Early Stage Startup Product Development

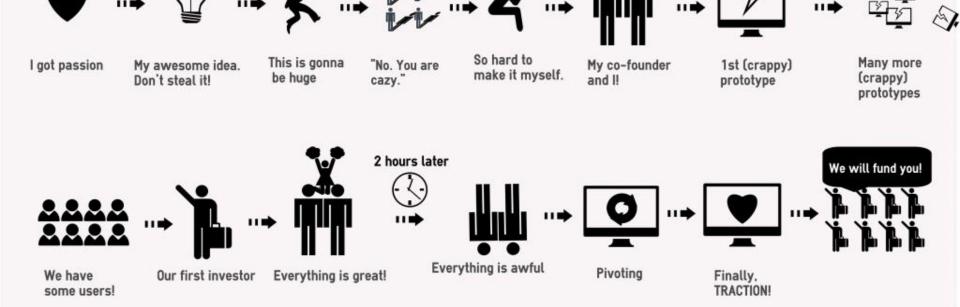
Vladan Petrović

CTO/Co-founder @Pubsonic

- Full stack senior software developer
- Entrepreneur
- Marathon runner
- ICT Hub Mentor,
 Blackbox Ambassador









StartUp

- What its product is?
- Who its customers are?
- How to make money?

As soon as it figures out all 3 things, it ceases being a startup and becomes a real business.

Except most times, that doesn't happen...



Dave Mcclure

Top 5 Mistakes in Product Development

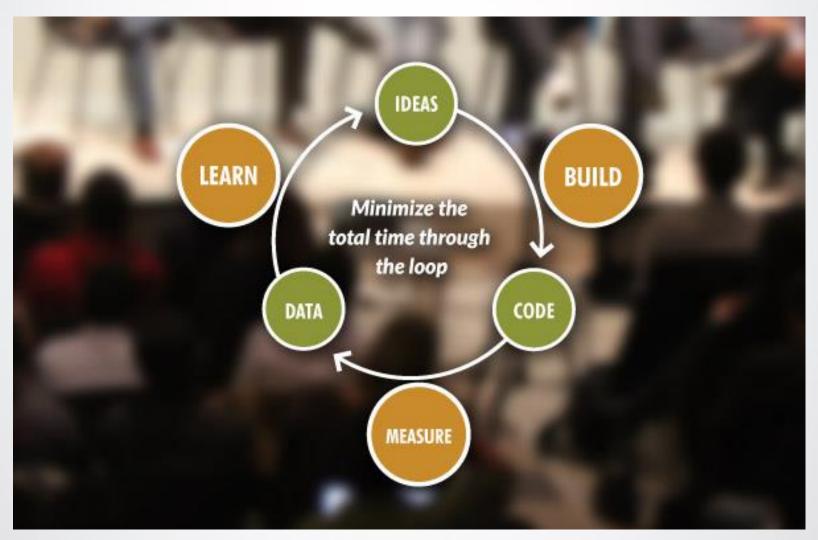
- 1. Focus on "your solution", not "their problems"
- 2. Not talking to customers and basing features on their needs
- 3. Chasing the competition
- 4. Not measuring results; AARRR metrics; collecting feedback
- 5. Develop too many features, say NO to features!

...Dave Mcclure on Early Stage Product Development

- Find as tight niche as possible!
- Experiment with very define demographics that has very specific need you can test you product against!
- Minimally solve it as quick as possible!

Because you're probably going to be wrong!

