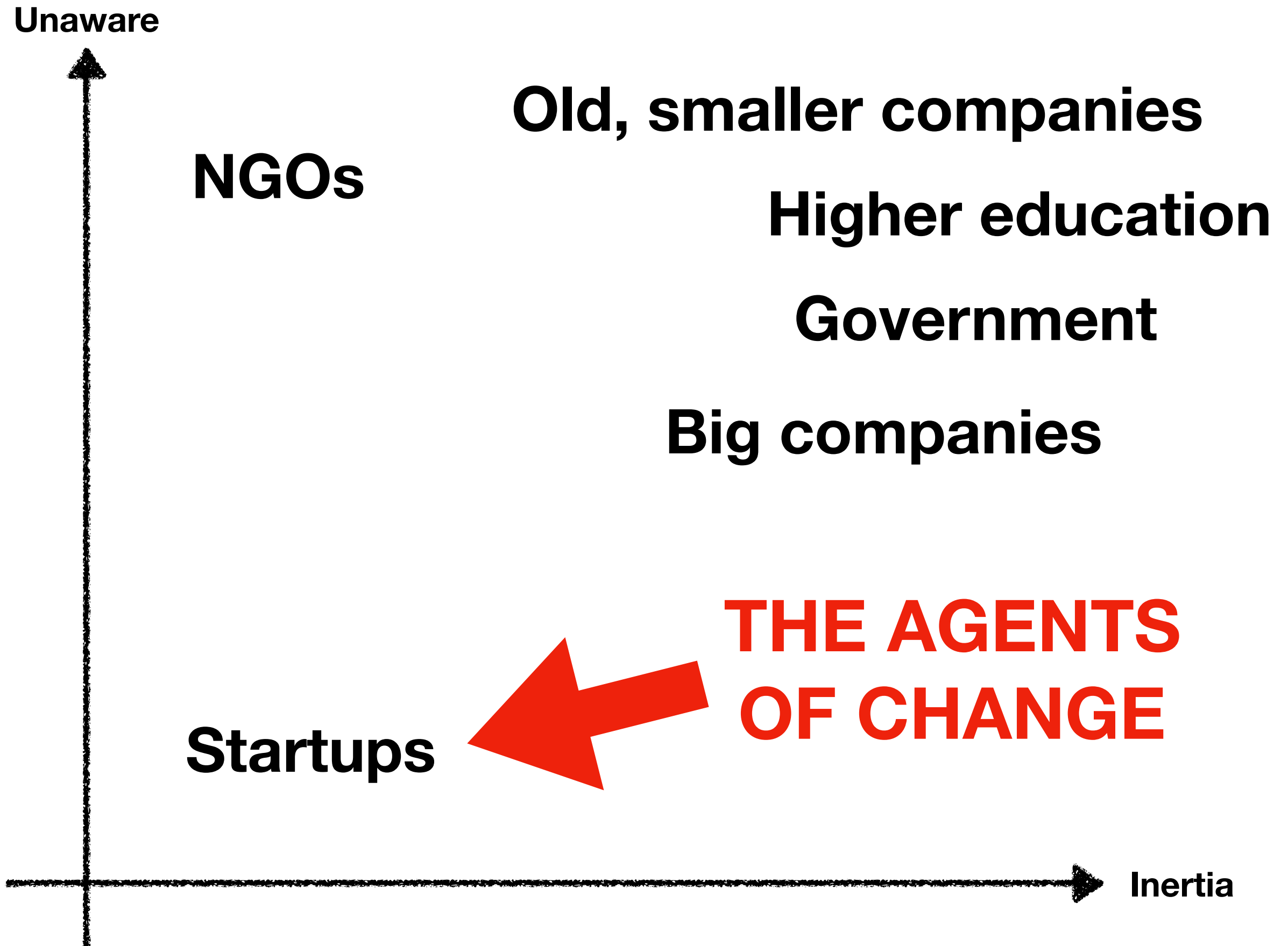


Requirements done Right

Hampus Jakobsson
@hajak

Most of the time spent in projects is waste.

