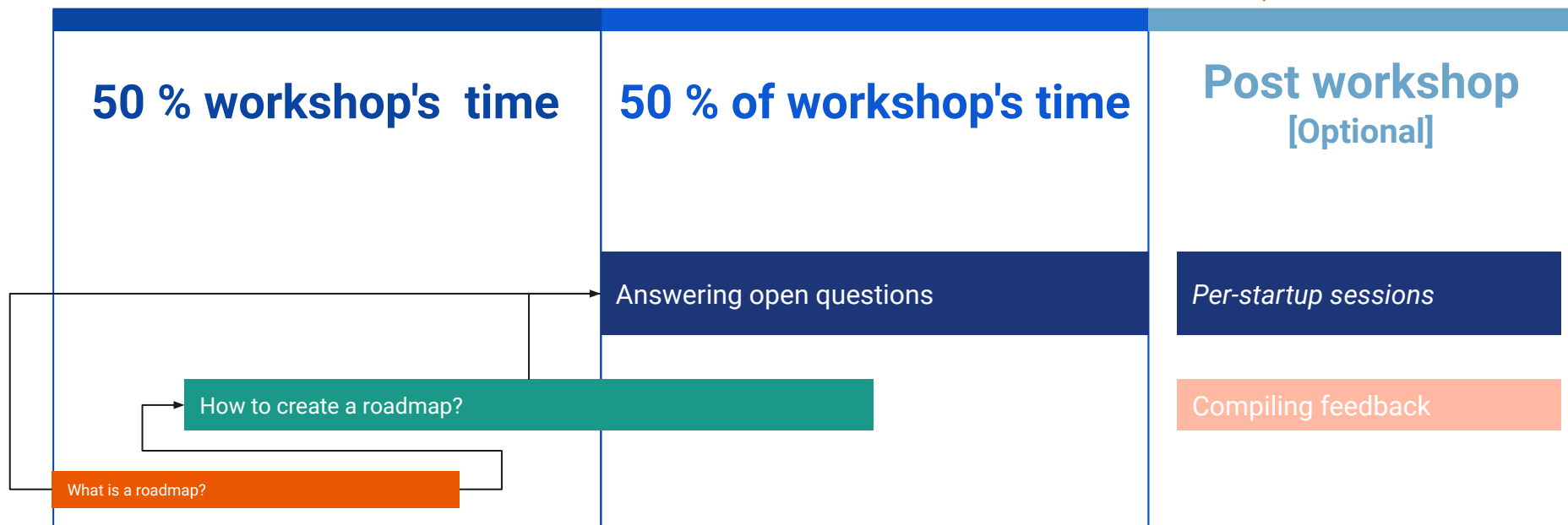
**What information do your  
"executives" expect?**

---



# The Executive Roadmap

*More chance to make  
startups more successful*



# PRODUCT VISION BOARD



## VISION

What is the reason for creating the product?  
What positive change should it create?

*Startups know how to create good roadmaps*



## TARGET GROUP

Which market or market segment does the product address? Who are the target customers and users?

*PMs, CTOs,  
Analysts, CEOs,  
...*



## NEEDS

What problem does the product solve or which benefit does it offer? If you identify several needs, prioritise them and move the most important one to the top.

*Full intro to  
roadmaps;  
different types of  
roadmaps; tools;  
planning  
techniques; ...*



## PRODUCT

What product is it? What are its three to five stand-out features that set it apart from competing offerings? Is it feasible to develop the product?

*Workshop;  
Free, except time  
invested;  
"Upselling";  
Interactive;*



## BUSINESS GOALS

How will the product benefit the company that develops and provides it? What are the desired business benefits? Prioritise them and move the most important one to the top.

*Startups are  
more successful  
by creating useful  
roadmaps.*

# The Engineering Roadmap

45 min

22,5 min

22,5 min

What is a roadmap?

How to create a roadmap?

20 mins + 10 mins buffer  
Content:  
-Vision/Strategy/Roadmap  
-Schedules vs Roadmaps  
-Audiences  
-Output/Outcome  
Needs to be interactive

30 mins + 20 mins buffer  
Content:  
-GO product r-maps  
-Impact maps  
-Metrics  
-Maintenance  
Needs to be interactive

45 min

22,5 min

22,5 min

Answering open questions

30 mins + 15 mins buffer  
Content:  
-Log questions  
-Feedback gathering for post  
workshop analysis

**What is the primary audience  
of your roadmaps?**

—

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# Extra content on roadmaps


# Are roadmaps the same as groomed backlogs?

- No.
- Roughly, the Features might be part of your backlog.
- For more information on backlog grooming checkout [4]

Backlog

## THE GO PRODUCT ROADMAP

romanpichler

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# Roadmaps - should I keep them up to date?

- Probably.
- Checking and syncing the roadmap once a quarter is a good rule of thumb.
- Make sure that the features actually support your goals.
- Features will change regularly
- Dates maybe too
- Communicate change accordingly

## THE GO PRODUCT ROADMAP

romanpichler

DATE	In the first 1/3 of the workshop	In the first 1/3 of the workshop	In the last 1/3 of the workshop	
NAME	Understanding "roadmap"	Creating roadmaps	Answering questions	
GOAL	Will change more often			
FEATURES	-Vision/Strategy/Roadmaps -Audiences -Output vs Outcomes	-GO product roadmaps -Impact maps -Metrics -Maintenance	-Live questions -Question log	
METRICS	-Return of time invested -Uncertainty left	-Return of time invested -Uncertainty left	-Return of time invested -Open questions left	

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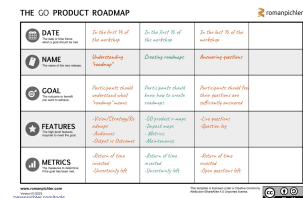
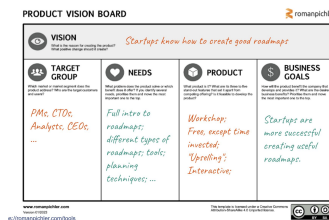
# TL;DR;

## What is a roadmap?

- Roadmaps are a high level-summary of **what** and **why** you are building something.
- Roadmaps are ideally a tool to convey **strategy**.
- There are multiple types of roadmaps, catering to different **audiences**.
- They are a good tool to **align** various **stakeholders**.

## How to create a roadmap?

- "Start with the why" [3]
- Iterative and incremental
- Try out <https://romanpichler.com/tools>



The Customer Roadmap





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**More questions? Feel free to reach out  
via Project 2030's channels.**

**Feedback? Please fill out the form sent to  
you after this session.**

**The End.**



## Further reading

- [1] Product Roadmaps - Relaunched by Todd Lombardi, Bruce McCarthy, Evan Ryan
- [2] Strategize by Roman Pichler
- [3] Start with Why by Simon Sinek
- [4] Agile Product Management with Scrum by Roman Pichler
- [5] [Programmatic Engineer blog post on developer productivity metrics](#) by Gergely Orosz, Kent Beck
- [6] Impact Mapping by Gojko Adzic
- [7] Agile Estimation and Planning by Robert C. Martin
- [8] What is a Product Roadmap by Product Plan: <https://www.youtube.com/watch?v=KPwRprJNt8E>
- [9] Lean Analytics by Alistair Croll, Benjamin Yoskovitz
- Anything from Marty Cagan e.g. Inspired
- Fifty Quick Ideas to Improve Your User Stories from Gojko Adzic and David Evans