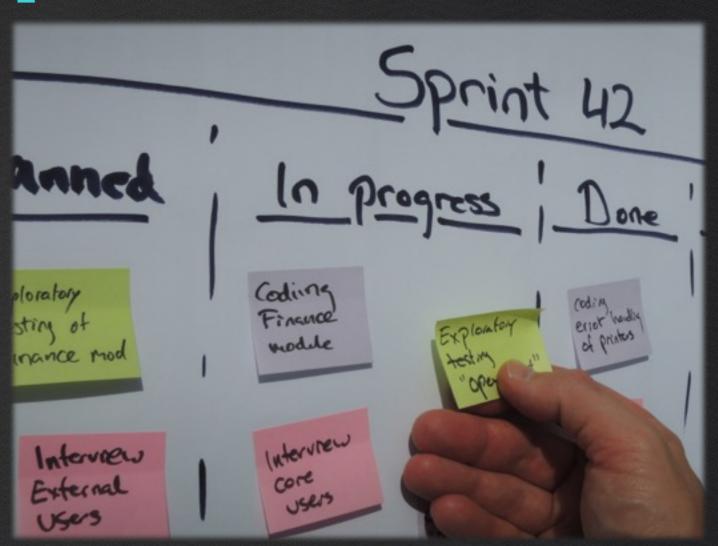
### BUILDING PRODUCTS & SERVICES

with Agile Development

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February 24, 2016



### Build

Learn — Measure

### What do you build?

"that version of a new product [or service] which allows a team to collect the maximum amount of <u>validated learning</u> about customers with the <u>least effort</u>"

- Eric Reis

### What do you build?

Storyboards

Landing Pages

Demo Videos

Wizard of Oz

### Storyboards

A panel or series of panels of rough sketches outlining the sequence of events a consumer will experience before, during and after using our product / service.

## Storyboards 3 Benefits

It's a mirror

Encourages customers to be more honest

YOU won't fall in Love

## Storyboards 3 Benefits

### It's a Mirror

Telling the customer's story from their context - how they will use the product / service