Product Development Methodology

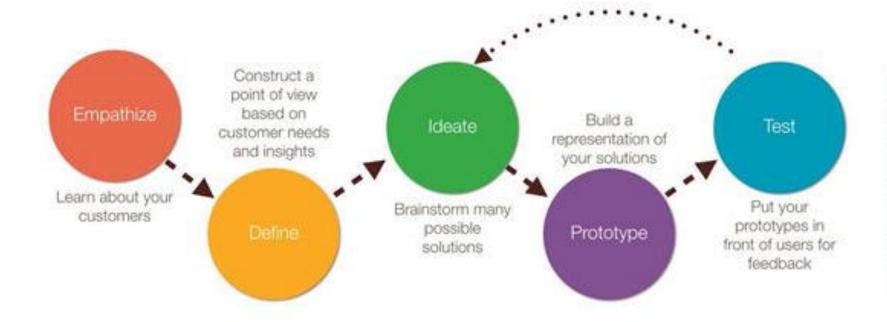


Product Development PRINCIPLES

- 1. Talk to your customers!
- 2. Choose features from top customer suggestions
- 3. Use UI/UX design process to define features
- 4. Build the features in iterations
- 5. Discover problems by talking to customers
- 6. Determine Product Market Fit with an MVP
- 7. Measure results! AARRR metrics
- 8. Talk to customers, build, iterate, improve, SELL!

Design Process

the ux design process





"I've learned that people will forget what you said, people will forget what you did, but people will never forget how you made them feel."

Maya Angelou

MVP Questions / Planning

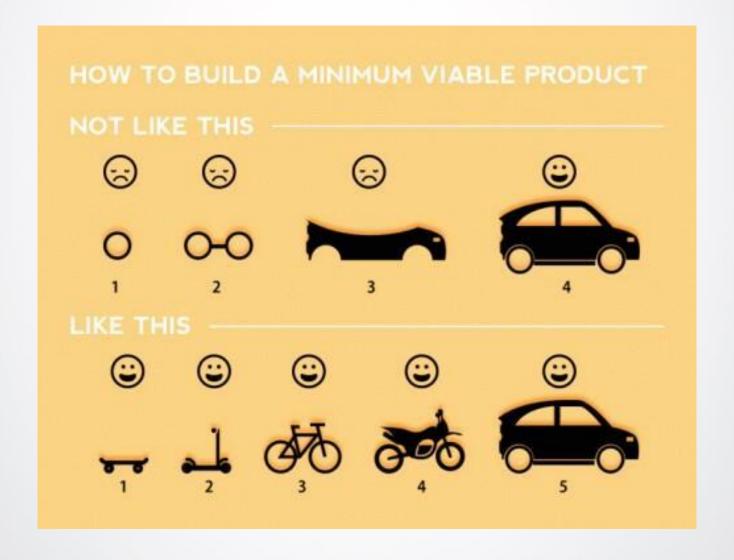
- 1. Who are the early adopters with high impact?
 - -> Define their personas
- 2. What are "all" features you can think of?
 - -> Identify Epic features
- 3. What is an objective with MVP release?
 - -> Document hypothesis you're testing
- 4. Which Epic features are required for MVP?
 - -> Prioritize Epic features

Product / Market Fit

Market Fit
Discovery > Validation
> Efficiency > Scaling

Problem Fit Product Fit

Build in fully functional iterations



Product should always impress customers, while back-end doesn't need to be work of art



Agile Sprint Iterations

- 1. Break tasks into "half a day" size
- 2. Define full **backlog** of tasks / stories
- 3. Organize next tasks into 2-3 week(s) Sprints
- 4. Prioritize development
- 5. Check daily progress
- 6. Do **Sprint Demo** at the end of Sprint
- 7. Release, Get Feedback, Repeat

Deployment

- Your engineers must have a <u>deployment process</u> in place
- Roll back to previous version should be possible
- Use <u>continuous integration (CI)</u> and source control system
- Make sure it works
- Always deploy product before marketing / PR

MVP Launch

"The best launch is if you have a product that other people like using so much that they tell other people about it."

Launch

Robert Scoble

MVP Facts

- It will have bugs and rough edges
- If it doesn't, you've waited too long
- If it takes too long, CUT features, DON'T think of hiring more engineers
- It will impress customers <u>if you've done your</u>
 validation right

Pirate Metrics - AARRR

- 1. Acquisition How do users find you?
- 2. Activation Do users have a great experience?
- 3. Retention Do users come back?
- 4. Referral Do users like us to tell others?
- 5. Revenue Do users par for it?

