



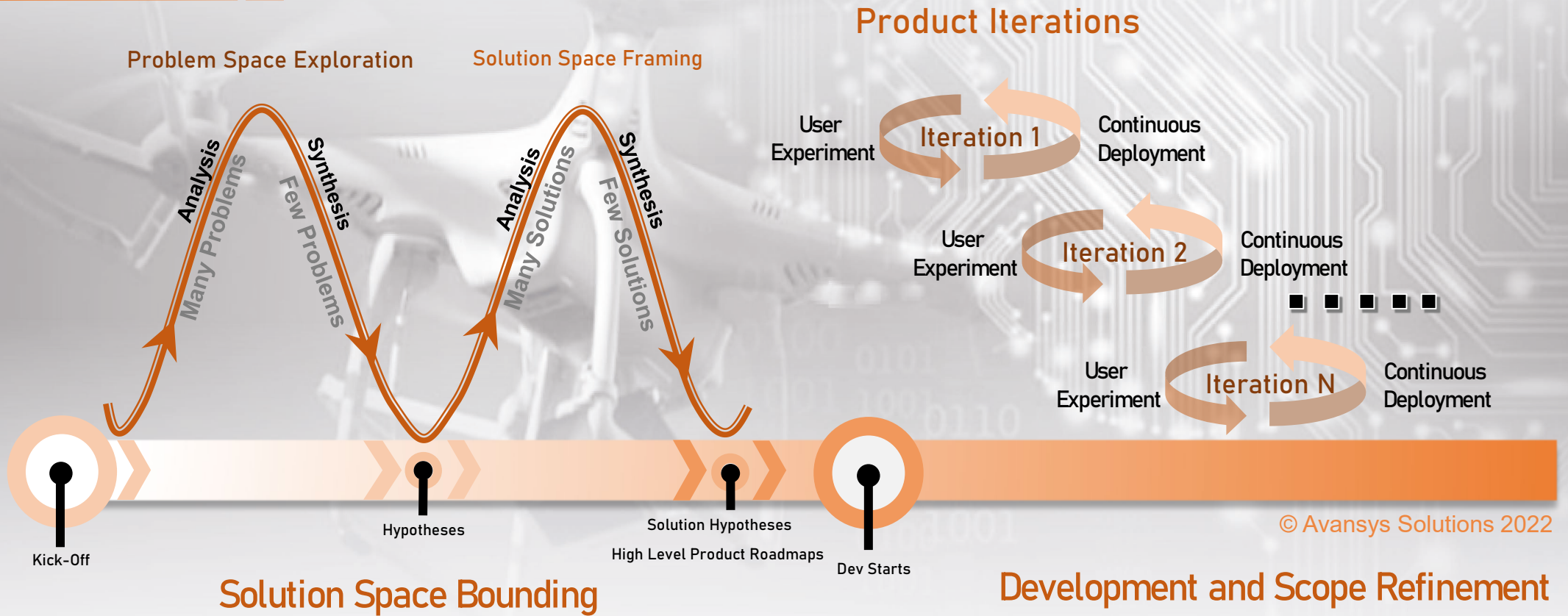
Overview

Rapid Development and Deployment (RDD)

Summary

- Rapid Development Life Cycle
- Discovery and Framing
- User Experiments
- Continuous Deployment
- Story Flow and State
- Key team roles