# Encourages Customer Honesty

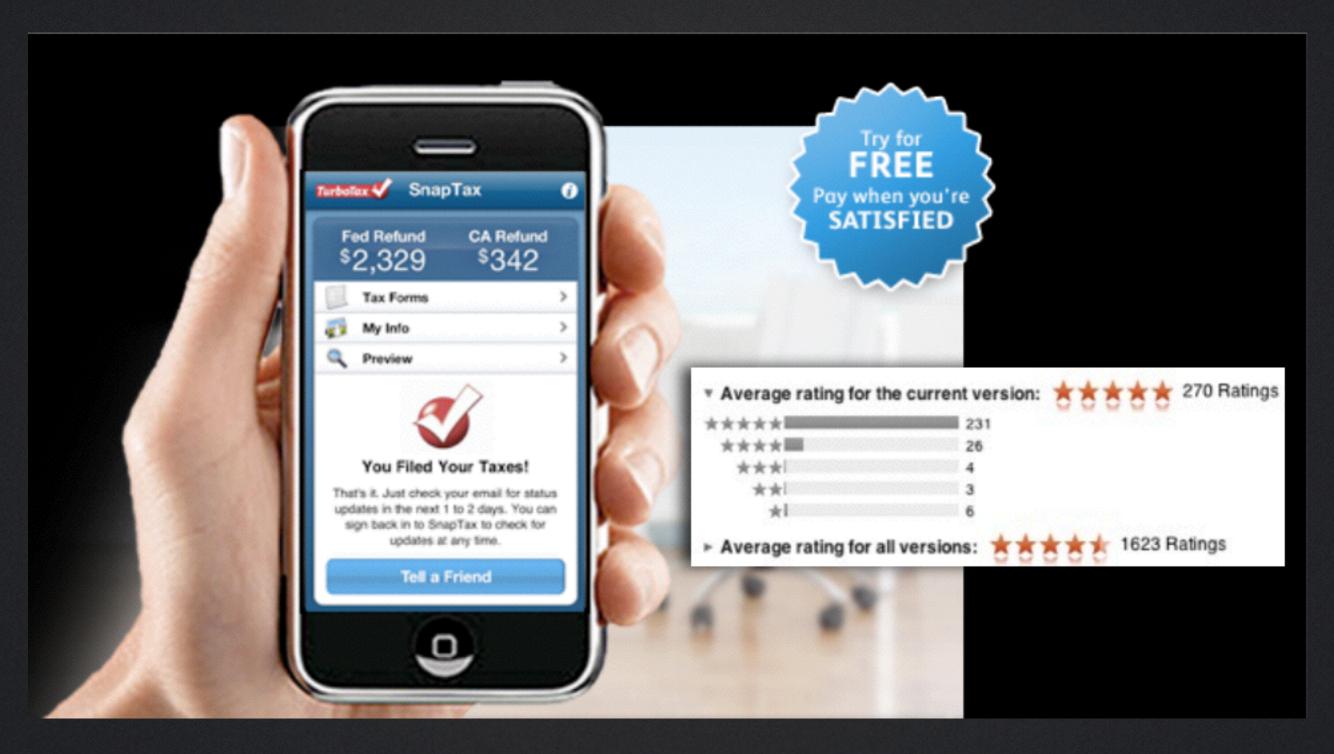
## Storyboards 3 Benefits

Easier to react honestly to rough sketches than final pixel perfect images

# YOU will NOT Fall in Love

## Storyboards 3 Benefits

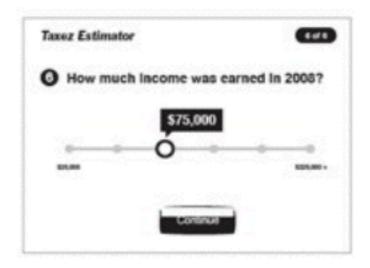
Never seen anyone fall in love with their story board











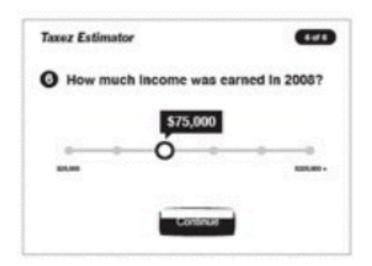












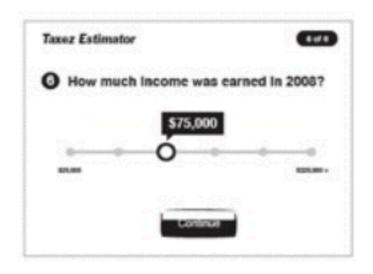


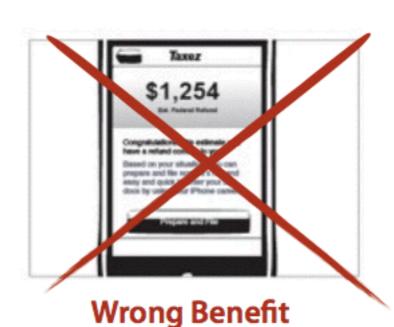










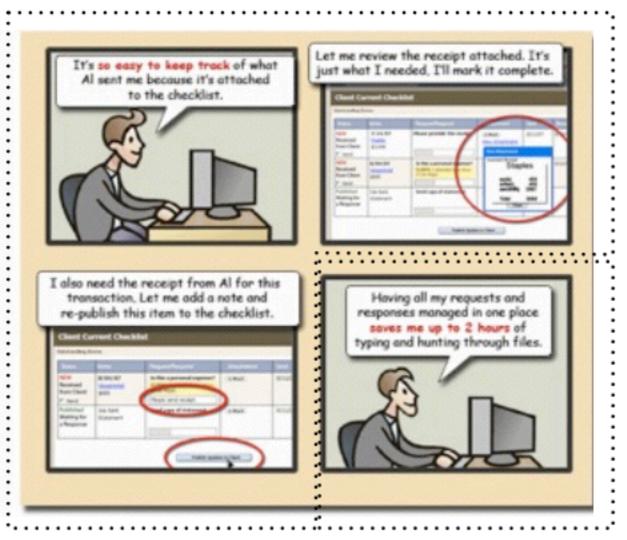




#### **Problem**

# All just faxed this— is it what I need? Where is the original request? In Email? In these files? What else does All owe me? Oh, it takes forever to figure this out. All my requests and his responses ore scattered between files and emails.

### **Solution**



**Benefit** 

## Landing Pages High Performing

User Centric

Clear & Concise

Conversion Focused

Shareable

Measurable

Consistent

### Demo Video



https://www.youtube.com/watch?v=7QmCUDHpNzE

### Wizard of Oz

Submit

Email to you / your team

"automated" response

### Group Application

Storyboards

Landing Pages

Demo Videos

Wizard of Oz







### What do you measure

& learn?

