

mind vision

Realise the benefits of innovation

The MindVision Project Pathway

*How MindVision will protect and help you while
making your vision come true*

[Begin](#)

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Introduction

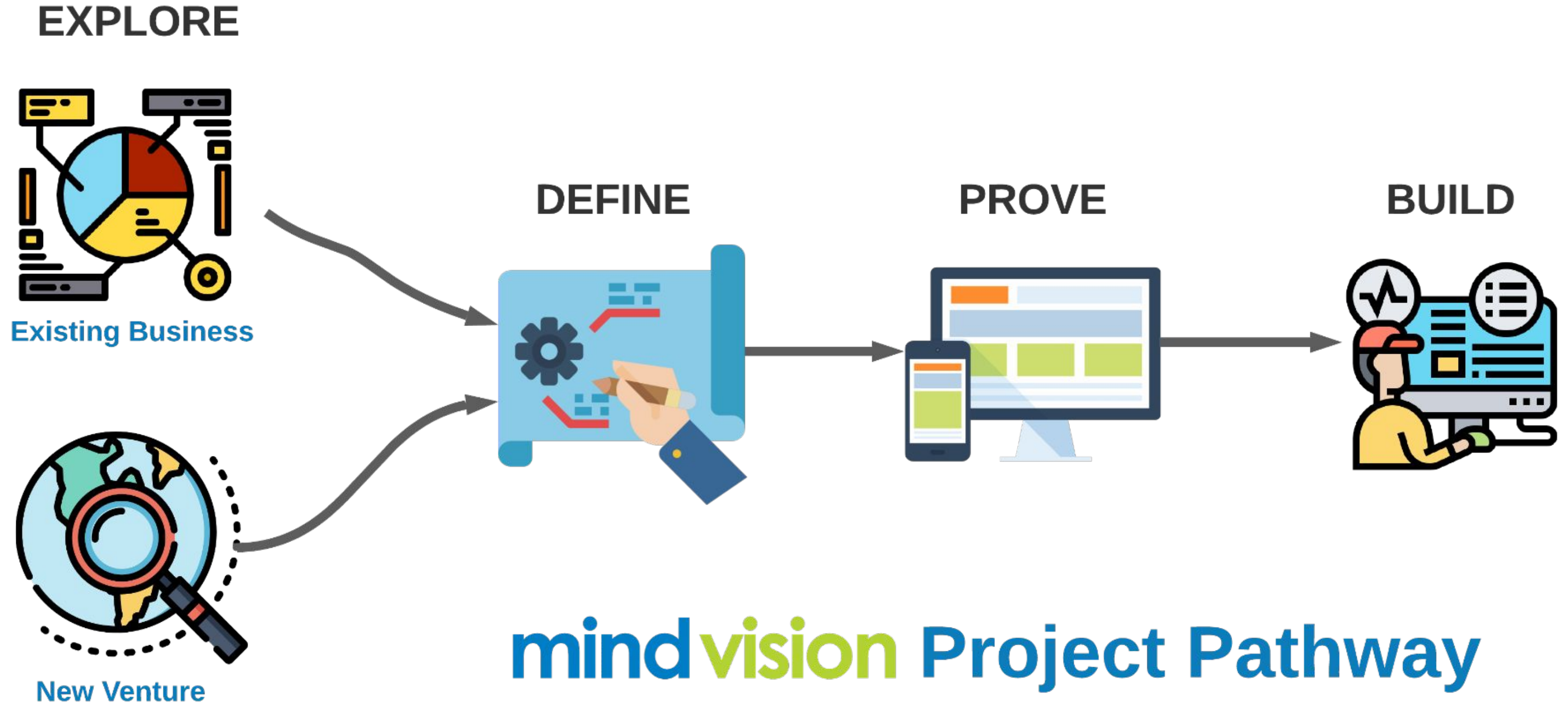


The MindVision Project Pathway has been developed over 25 years to particularly suit small to medium business who typically lack the in-house skills and capacity to manage an IT project.

