

Hey - Oskar here!

Welcome to the mastermind. I'm really glad you're here. This roadmap is your step-by-step game plan to turn your startup idea into a profitable, scalable business.

From validating your idea to launching and growing revenue - every section is designed to help you take action.

No fluff, I promise.

#### <u>In the tables below, you'll find:</u>

- What each chapter covers
- · How to get a quick win
- · What tools or outside input (if any) you'll need
- So what's your job?
- → Show up. Do the work. Check things off.

And hey – if you need support along the way, don't hesitate to drop me a message: oskar.bader@designwithvalue.com

Each step gets you closer to your dream startup.

So what are you waiting for?
Your successful startup is waiting for you.
Let's get to work. You've got this.





# Stage 1: Ideation and Validation

| Chapter                    | Quick Win  | What You'll Need   |
|----------------------------|--|--|
| 1. Find your startup idea  | Write down 3 problems you've experienced recently that frustrated you. | None   |
| 2. Define your personas    | Think of one real person who might use your solution.                  | None   |
| 3. Define your market      | Google 'market size [your industry]' or check Google Trends.           | Market research sources<br>(Google, reports, Google<br>trends)         |
| 4. Validate your idea      | Ask 2 people in your target group if they'd pay for your idea.         | Access to potential users /<br>Google Forms / Zoom (for<br>interviews) |
| 5. Define KPIs and metrics | Choose one key metric to track (e.g., signups, leads, revenue).        | Google Sheets or Notion to track metrics                               |



## Stage 2: Product Development

| Chapter                        | Quick Win   | What You'll Need                  |
|--------------------------------|---|-----------------------------------|
| 1. Define your AHA Moment      | Write down what would make a user say, 'This is great!' | None                              |
| 2. Define the customer journey | Map 3 key steps from discovery to happy customer.       | Whiteboard / Miro                 |
| 3. Define the features         | List top 3 features your product must have (not 10+).   | None                              |
| 4. Define the onboarding       | Write down your ideal "first-<br>use" flow in 3 steps.  | None                              |
| 5. Start prototyping           | Draw your homepage or main screen layout.               | Paper / Figma / Sketch /<br>Canva |
| 6. Price your service          | Write your price and one sentence on why it's worth it. | None                              |



#### Stage 3: Market Readiness and Feedback

| Chapter              | Quick Win   | What You'll Need              |
|----------------------|---|-------------------------------|
| 1. Customer feedback | Ask one real person what they think of your idea/prototype. | Access to potential customers |

### Stage 4: Pre-Launch & Foundation Building

| Chapter                        | Quick Win  | What You'll Need                                |
|--------------------------------|--|---|
| 1. Build your website          | Write a headline + one paragraph that explains your value.           | Website builder (Webflow,<br>WordPress, Framer) |
| 2. Navigate the death valley   | Write 1 reason why you're building this. Stick it somewhere visible. | None  |
| 3. Create a lead magnet funnel | Write down 3 lead magnet ideas (checklist, guides)                   | Email tool (ConvertKit,<br>Mailchimp)           |



#### Stage 5: Customer Acquisition

| Chapter                              | Quick Win                            | What You'll Need |
|--------------------------------------|--------------------------------------|------------------|
| Identify the best marketing channels | Pick ONE channel to focus on for now | None             |

## Stage 6: Product Launch

| Chapter            | Quick Win   | What You'll Need |
|--------------------|---|------------------|
| 1. Launch strategy | Pick a date. Write a onesentence announcement post. | None             |

### Stage 7: Revenue Growth

| Chapter                                   | Quick Win  | What You'll Need                                     |
|---|--|--|
| Build upselling and cross selling funnels | Write 1 simple offer you could upsell (e.g., premium version, add-on). | Sales platform (Ablefy,<br>Teachable, Kajabi, Udemy) |