MAPS #1 > Concept MAPS #2 > P-M Eval MAPS #3 > P-M Fit

	MAP #1 PPC Campaign Landing Page	MAP #2 Product Drawings Detailed Spec	MAP #3 Prototype Functional Output
Customer Interaction	Features / Benefits description 'More info' Call to Action	Face-to-face technology demo	Field Pilot
Learning Objective	Market insight Find early adopters	Locate Strategic partners Seed Funding Paid-beta customers	Revenue Customer Validation Capital Investment
Investment	\$	\$\$	\$\$\$







### How do you build?

AGILE Development

## What do we mean by agile?

We value ...

Individuals & Interactions over process and tools

Working products over documentation

Customer collaboration over negotiation

Responding to change over following a plan

Why agile development?

You're wrong more then you are right Key Metric: How fast can you iterate? Need to Predict Delivery Times

## How to do agile development?

Scrum

Engineering Practices

This will be unique for each of you based on your team, type of solution being developed and personal preferences.

Could be: XP, Feature Driven
Development, Crystal, Kanban or any
other process your engineering team
is comfortable with.

(often pull aspects from each)

### Why do we focus on Scrum?

Firsthand observed it transform & improve my last software company - mSpoke

Being used at some of the largest technology companies in the world today (Google, Yahoo!, Adobe, etc ...)

Provides a great framework for entire team to understand what is going on.

Disclaimer: Still hard to build innovative products & services and not a silver bullet

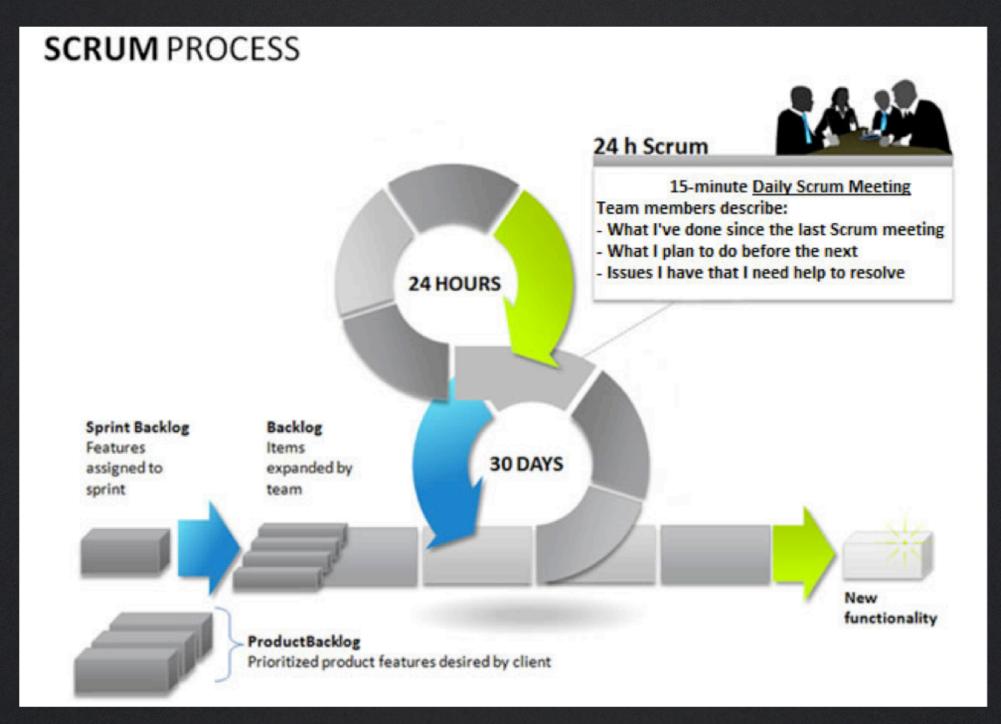
### Why do we focus on

scrum?