The benefit of the MindVision Project Pathway are:

- Client exposure and risk is minimised throughout
- Initial project exploration produces a budget forecast for a quick “stop now” or “push on” decision.
- Emphasis is on visual expressions of the project definition for maximum shared understanding
- Informed cost estimates are prepared when the project is fully defined.
- Commitment is not final until definition is complete and there is a high confidence of costs.
- Clickable prototype with final visuals gives stakeholders clarity on final result

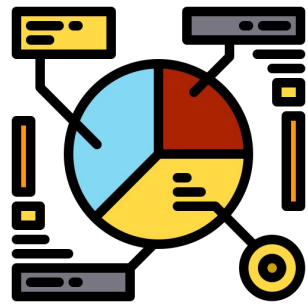
MindVision Project Pathway



MindVision Project Pathway

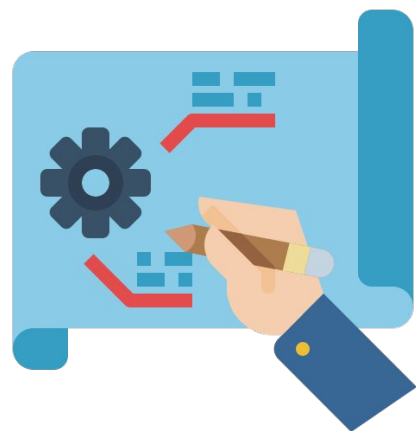


Explore



Project exploration is fleshing out the underlying concept to get from idea to potential product. The focus is on establishing clarity and shared understanding. An important outcome is a budget forecast. This is a reasonable indication of what it will take to make the project into a reality. It informs the decision of “stop now” or “push on”.

Define



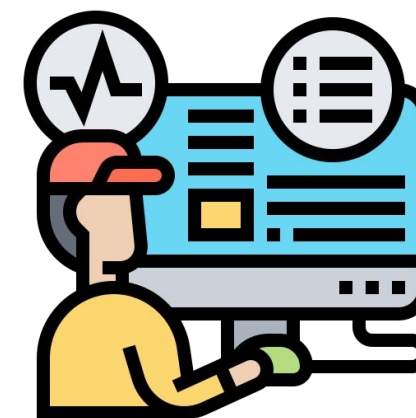
At the completion of the definition phase, all visible and operational aspects of the project are fully specified and documented. There is high confidence of project costs with clear deliverables. The project can be committed to and work can be assigned to programmers.

Prove



Despite all of the visuals created in the design phase, there is no better communication than a clickable screen. At the end of proving, the product is workshopped to identify anything overlooked and verify the programming direction.

Build

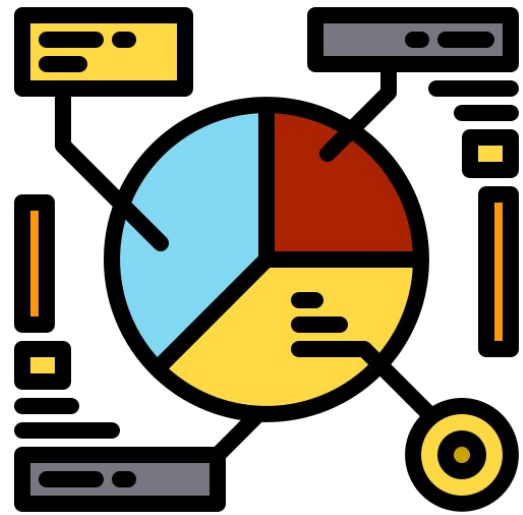


Build is making the prototype that everyone understands come true. Depending on the size of the project, there may be sub systems that can be completed and tested independently. Progressive client testing is preferred whenever practical.