Customer Support - SDD

Support
Driven
Development

Everyone should do customer support

Creator Supporters

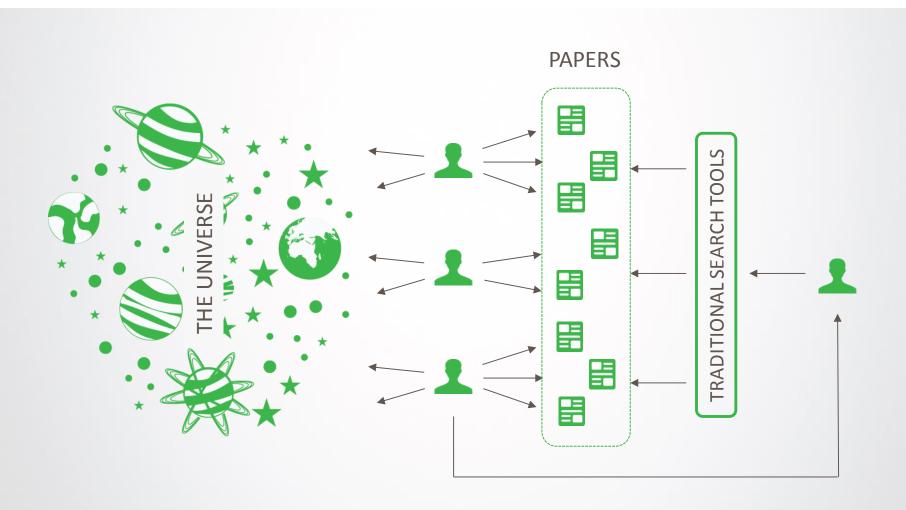


Example

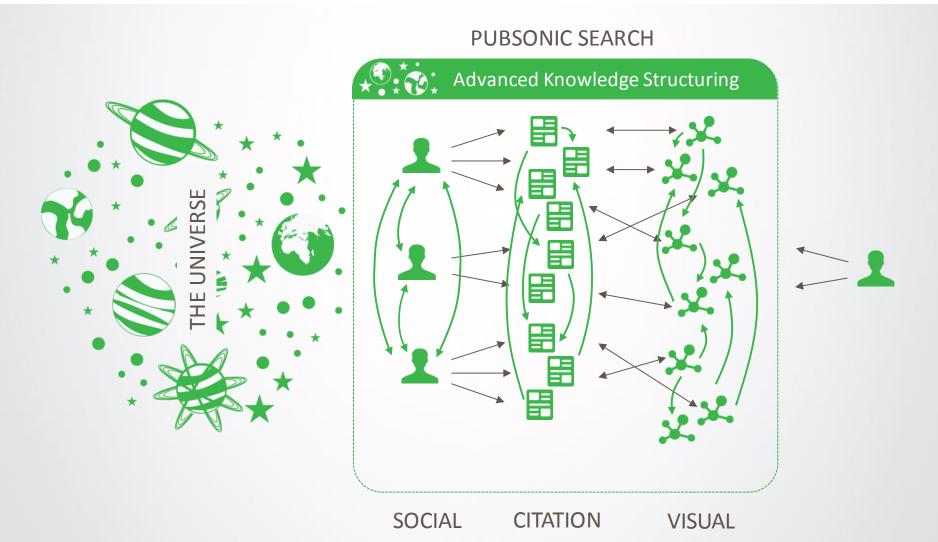


Accelerating research through revolutionary search technology and workflow tools

Academic Search



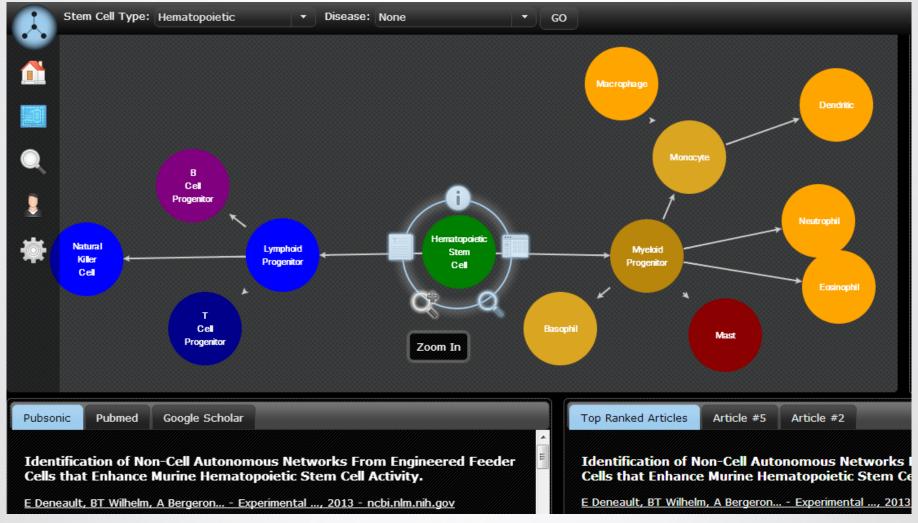