## Key Themes from Scrum

### The process of Scrum?



## Tips / Tricks for Scrum?

Important for everyone to buy in and get familiar with vocabulary Tools for implementing scrum (not necessary):

Scrumworks - http://www.open.collab.net/products/scrumworks/

Version One - http://www.versionone.com/

Rally Software - http://www.rallydev.com/index.php

Google Doc Template - https://docs.google.com/previewtemplate?id=0AoBzAQ22ynH5dEpRRkNBVGRCVUIHMmk2enBMYUZZSGc&mode=public

10 More Free Scrum Tools -

http://knowscrum.com/10-best-free-scrum-tools/

### Product Backlog

Prioritized list or queue of requirements

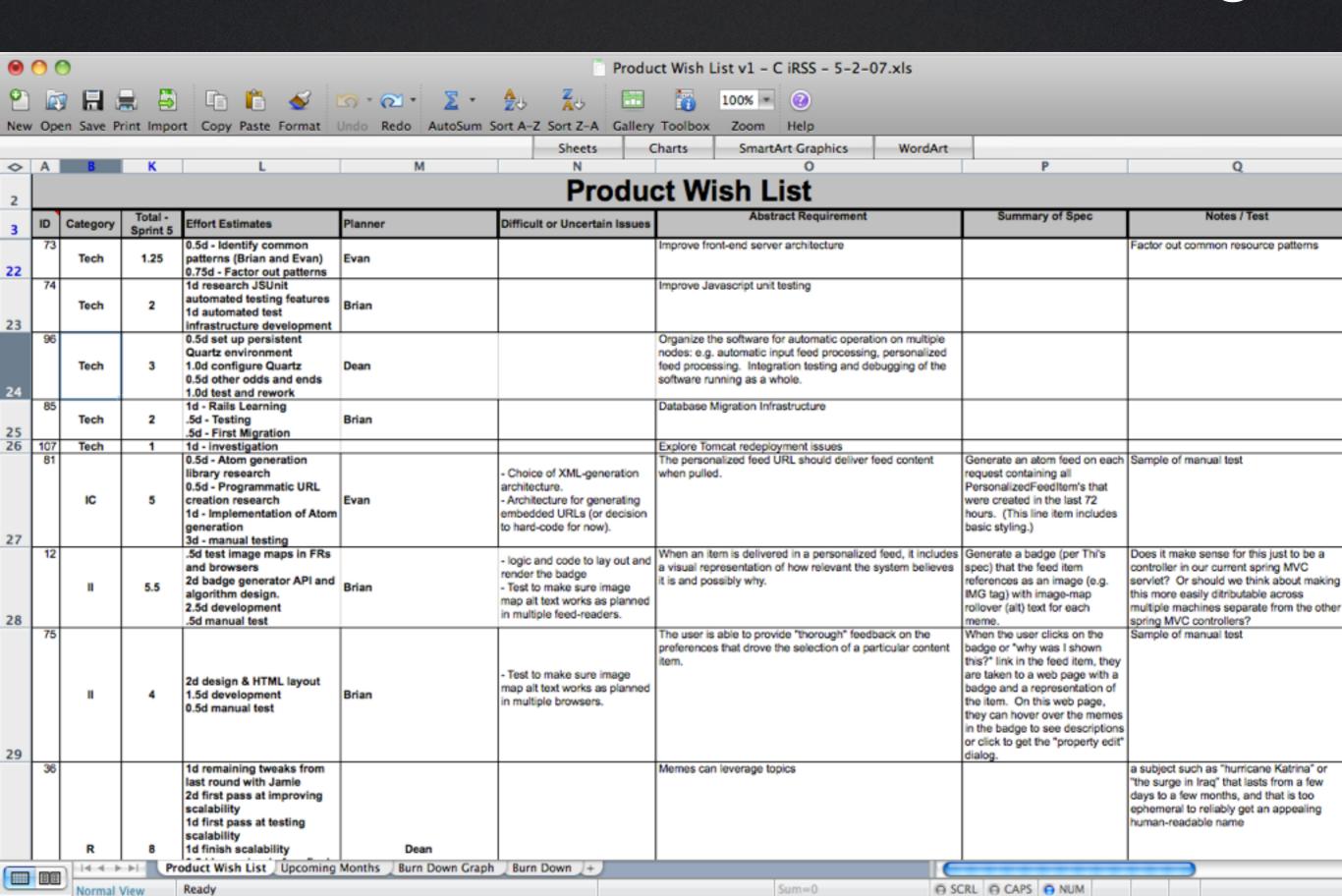
Rough Estimates of level of effort to complete (not all estimates need to be equally thorough / higher priority can be more thorough)