- **Building unnecessary features**
- **Maintaining above features**
- **Confusion**

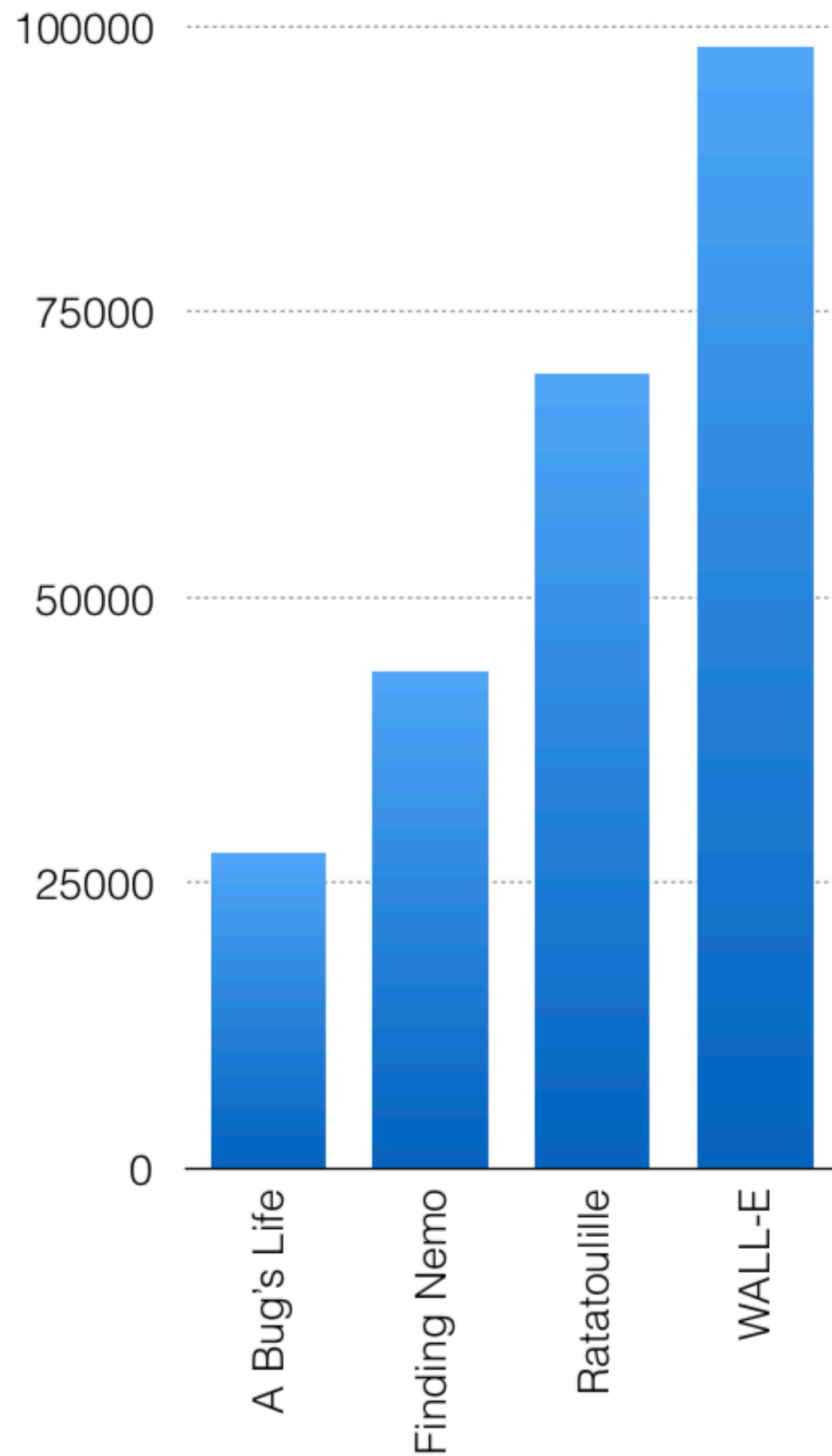


80% is bloat.

But which 80%?