Much more is possible



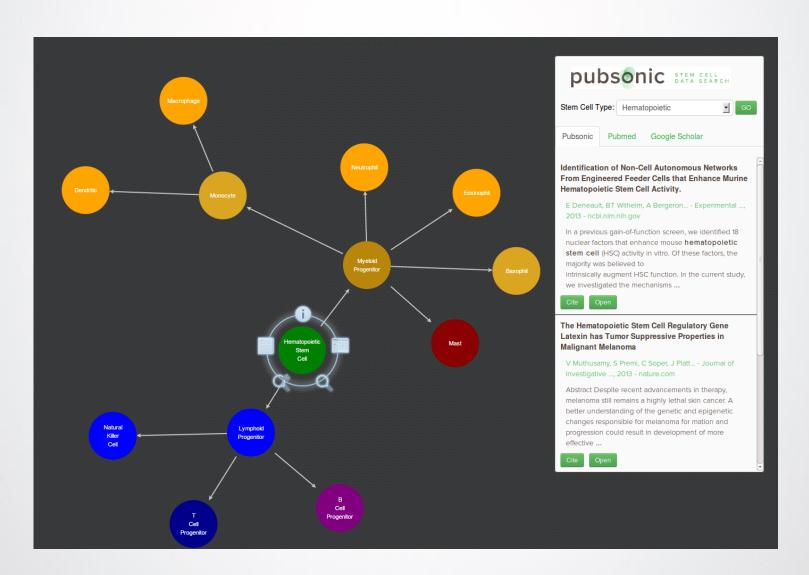


Prototype Development

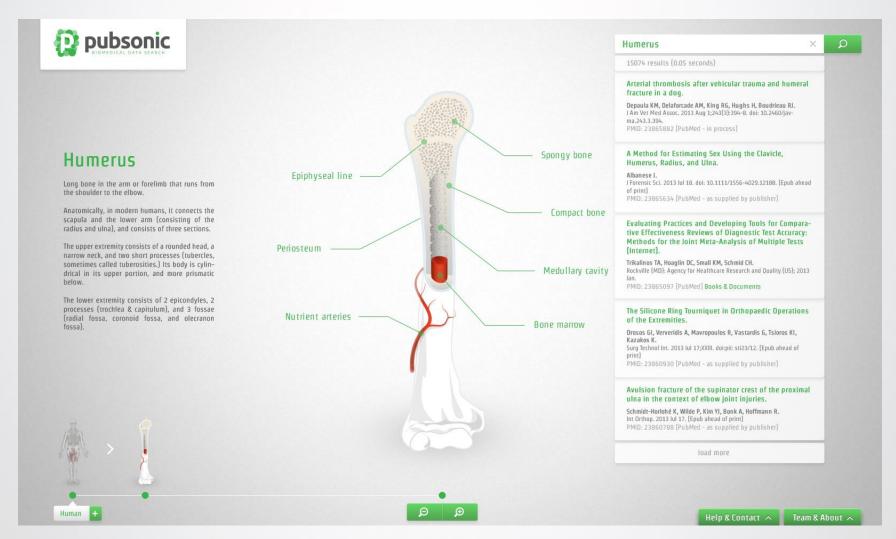
Prototype version 0.0.1



Prototype version 0.0.2

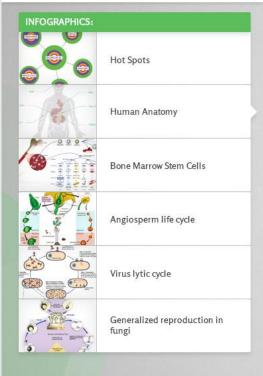


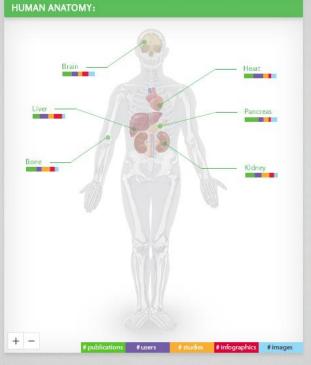
Prototype version 0.1

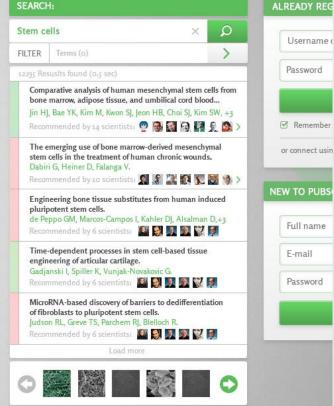


Prototype version 0.2









