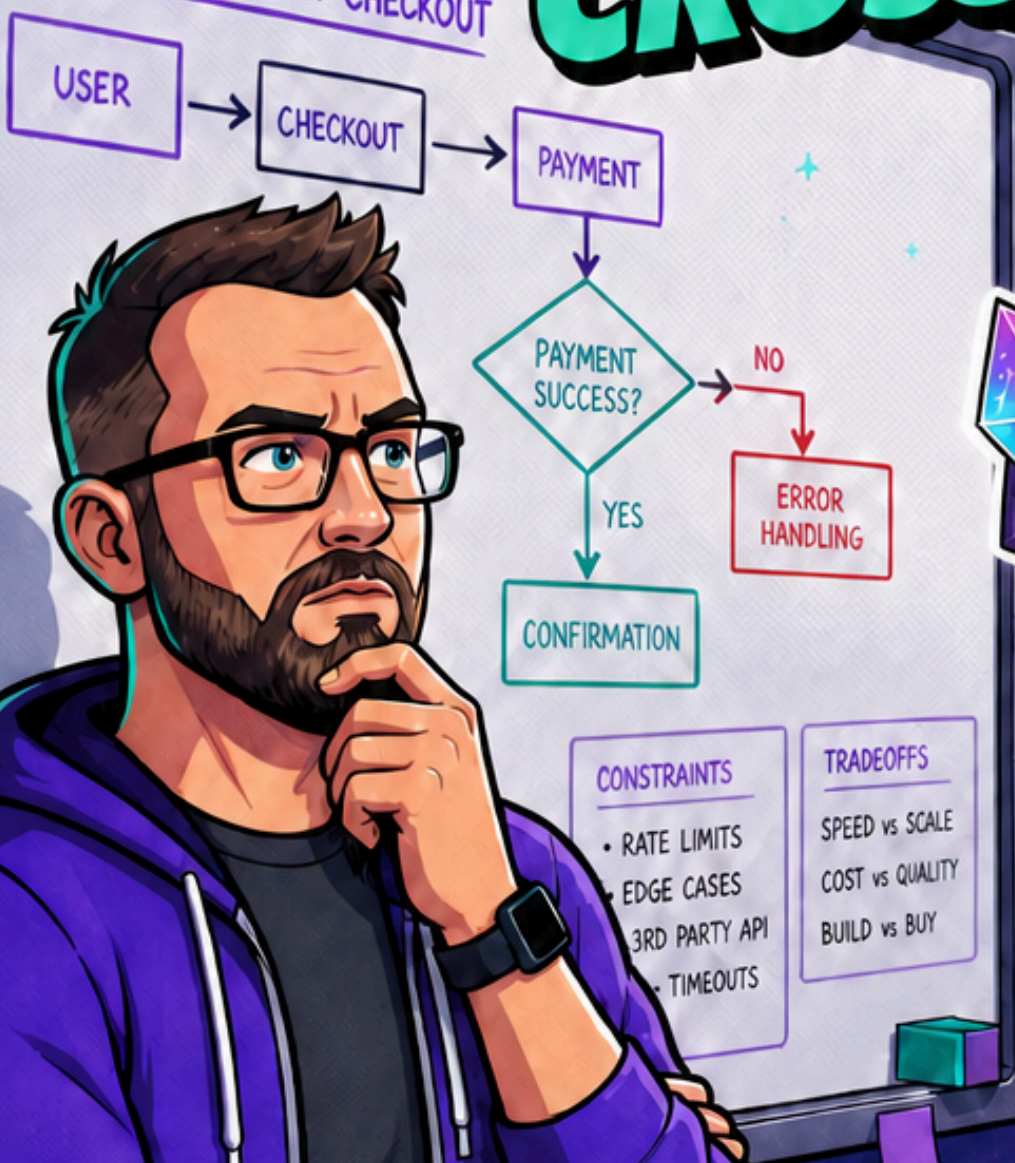


# WHY ENGINEERS WHO WRITE PRODUCT SPECS

## CLOSE MORE CROSS-TEAM GAPS

FEATURE: SMART CHECKOUT



### PRODUCT SPEC TEMPLATE

- PROBLEM & USERS
- GOALS & SUCCESS METRICS
- SOLUTION OVERVIEW
- SCOPE
  - WHAT WE ARE BUILDING
  - WHAT WE ARE NOT BUILDING
- TRADEOFFS