RDD Overview



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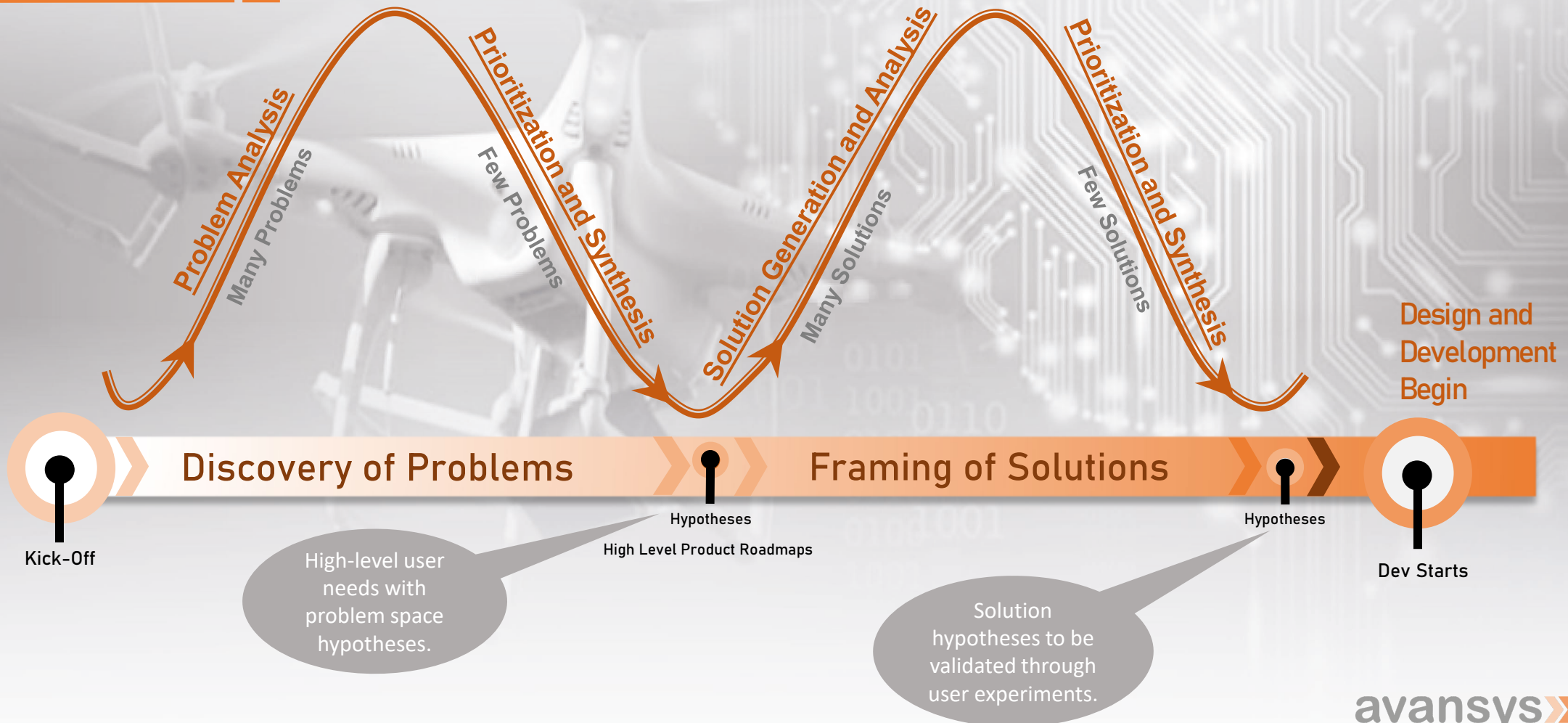
Solution Space Bounding

Discovery and Framing Key Activities:

1. Discover as many problems as possible first
2. List and prioritize discovered problems
3. Generate solutions to those problems
4. Eliminate and prioritize solutions