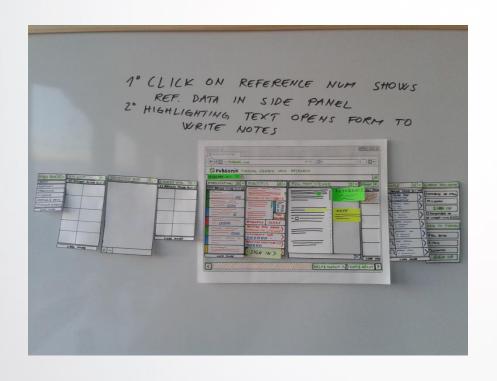


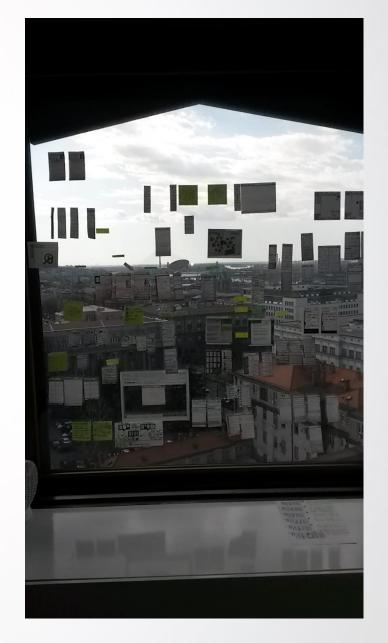






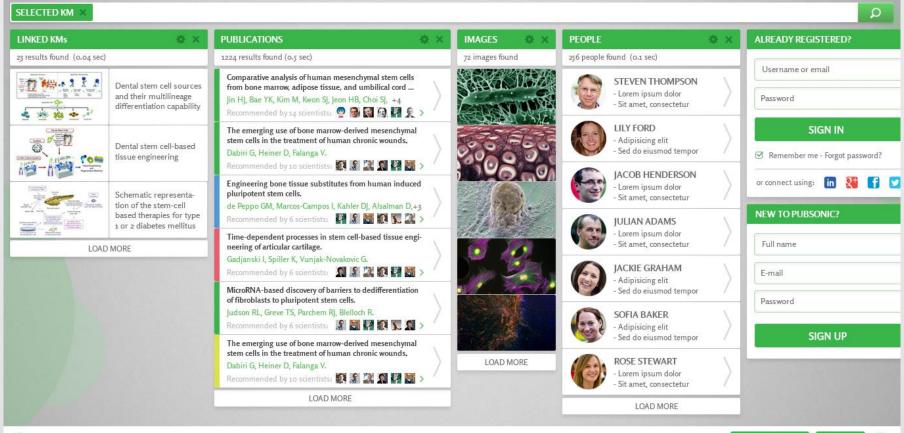
Prototype version 1.0 sketching





Prototype version 1.0



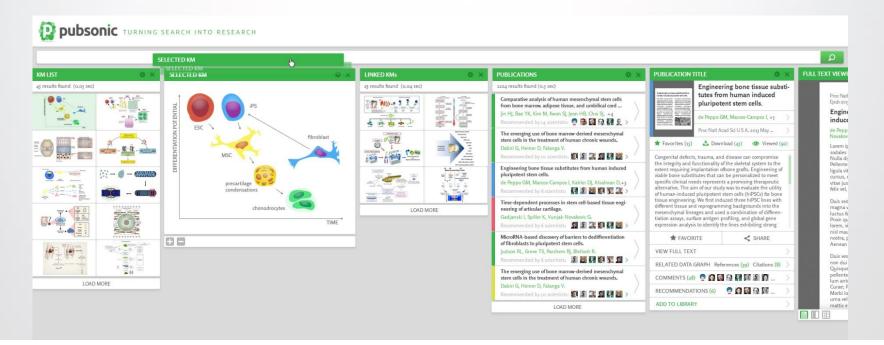


The Pubsonic Solution

Fast, intuitive visual exploration of crowd sourced infographic knowledge base