Ultimately Product Owner sets the priority

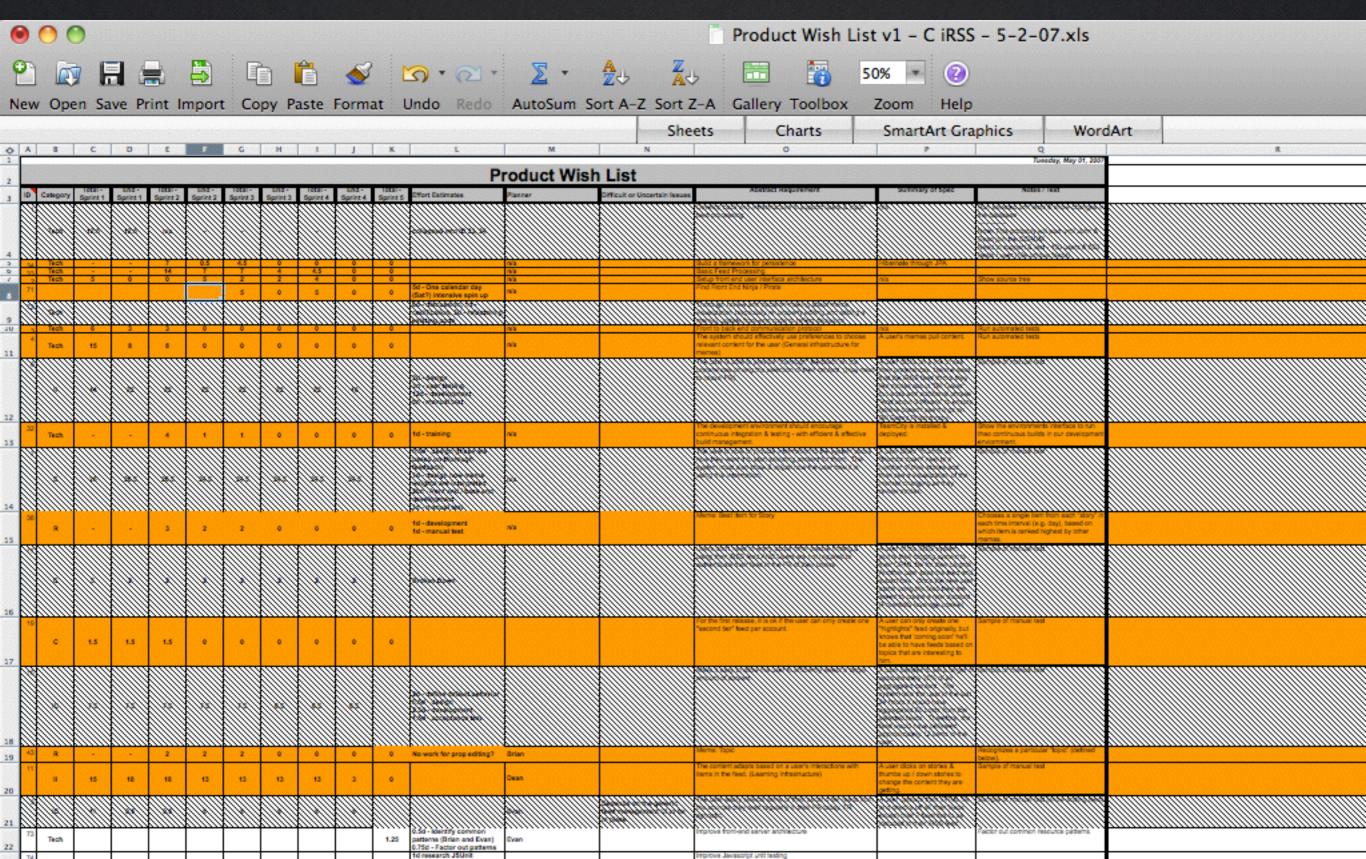
Any one (customer, employee, board member, advisor) can add to product backlog

Should be shared with the full-team

### Product Backlog



## Product Backlog

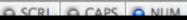


**● ○ ○** Product Wish List v1 - C iRSS - 5-2-07.xls 50% New Open Save Print Import Copy Paste Format Undo Redo AutoSum Sort A-Z Sort Z-A Gallery Toolbox Zoom Help Charts SmartArt Graphics WordArt Sheets φ A B C D E F G H I J K **Product Wish List** 

