Sprint week

Map
- Set a sprint goal & questions AM
- Create a map AM
- Ask the experts PM
- Choose a target moment PM

Sketch
- Lightning demos AM
- Sketch solutions PM
- Find interview customers for Friday All day

Decide
- Critique solutions AM
- Choose a solution AM
- Create a storyboard PM

Prototype
- Create a prototype All day

Test
- Interview customers All day
- Watch & learn All day

Problem Challenge definition Stack of solutions Prototype storyboard Realistic prototype Evaluated solution

The challenge

Sprint goal
- e.g. “To make something awesome in 12-18 months”

Key metric
- How will you measure success?

Sprint questions
- e.g. “Will customers pay for this?”

Audience
- Who are you targeting?

Target moment
- Where is the greatest risk/opportunity?

Don’t forget!
- Breaks & lunch
- Snacks
- Timekeeping (set a timer to keep on schedule)
- Housekeeping (using mobiles, computers etc)

Download this canvas
clearleft.com/services/design-sprints