Project Pathway: EXPLORE

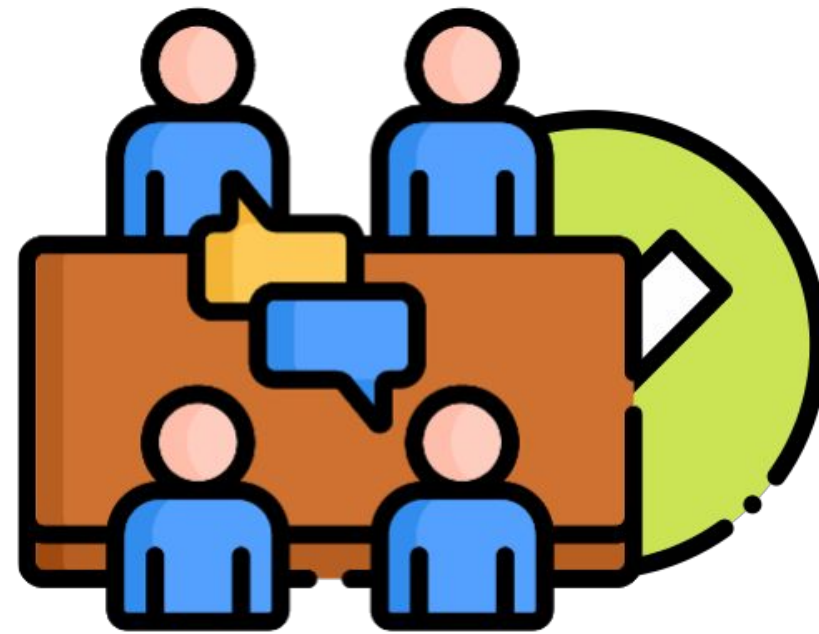


New Venture



**Established
Business**

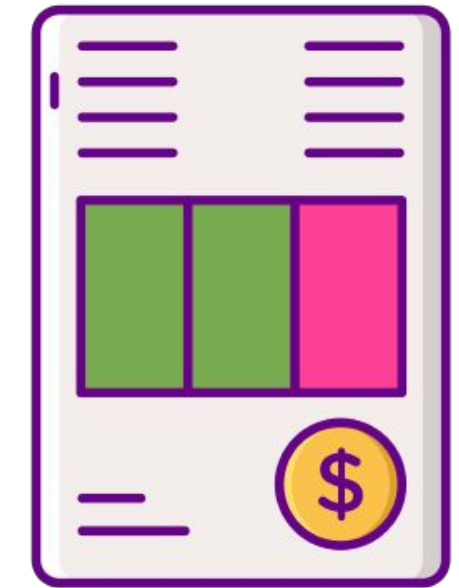
EXPLORE



**1. Project Exploration
Workshop**



**2. Understand, Explore,
Sketch, Discuss**



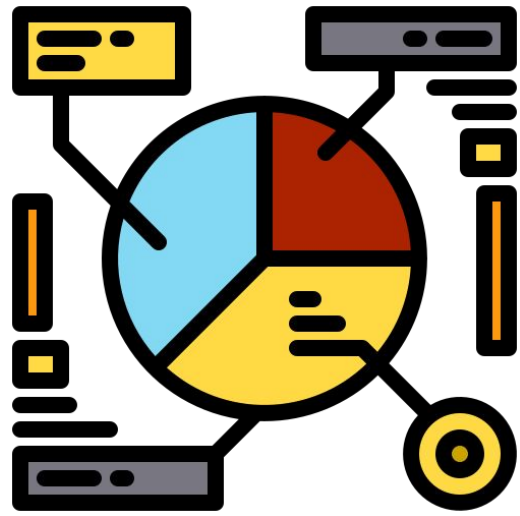
**3. Budget
Forecast**



New Venture

1. Understand any similar products that may bring into question the new software development.
2. Seek to identify any expansion opportunities that the project offers either now or in the future including monetisation possibilities.
3. As much as possible, expose any technical challenges in the project
4. Reduce the risk of any technical challenges identified through research
5. Articulate and understand all key functionality for the project
6. Wireframe key user interfaces for stakeholder understanding
7. Create key workflow diagrams as needed
8. Develop a budget forecast