19 21 6.5d - Identify common patterns (Brian and Evan) 6.75d - Factor out patterns 1d research JSUst automated testing features 1d automated testing features Tech 22 Tech 1d automated test 23 infrastructure develo 0.5d set up persistent Organize the software for automatic operation on multiple nodes: e.g. automatic input feed processing, personalized Quartz environment Tech 1.0d configure Quartz 0.5d other odds and ends feed processing. Integration testing and debugging of the software running as a whole. 24 1.0d test and rework 1d - Rails Learning .5d - Testing .5d - First Migration Tech Choice of XML-generation library research when pulled. ach request containing all 0.5d - Programmatic URL Product Wish List Upcoming Months Burn Down Graph Burn Down 14 4 1 1











## Product Backlog

Tips

Everyone on team should easily be able to see the backlog

I've found one "administrator" helpful logistically

If not using a full scrum tool, you can do this easily in a shared spreadsheet (eg Google Docs)

## Time Box / Sprint

#### Each sprint:

Lasts a defined number of days (time box)

Has a specific set of requirements from backlog allocated to it (defined during "sprint planning meeting")

Has specific goals for the team to achieve (set up front) - "sprint goal"

#### Estimates

All estimates are forward looking

How much will it take to complete this feature / requirement?

Increasing an estimate based on learned complexity is accepted by the team

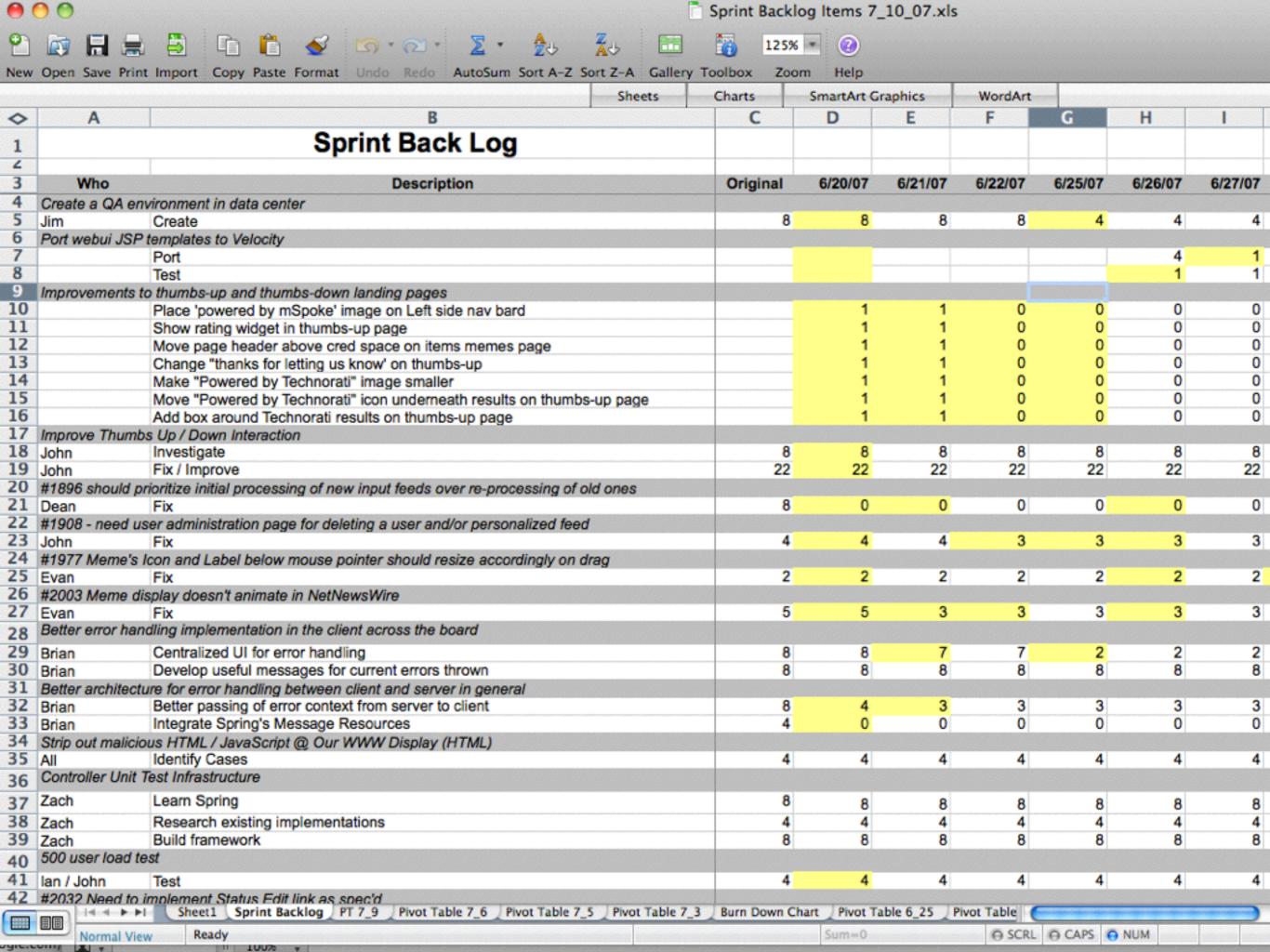
Sprint backlog estimates should be updated regularly

