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2026 EDITION · MVP READINESS

Is Your MVP **Idea** Ready to **Build?**

A pre-sprint review for founders about to commit a first budget. Nineteen checks across six areas, the same gaps our team looks for before day one of an MVP build.

19	6	10
CHECKS	AREAS	MINUTES

LITSLINK · an MVP development services company
Palo Alto, CA · Orlando, FL

litslink.com/services/mvp-development-services

How to use this checklist

Run each item against your idea as it stands today. Anything you cannot check is a gap worth closing before the first sprint, because ten minutes here can save a quarter of runway.

LITSLINK builds MVPs for funded startups and enterprise innovation teams, and this is the same readiness pass our team runs at kickoff. Nineteen checks, six areas. **Tick the boxes you can defend today.**

01

AREA ONE

Idea & Market Validation

- [ ] **You can name the specific user who feels this problem every week**
  One real person with a recurring pain, not a broad demographic. Specificity here shapes every later decision.
- [ ] **At least five potential customers have reacted to the concept**
  Real conversations with your target audience, not friends being polite. Their objections are the useful part.
- [ ] **You know what people use today to work around the problem**
  Spreadsheets, a competitor, or duct tape. The current workaround is what your MVP has to beat.
- [ ] **You can state the current alternatives and how your offer stands apart**
  Name the market alternatives out loud and the one reason a user switches to you.

02

AREA TWO

Feature Scope & Prioritization

- [ ] **The core user journey fits on one whiteboard**
  If the main flow needs a second board, the scope is still too wide for a first release.
- [ ] **Every feature maps to the one metric your MVP must move**
  Anything that does not move that number waits for phase two.
- [ ] **A phase-two list exists and keeps growing, which is a good sign**
  A healthy parking lot means you are protecting the release rather than starving it.

03 AREA THREE
Tech & Architecture

- [ ] **Platform choice, web or mobile or both, follows where your users already are**
  B2B tools tend to start on web, consumer habit products on mobile. Let the audience decide.
- [ ] **Data privacy and compliance needs are identified, HIPAA and GDPR included**
  Compliance built in from sprint one costs a fraction of compliance retrofitted later.
- [ ] **Third-party services are listed with their pricing at ten times your launch usage**
  The tool that is free at 100 users can reshape your margins at 1,000. Check the tiers now.

04 AREA FOUR
Team & Engagement Model

- [ ] **One person on your side can make product decisions within 24 hours**
  Decision speed on the client side is the single biggest variable in an MVP timeline.
- [ ] **You know what stays in-house and what your development partner owns**
  Clear ownership on day one prevents the handoff gaps that stall a sprint.
- [ ] **Weekly demo attendance is on someone's calendar**
  The weekly demo is where scope stays honest. Someone with authority needs to be in the room.

05 AREA FIVE
Budget & Timeline

- [ ] **Budget covers the build plus three months of post-launch iteration**
  The initial investment is only half the plan. Iteration during validation is where the product earns its name.
- [ ] **The launch date ties to a business event: a raise, a season, a pilot**
  A date anchored to something real keeps scope decisions grounded.
- [ ] **A 20 percent contingency exists for what user testing reveals**
  The buffer protects learning speed, rather than simply absorbing overruns.

NOTES & GAPS TO CLOSE

06

AREA SIX

Post-Launch & Iteration Planning

- [ ] **Analytics events are defined before launch, alongside the features**
  Instrument the product while you build it, so decisions start with evidence on day one.
- [ ] **Someone owns talking to the first 50 users**
  A named person, a standing habit. The first fifty conversations set the roadmap.
- [ ] **Success criteria and kill criteria are written down in advance**
  Decide what winning and stopping look like before the data arrives and clouds the call.

Score your readiness

Count the boxes you can defend today, then find your band below.

16 to 19 checked	**Build-ready.** Your idea has the validation, scope, and plan a first sprint needs. Book discovery and go.
11 to 15 checked	**Close.** Tighten scope and market validation first, then the build plan falls into place quickly.
Under 11 checked	**Not yet.** Spend two weeks on discovery before you commit a budget. It is the cheapest insurance you can buy.

Want an engineer to run this against your idea?

Book a free 30-minute scoping call. You leave with a plain read on feasibility, a scoped range, and a list of gaps worth closing first. No sales funnel to climb.

Book a scoping call →

WHO PUT THIS LIST TOGETHER

2014

Building software since. 300+ products shipped and 80+ funded startups launched end to end.

10 wks

Typical discovery-to-launch window for a first MVP, most projects landing in 10 to 16 weeks.

US + Global

US-based project management, global engineering. You own the code, designs, and cloud accounts from day one.

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Palo Alto, CA · Orlando, FL | This checklist is a baseline review, not a guarantee of funding or product-market fit. |
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