EXPLORE Activities



Established Business

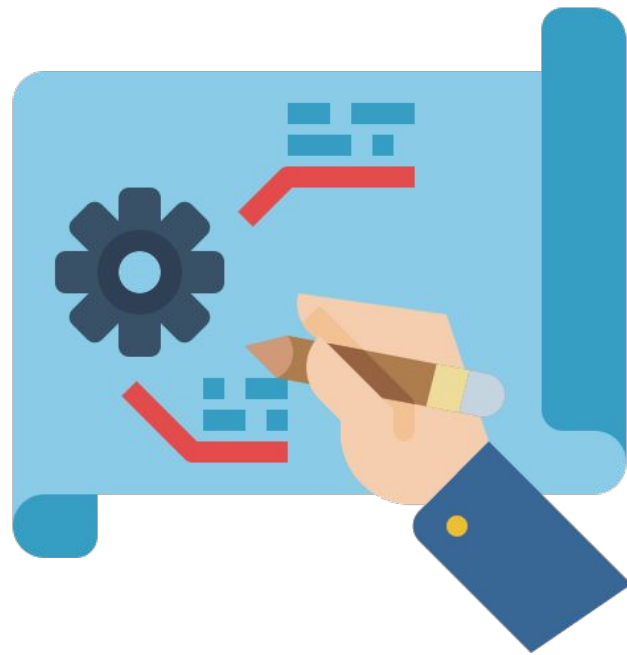
1. Understand how the business works - both processes and people
2. Identify the points of pain or inefficiency
3. Identify the business risks to be mitigated over time
4. Understand the client aspirations and imperatives, and analyse how they best translate into a future pathway
5. Explore other possible future opportunities
6. Evaluate the options of leveraging existing tools vs bespoke solutions
7. Perform a technical analysis of current system as needed to inform the exploration
8. Develop a vision for the future - roadmap and risk management strategy
9. Communicate the vision for stakeholders using visuals as much as possible
10. As much as possible, expose any technical challenges
11. Reduce the risk of any technical challenges identified through research
12. Develop a budget forecast, identifying ongoing and capital costs as well as phases or elements that can or should be logically staged over time

Project Pathway: DEFINE

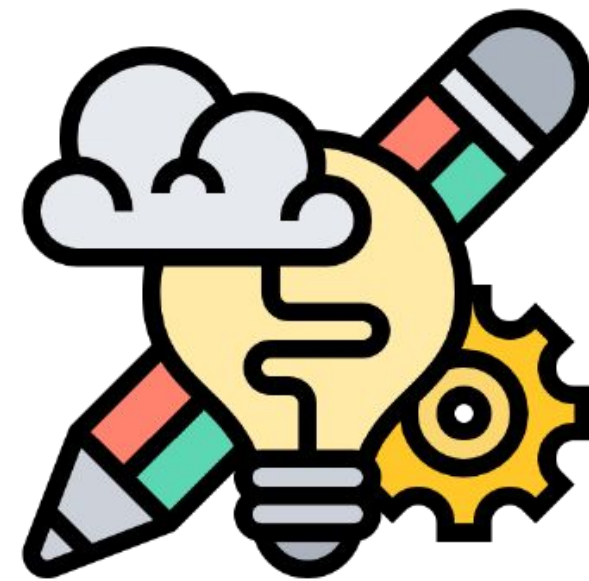


A picture is worth a thousand words

The next step in this project is DEFINITION. This is actually the first step toward production. Investment in project definition forms part of the overall project budget.