### Velocity / Burn Down

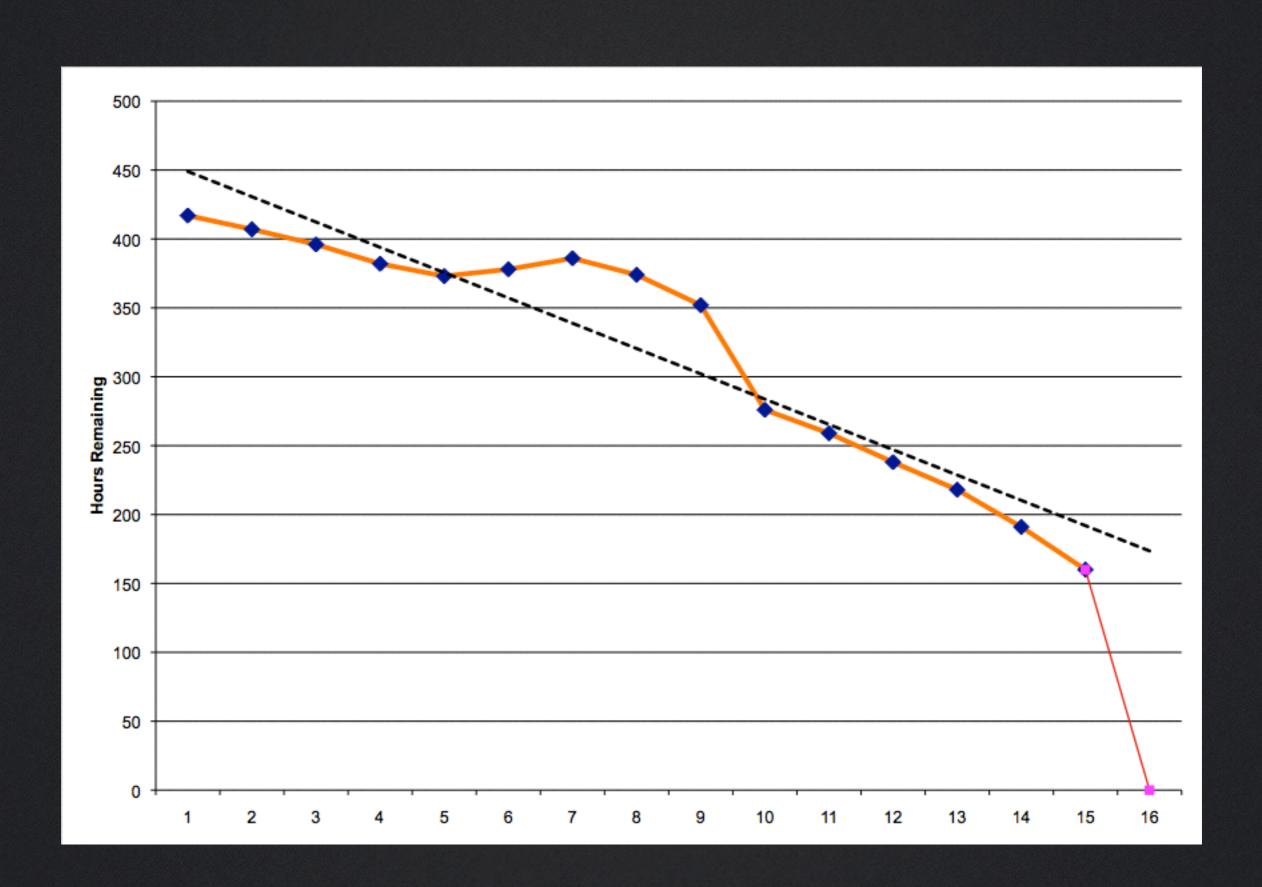
The average decrease in estimates for the total effort / time remaining is a sprint's velocity