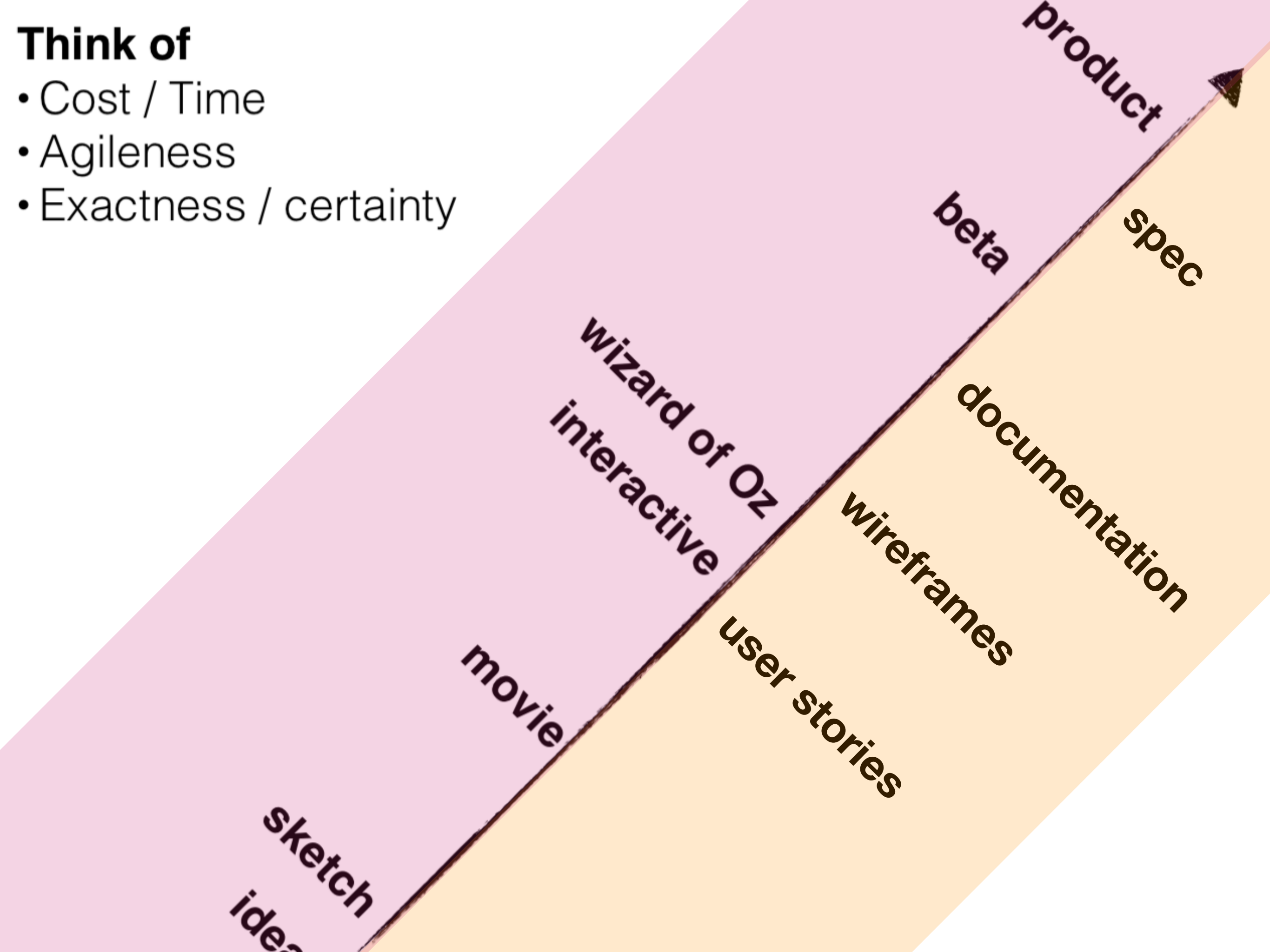
Storyboard iterations per movie



Preto/Prototyping

**“First seek to understand,
then seek to be understood”**

Documentation
Communication



How to find a product

1. Talk to users
2. Talk to users, because you really didn't
3. Write down your assumptions
4. Solve one thing - find a real pain
5. Question the pain
6. Find alternative solutions
7. Talk more to users
8. Mock a solution - show to users
9. Duck tape a shitty solution
10. Test if people are happy to use it
11. Fake a better solution
12. Talk more to users
13. Build a beta

Preto/Prototyping

**“First seek to understand,
then seek to be understood”**

Documentation
Communication

Read more

- **Nail it then scale it**
- **The Mom Test**
- **Lean Startup**