DEFINE



**4. Analyse, Design,
Specify, Document**

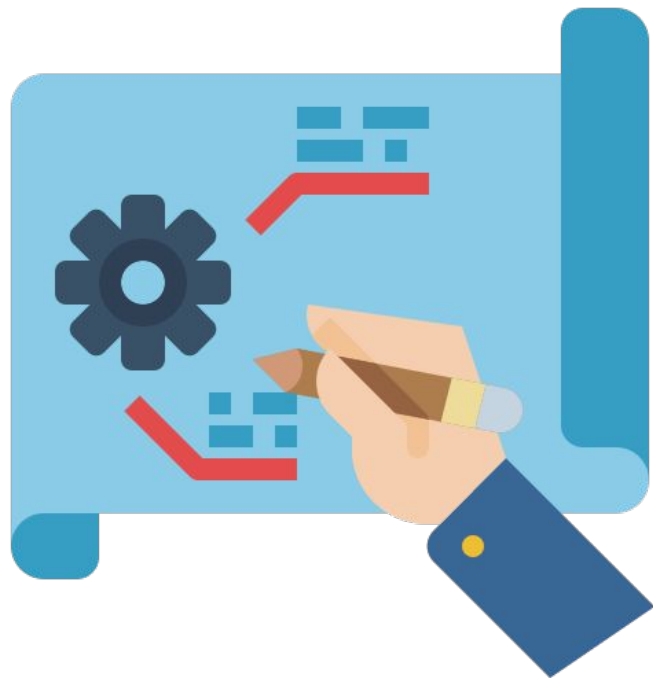


**5. Informed Estimate
and Timeline**



**6. Project
Committment**

DEFINE Activities



1. Analyse UI and UX requirements in detail and prepare or adjust wireframes accordingly.
2. Prepare Hi Fi artwork for public facing screens based on wireframes
3. Prepare Hi Fi admin screen designs
4. Articulate and understand all key functionality for the project
5. Identify and document the use and any costs of third party services such as payment gateway, SMS gateway etc.
6. Create workflow diagrams as needed to support programming and testing
7. Considering future possibilities, develop a software architecture that will be extensible in the future. The objective is to allow the software to expand and grow over time rather than being replaced.
8. Analyse and prepare a full and detailed data model
9. Consider the software rollout and any special management that will be required
10. Clearly express the project outcome and functions in a way that all stakeholders can understand using visuals wherever practical
11. Refine the initial budget forecast into an informed development estimate. Hopefully the estimate will be in line with the expectations established in the budget forecast.

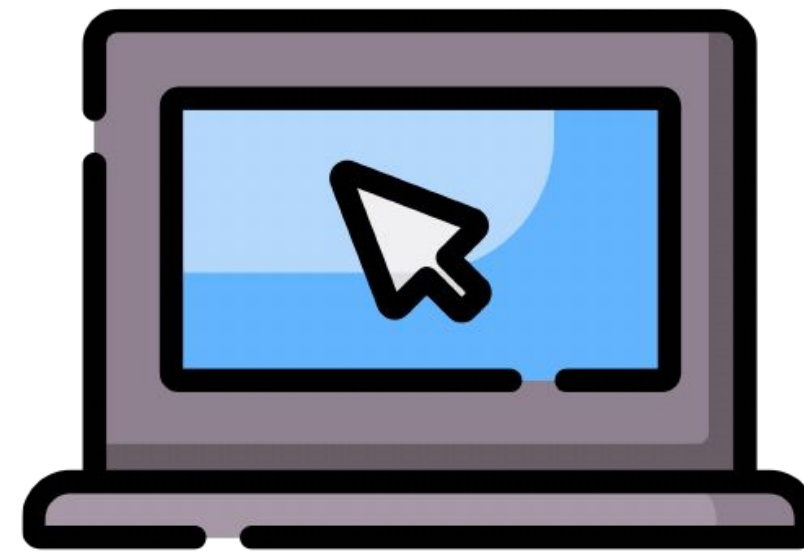
Project Pathway: PROVE



Things really start to come together in the PROVE stage. We prepare a clickable version of the software that looks remarkably complete. With something real to focus on and explore, everyone will understand what is being built and together we can refine the specification.