Overtime velocity becomes very helpful for planning purposes

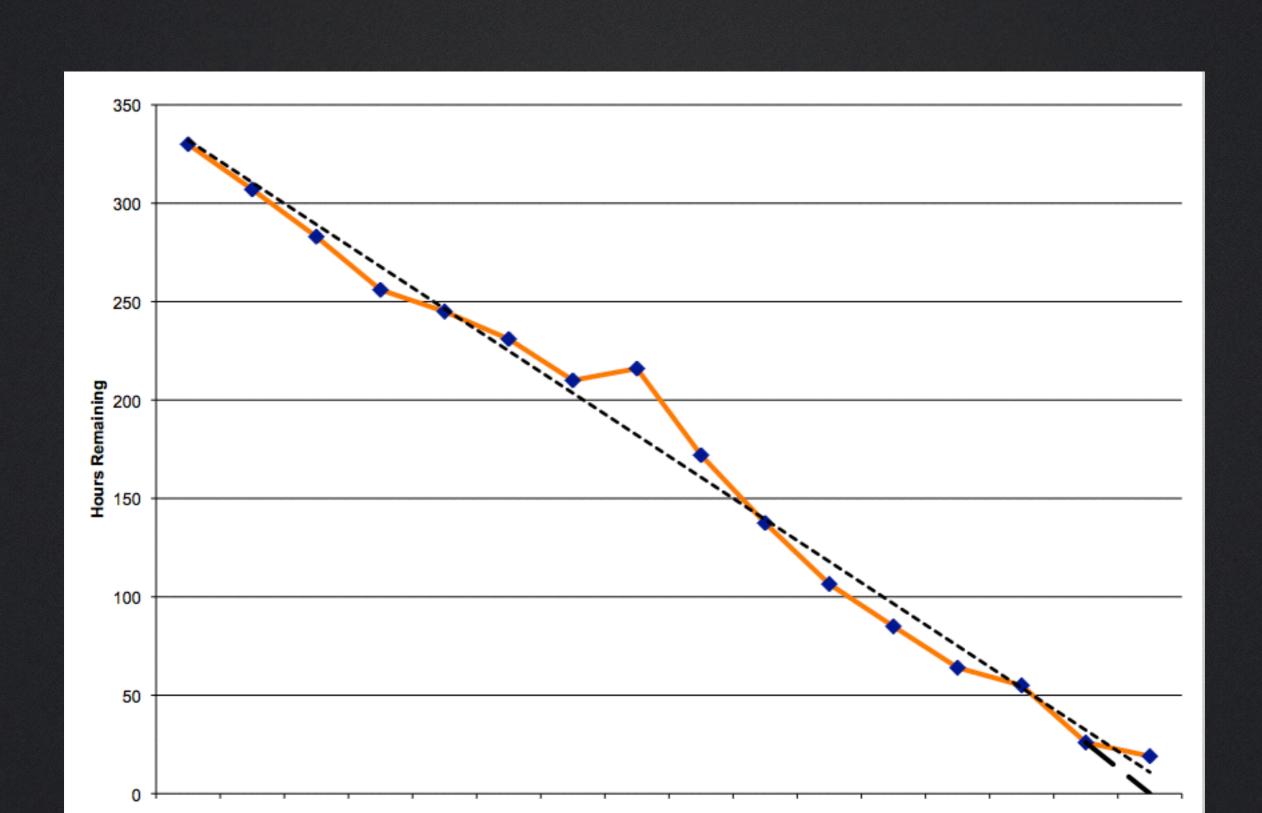
The chart showing daily total of time remaining is called a burn down chart or sprint's signature



## Velocity / Burn Down



## Velocity / Burn Down



## Sprint Review

At the end of the sprint, the team demonstrates what they have built

Compares against the sprint's goals

Retrospective to look for improvements at the end of the sprint

# Thank you

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