

Prepared by Alex Lashford & Ian Walker



WHY ARE WE HERE?





Meeting Structure

- One conversation at a time
- Disruptive Questions
- Timings
- Day by Day Agenda





Introductions

- What's your name?
- What's your role?
- What will your involvement in the project be?
- What do you want to get out of this engagement?





Elevator Pitch

For [target customer]
Who [statement of need]
The [project name]
Is a [product category]
That [key benefit / compelling reason]
Unlike [alternative]
Our product [statement of differentiation]









Project Goal











Tell us about the problem you're trying to solve?

OR

About the service you wish to provide?



Ways of Working



- Project Roles & Responsibilities
- Tools
- Communication (Time Zones)
- 60 Innovations Delivery Process
- Measuring Progress & Reporting



Our Process

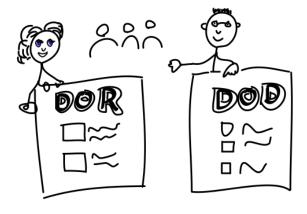
	EVALUATION	INCEPTION	DEVELOPMENT	THE FUTURE
INPUT	 Review of initial inquiry Face to face meeting Larger risk identified Vision of product understood 	 Facetime with stakeholders Requirements gathering Architecture planning Prioritisation High Level Estimation Roadmap 	 Agile SDLC Minimum Viable Product Early feature deployment with continuous integration Identify Handover Requirements 	 Review of deliverables Identify future business needs Inception V2.0 Training
OUTPUT	Indicative cost model	Inception packResponse to RFQStatement of workRAID Log	Stakeholder demonstrations Minimum Viable Product created (MVP V1.0) Updated RAID Log	 Handover training and documentation V2.0 Roadmap
	Innovate - Perform - Deliver			-00



Story Clarity

Definition Of Ready

Definition Of Done





Project Neighbours & Dependencies



- Who is depending on us?
- Who are we depending on?
- How do we talk?
- What are the dependencies?



Checks & Balances

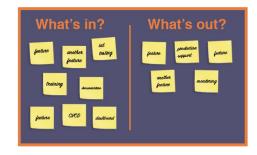


What's Most important?

