SYSTEM DEVELOPMENT LIFE CYCLE

This is a great tool to use when creating a new team, shifting ownership to a team, or identifying where processes need to evolve.

You can add columns and rows to fit your organization.

Some good ones to include are:

- Definition of Ready for the next stage
- Bottlenecks (improvement areas)
- Key tools/templates

	GATHER	DEFINE	DESIGN	DEVELOP	TEST	RELEASE	SUPPORT
OWNERSHIP							
PROCESS							
WORK ITEM (INPUT / OUTPUT)							
DEPENDENCY							
COMMUNICATION (FEEDBACK)							

When the SDLC is set once, **add bottlenecks as a swimlane to find improvement areas**.

Definitions.

GATHER
→ Collect ideas, run customer interviews, and capture insights.

DEFINE
→ Write features and break them down into clear user stories.

DESIGN
→ Plan architecture, create UX/UI designs, and prepare technical specs.

DEVELOP
→ Code the feature or product increment.

TEST
→ Run QA, UAT, and integration tests to ensure quality.

RELEASE
→ Deploy the release, publish release notes, and handle versioning.

SUPPORT
→ Monitor bugs, analyze usage, and gather customer feedback.