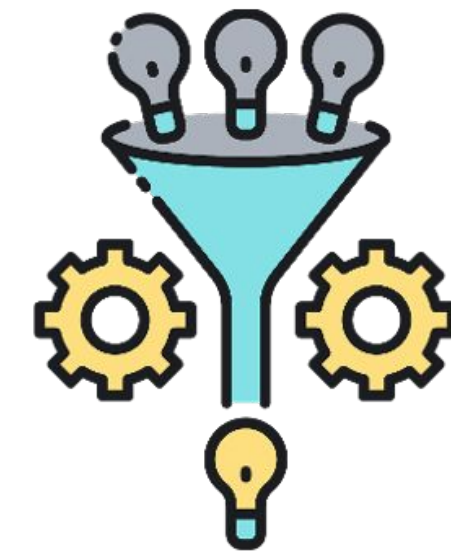
PROVE



Clickable Concept Development



Review Workshop



Specification Refinement

PROVE Activities



Despite all of the visuals created in the design phase, there is no better communication than a clickable screen.

1. Prototype the screens designed in the definition phase as clickable and navigable but lacking the actual data processing and programming smarts.
2. The prototype should use the actual UI and as much as practical of the UX
3. Conduct one or more stakeholder review workshops to critique the prototype and identify the great new ideas and the things that no-one previously thought of.

4. Review the project estimates to see if the workshop outcomes will materially affect the budget.
5. Refine or extend the project definition documentation as needed
6. If appropriate, update the prototype and workshop again.



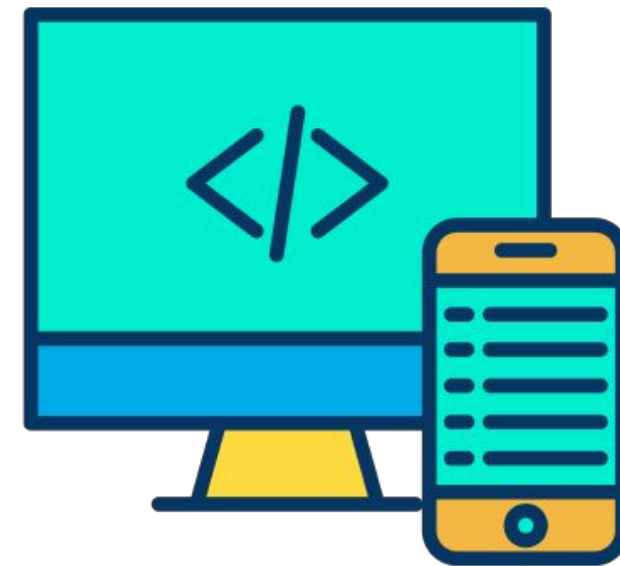
Project Pathway: BUILD



Build is making the prototype that everyone understands come true. Depending on the size of the project there may be sub systems that can be completed and tested independently. Progressive client testing is preferred whenever practical.



BUILD



Code
Development



Testing



Launch!



Depending on the size of the project there may be sub systems that can be completed and tested independently. Progressive client testing is preferred whenever practical.

Steps during build include:

1. Create or assemble software test plans
2. Develop the application code
3. Review all code for quality and handling of corner cases
4. Test the software
5. Make adjustments from testing
6. Check software performance and tweak as needed
7. Conduct final QA process
8. Deliver to the client for User Acceptance Testing (UAT)
9. Deploy for production use

Pathway Costs

Pathway Stage	Fee	Remark
EXPLORE: Existing Business	\$3,000	1. In <i>New Ventures</i> if your idea and the detail has already been well considered the fee will be at the low end. If you only have a concept or vision with lots of missing detail, it will be at the high end. 2. Fee may be waived if we are dealing directly with the business principal and MindVision is satisfied that the project is likely to become real.
EXPLORE: New Venture	\$3,000 to \$6,000	
DEFINE	10% of project forecast	
PROVE	As estimated at the end of DEFINE phase	
BUILD		



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