Continuous real time updates

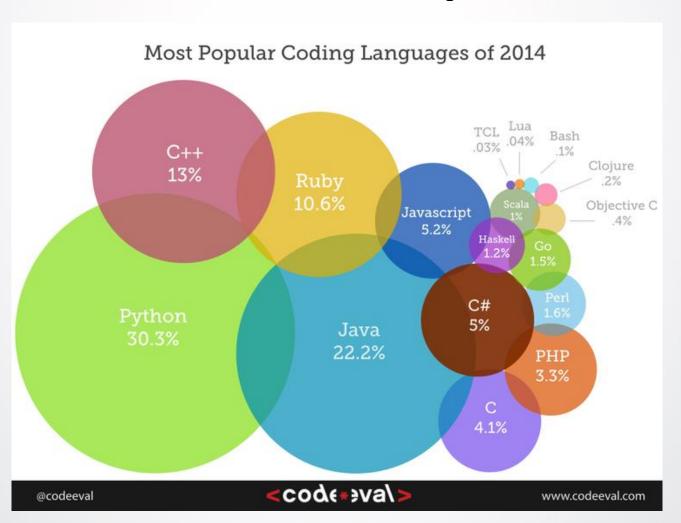
Multidimensional search: text + visual + citation graph + social Integrated science information management, writing & collaboration tools





Product Development Toolbox

Best Programming Languages for Product Development



Which tool to choose?



Which Tech Stack to choose?