Problem Space Exploration

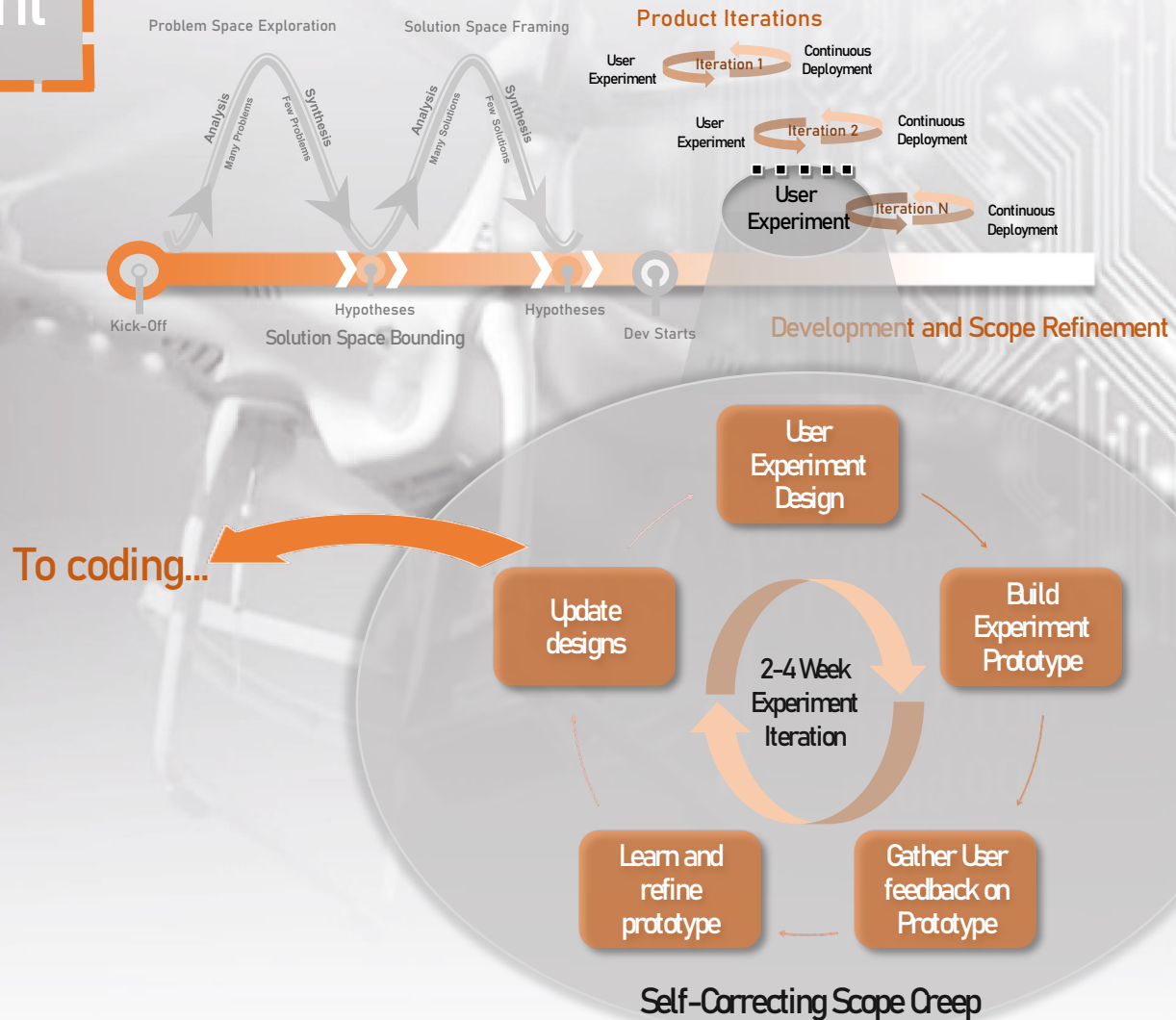
Solution Space Framing



Development and Scope Refinement

User Experiment Key Activities:

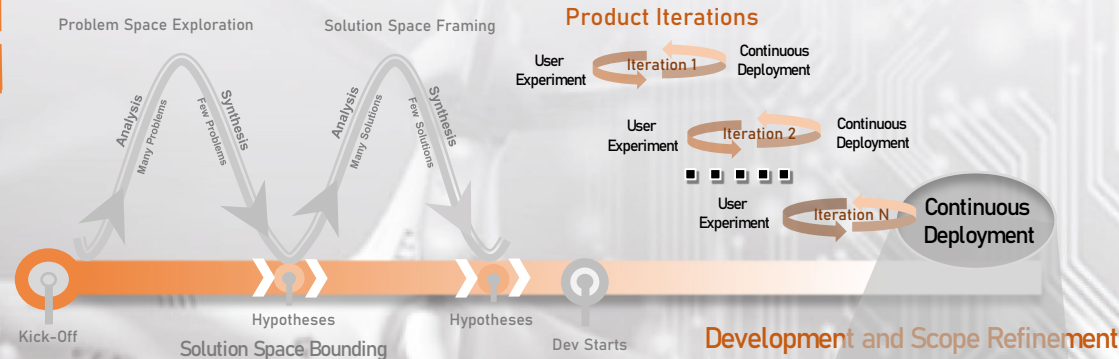
1. Analyze users and personas
2. Define Assumptions and Hypotheses
3. Prepare Interview focus questions
4. Discover and document insights
5. Document and track experiments



Development and Scope Refinement

Continuous Development Key Activities:

1. Create Epic tied to a Functional Area from Product Roadmap
2. Create a story identified and defined in User Experiments
3. Move User Stories to Backlog and prioritize them
4. Review and Estimate User Stories
5. Assign a developer
6. Code, test, **release** (weekly frequency)



...from User Experiment



“Fluid” backlog - no hard rules when Epics can be added.

Stories written to be independent of each other.

Smallest story size that deliver value take backlog precedence.

Each story is acceptance tested individually as part of deployment.

Self-Sufficient Deployment Stack

Story Flow and State

STORY FLOW

1. Epic
2. Icebox (Not ready to be prioritized)
3. Backlog (Unscheduled)
4. Iteration (Dev Assigned / Scheduled)
5. Release

STORY STATE

1. Start
2. Finish
3. Deliver
4. PO Accept/Reject
5. If Rejected, back to Start state

Key RDD Roles

- **Product Owner** – prioritizes business need
- **UX / UI Design** – maps user needs
- **Engineering** – coding and deployment
- **Solution Architect** – frames architectural approach in D&F