

The Change Spec Canvas

Project

Design Sprint

Start Date

Finished Date

<p><i>Overarching Goal</i></p> <p>The product mission or a high level goal for the product being designed.</p> <p>1</p>	<p><i>Personas</i></p> <p>Who are your users, and what they do.</p> <p>2</p>	<p><i>Collaborative Design</i></p> <p>Fill this box with divergent design ideas from multiple people or doing a competitive analysis.</p>	<p><i>Sketches, Wireframes, or Low Fidelity Concept Design</i></p> <p>Graphic materialisation of the solution. They could be Hand drawn sketches, Balsamiq Mockups, wireframes without pixel perfection, alignment or colour. The bare minimum required to convey the idea to others without opening your mouth.</p>
<p><i>Supporting Information</i></p> <p>Wireframes of what need to be changes, mood boards or inspiration in any other form.</p>	<p><i>Design Goals & Principles</i></p> <p>Design principles that outline the behaviour beyond the scope of this spec. Design Goals that define what needs to be tested against.</p> <p>3</p>	<p>6</p>	<p>9</p>
	<p><i>Conceptual Flow</i></p> <p>A series of steps required to complete the tasks associated with this change, and their details.</p> <p>4</p>	<p><i>Frequency Chart</i></p> <p>Use words to describe the different sections that appear in the Collaborative Design or Competitive Analysis section.</p> <p>7</p>	<p><i>Final Designs</i></p> <p>Visual specification a developer will base development from.</p>
	<p><i>Use Case Narrative</i></p> <p>A plain English paragraph that summarises the content of this column.</p> <p>5</p>	<p><i>Solution Flow</i></p> <p>Concepts from the frequency chart organised in tasks, steps, and details.</p> <p>8</p>	<p>10</p>



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