- MEAN Stack? (Node.JS / JavaScript / MongoDB / Express / Linux)
- RAD Stack? (Ruby On Rails / JavaScript / Linux)
- Big Data Stack? (Java / NoSQL / Linux)
- Linux Enterprise? (Java EE / Oracle / Linux)
- Windows Enterprise? (.NET / C# / Windows)
- iOS native? (Objective-C / Swift)
- Android native? (Java)

Factors in Selecting a Tech Stack

Developers availability

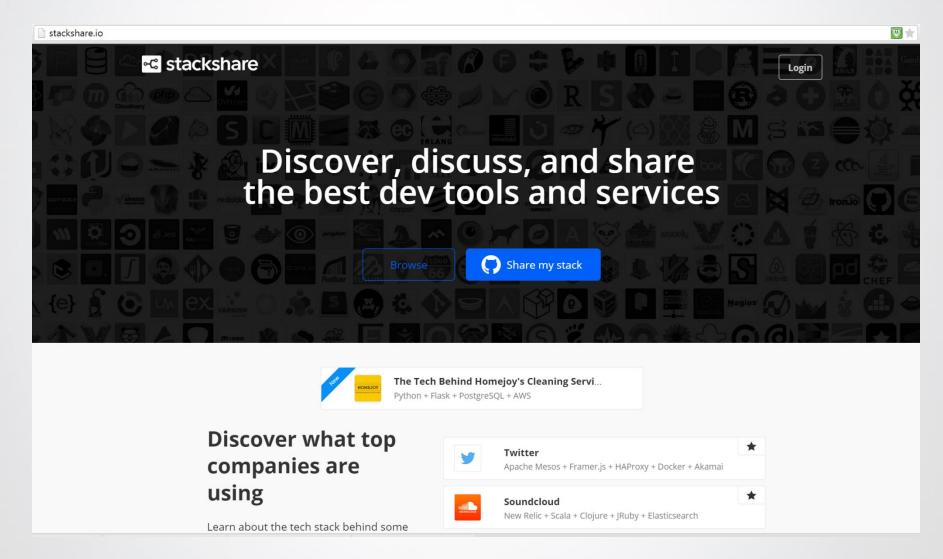
Do you know any developers that can help? Can you get them as consultant or full-time?

Infrastructure Requirements

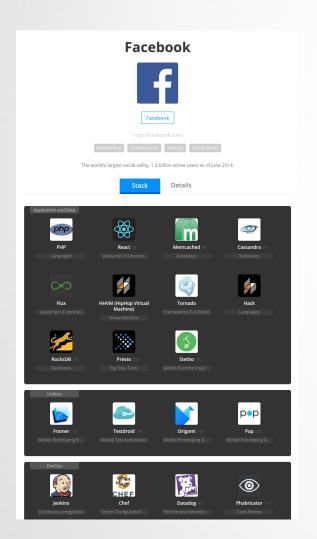
Some stacks are "heavier" and more expensive than others

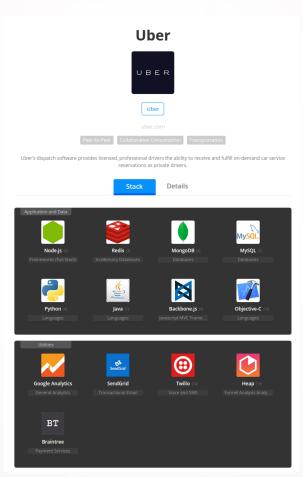
Some are better for earlier stage and some for late stage

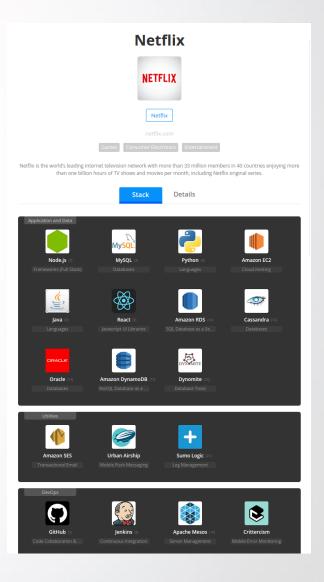
StackShare - best dev tools & services



StackShare examples







Startup Business Tools?

Essential Tools for Your Startup Business





Tools, Environment & Technology value

Web Application Hosting



Google Cloud Platform

Google App Engine

What is App Engine?