- Time
- Cost
- Quality
- Scope







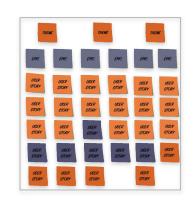


HEIST Planning



- High Level Recap
- Scoping Session
- Story Workshop
- Heist Calls Game

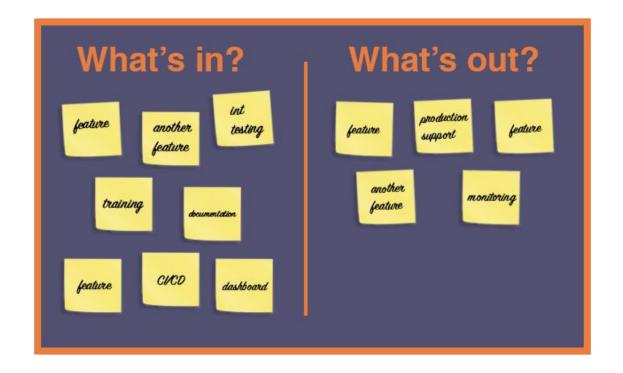






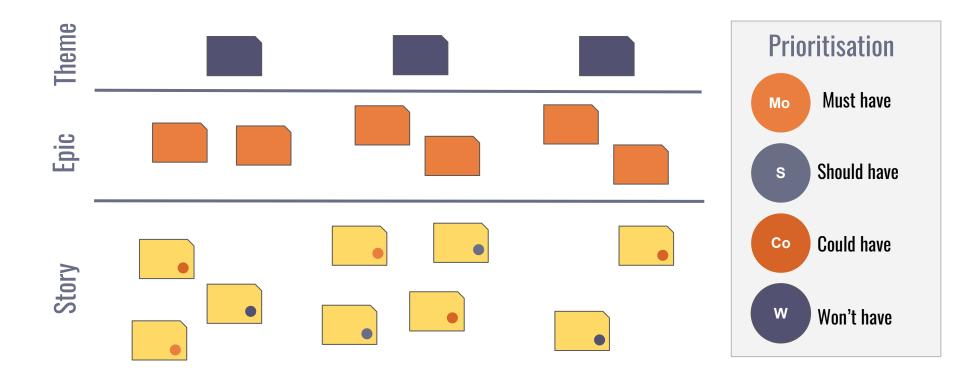


Scoping



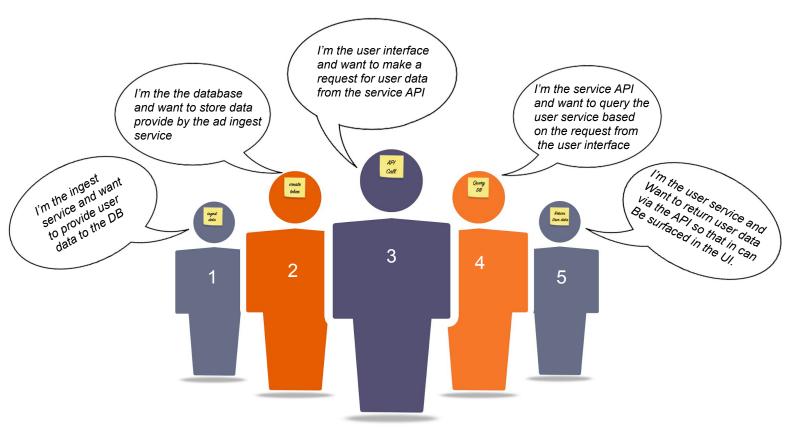


Story Workshop



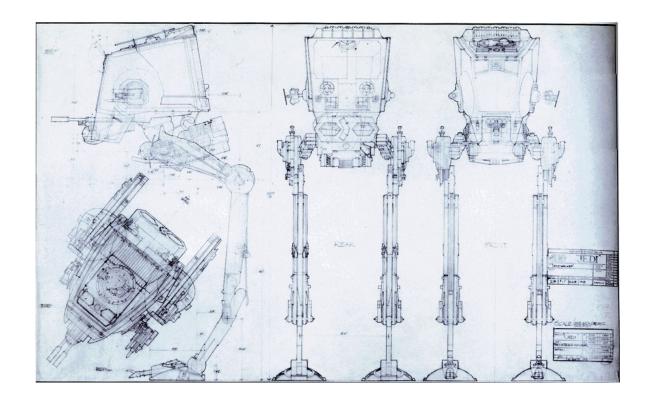


HEIST CALLS GAME





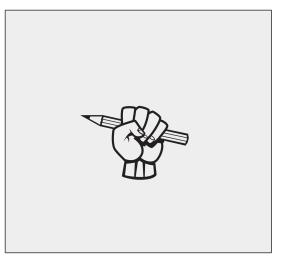
Technical Deep Dive



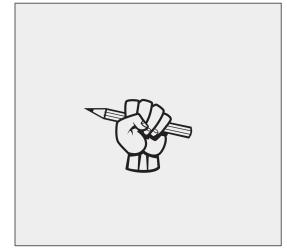


Architecture

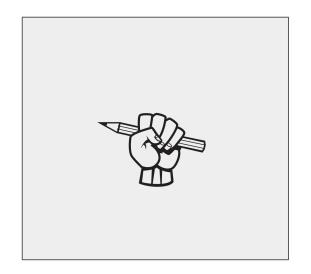
Current



Proposed (MVP)



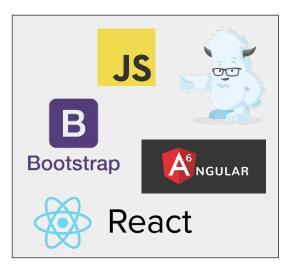
Future





Technology & Tooling

UI / UX



Backend

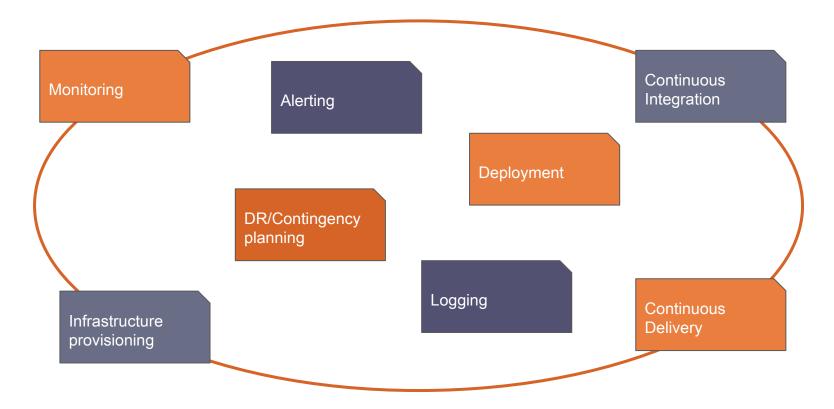


Infrastructure





Infrastructure & Operations





Roadmap The First Plan

- By Sprint?
- By Milestone?
- By Functionality?
- How do you measure yours?





Risks



- What are they?
- How do we mitigate?
- How often do we check?





What Happens Next?

- We Create an Inception Pack for acceptance
- Do we create a Project Backlog in JIRA?
- Do we plan likely dates for sprint Zero?