THE PRODUCT CANVAS



NAME The name of the product.



GOAL

Your overarching goal.



The users and the customers with their needs.

Personas are a great way to describe the target group.



The desired user experience (UX): the user journeys, the product functionality, the visual design, and the nonfunctional properties.

Epics, scenarios, storyboards, workflows, design sketches, mock-ups, and constraint stories are helpful techniques.



METRICS

The measures to determine if the goal has been met.



PRODUCT DETAILS

The goal of the next iteration and specific actionable items to reach the goal.

The items are ordered from one to n, and may be captured as detailed user stories.

