

MVP Launch Playbook — 0→1 System

Tactical blueprint to validate demand, prove value fast, and scale what works.

Combines lean startup, productized services, and 14-day content sprints to move from idea \rightarrow proof \rightarrow revenue with disciplined gates.

What this delivers (in 30-90 days)

- Evidence, not opinions: Validated problem, paid intent, and referenceable wins.
- A sellable offer: Productized MVP with one outcome, single happy path, and price/terms.
- Repeatable motion: Weekly data cadence, experiment velocity, and scale-ready GTM canvas.
- Executive visibility: One scorecard, one iteration board, clear go/stop rules.

How we execute (8 steps, clarity-first)

- 1. **Problem-Market Fit Scan** 10–15 interviews; score Frequency/Severity/Urgency; pick top 1–2 problems.
- 2. **Minimum Viable Value Proposition (MVVP)** One-sentence promise + three proof pillars; competitive gap snapshot.
- 3. **Productize the Core Offer** Define Golden Outcome, single happy path (5–7 steps), manual vs automated, beta price.
- 4. Launch Validation Loops Low-fi prototype + smoke tests (ads → LP → waitlist/preorder); log hypothesis → decision.
- 5. Content Sprint Engine (14 days) POV article, 2-min explainer, 3-email sequence tied to validated pains.

- 6. Early Adopter Pipeline Recruit 10–20 users; weekly feedback rhythm; capture outcomes, quotes, renewal signals.
- Metrics & Iteration Rhythm Weekly stand-up; scorecard + iteration board; pivot/kill/scale rules.
- 8. Launch-to-Scale Bridge Codify playbooks; add paid, partners, PR under strict unit-econ guardrails; Scale-Ready GTM Canvas.

Success thresholds & gates (don't scale until these are green)

- Activation (7-day): $\geq 60\%$
- Time-to-First-Value: ≤ 60 minutes (median)
- Usability success (unaided task): $\geq 70\%$
- Waitlist → Onboard: ≥ 25%
- Renewal intent at 30 days: ≥ 60% "Yes"
- Payback (proxy OK): ≤ 6 months
- Experiment velocity: ≥ 2 tests/week with logged outcomes
 If any threshold stays red 2+ weeks → pivot. If willingness-to-pay < 5% after 3 iterations → kill or reposition.

30-day plan (what execs can expect)

- Week 0–1: Interviews → Problem Validation Grid; MVVP draft; Golden Outcome and happy path locked.
- Week 2: Prototype live; smoke tests running; Experiment Log started.
- Week 3: Content sprint assets scheduled (POV article, explainer, 3-email sequence).

 Week 4: 10-20 early adopters onboarded; first outcome proofs; Scorecard + Validation Summary to execs.

Operating cadence (lightweight, relentless)

- Weekly (30 min): Numbers → Signals → Decisions. Update MVP Scorecard, move cards on Iteration Board.
- Daily (10 min): Clear blockers; keep WIP limits.
- Monthly: Retro; update thresholds only with scale evidence.
- Quarterly: Scale review (spend, partners, hiring) vs unit economics.

Deliverables execs will see

- Problem Validation Grid (evidence to build)
- MVVP Narrative & Proof Pillars
- Productized Service Card + 1-page MVP Spec
- Experiment Log + Validation Summary
- Content Sprint Calendar + 3 launch assets
- Early Adopter Tracker (stage, feedback, renewal signal)
- MVP Scorecard + Iteration Board
- Scale-Ready GTM Canvas (channels, playbooks, budget, risks)

Resource ask (lean and realistic)

- People (part-time OK): PM/Founder, Content Lead, Growth/Ops, Design/Nocode, Data/Analytics.
- Budget (test level): Paid media pilot, tooling (LP, email, analytics), small incentives for interviews.

• Access: Customer lists/partners, analytics, exec time for weekly decisions.

Risk controls (so speed doesn't break things)

- No code before proof: Concierge/manual first where possible.
- One outcome, one CTA: Cut features not in the happy path.
- Guardrails on spend: Kill rules pre-committed; server-side UTMs; cohort tracking.
- Privacy & reliability: Minimal ToS/DPA, support SLAs, status page for GA.

What you'll have at decision time

- Clear yes/no on demand, pricing, and usability.
- 3+ proof points (metrics, quotes, mini-cases).
- A repeatable motion you can fund with confidence—or a well-documented reason to pivot fast.

Bold Moves. Limitless Future.

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