App Engine Features

· Pricing and Quotas

Downloads

- · Python
- ' Java

Runtime Environment

- Managed VMs Beta
 Handling Requests
- ▶ Java Tutorial
- ▶ Modules
- Storing Data
- ▼ Services

Overview

- App Identity
- ▶ Capabilities
- ► Channel
- ► Google Cloud Endpoints
- ▶ Images
- ► Logs
- ► Mail
- ▶ Memcache
- ► Multitenancy
- ▶ OAuth
- ▶ Prospective Search Alpha
- Search
- SMS and Voice

Sockets

- ▶ Task Queues
- ▶ URL Fetch
- ▶ Users
- ► XMPP

Google App Engine: Platform as a Service

Google App Engine lets you build and run applications on Google's infrastructure. App Engine applications are easy to create, easy to maintain, and easy to scale as your traffic and data storage needs change. With App Engine, there are no servers for you to maintain. You simply upload your application and it's ready to go.

Guided Quickstart

Immediately create and run a sample app in the cloud immediately using our guided quickstart. Starter code is offered in Python, Java, PHP, and Go, highlighting popular frameworks like Flask, Django, and Bottle.

Begin Quickstart

Try a tutorial

Once you have tried the quickstart, try building a guest book application on App Engine. This tutorial highlights core App Engine features.

- In Python with webapp2 and Jinja2.
- In Java with maven.
- . In PHP with Cloud SQL.
- · In Go with the html/template package.

Start your engine!

Click on your favorite language and go right to the developer's guide, where you'll find everything you need to know about creating, deploying and managing an app in the cloud.









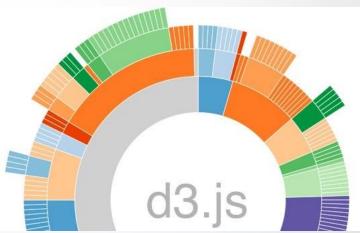


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Frontend Tools

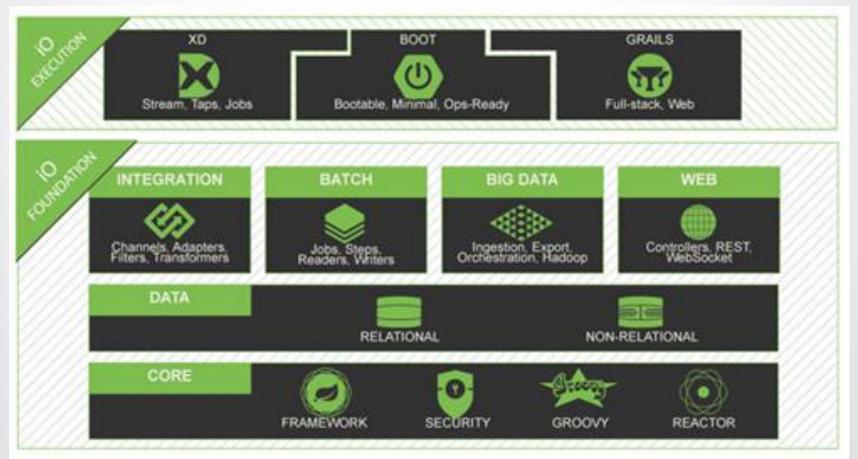






Backend Tools





Technology Value

"Any sufficiently advanced technology is indistinguishable from magic."

Arthur C. Clarke

Product Development Summary

- 1. Start lean (and mean)
- 2. Get to MVP as soon as possible
- 3. Iterate, measure, talk to customers
- 4. Don't over-engineer
- 5. Prioritize always, your plan will change
- 6. Spend investment money like you're spending your money



"Life's too short to build something nobody wants"

Ash Maurya, Running Lean

Thank You!

Any questions?

Contact info:

vladan.petrovich@gmail.com
@vladanpetrovic
rs.linkedin.com/in/vladanpetrovic