**THE SPEC NOBODY READS IS NOT THE PROBLEM. THE SPEC NOBODY WRITES IS.**

WRITE IT OR REWRITE IT.

WHAT ARE WE ACTUALLY BUILDING?



  
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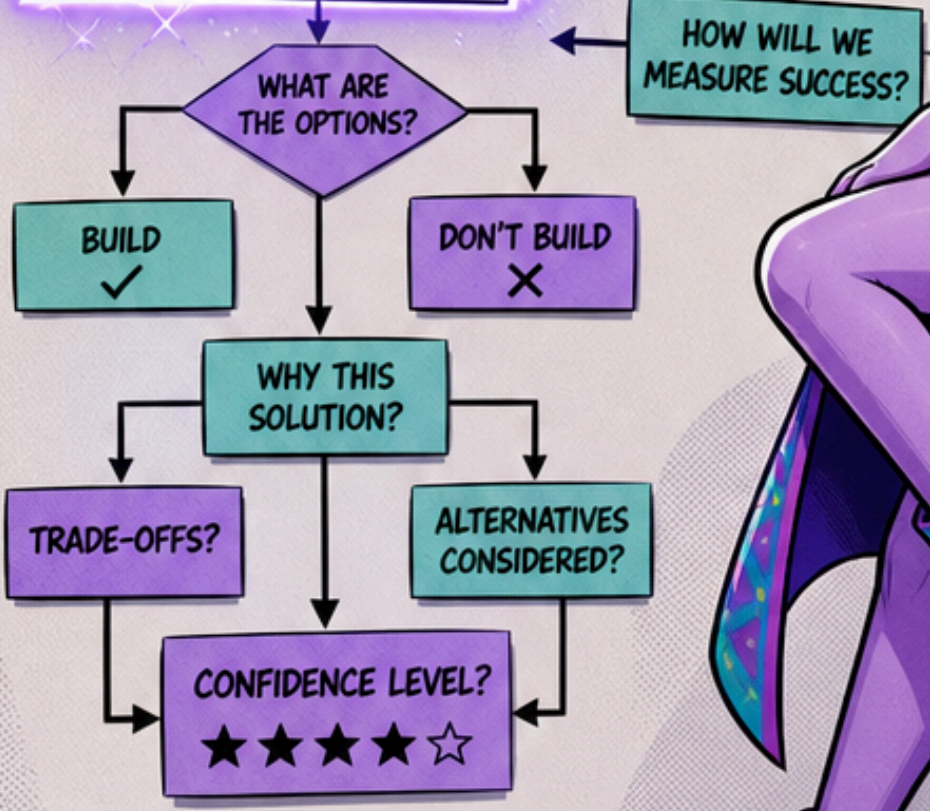
  
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# A PRODUCT SPEC IS A DECISION, NOT A DOCUMENT



**PRODUCT SPEC**

- PROBLEM
- GOAL
- SOLUTION
- SUCCESS METRICS
- SCOPE
- CONSTRAINTS
- RISKS & ASSUMPTIONS



- A GOOD SPEC:**
- ✓ FORCES CLARITY
  - ✓ ALIGNS STAKEHOLDERS
  - ✓ REDUCES WASTE
  - ✓ ENABLES CONFIDENCE



# WHY ENGINEERS SPECIFICALLY SHOULD BE WRITING THEM



The traditional **sequential model**, where product defines requirements and hands them off to engineering, is increasingly challenged in fast-moving product environments. Modern systems tend to require deeper collaboration between product discovery and technical feasibility.



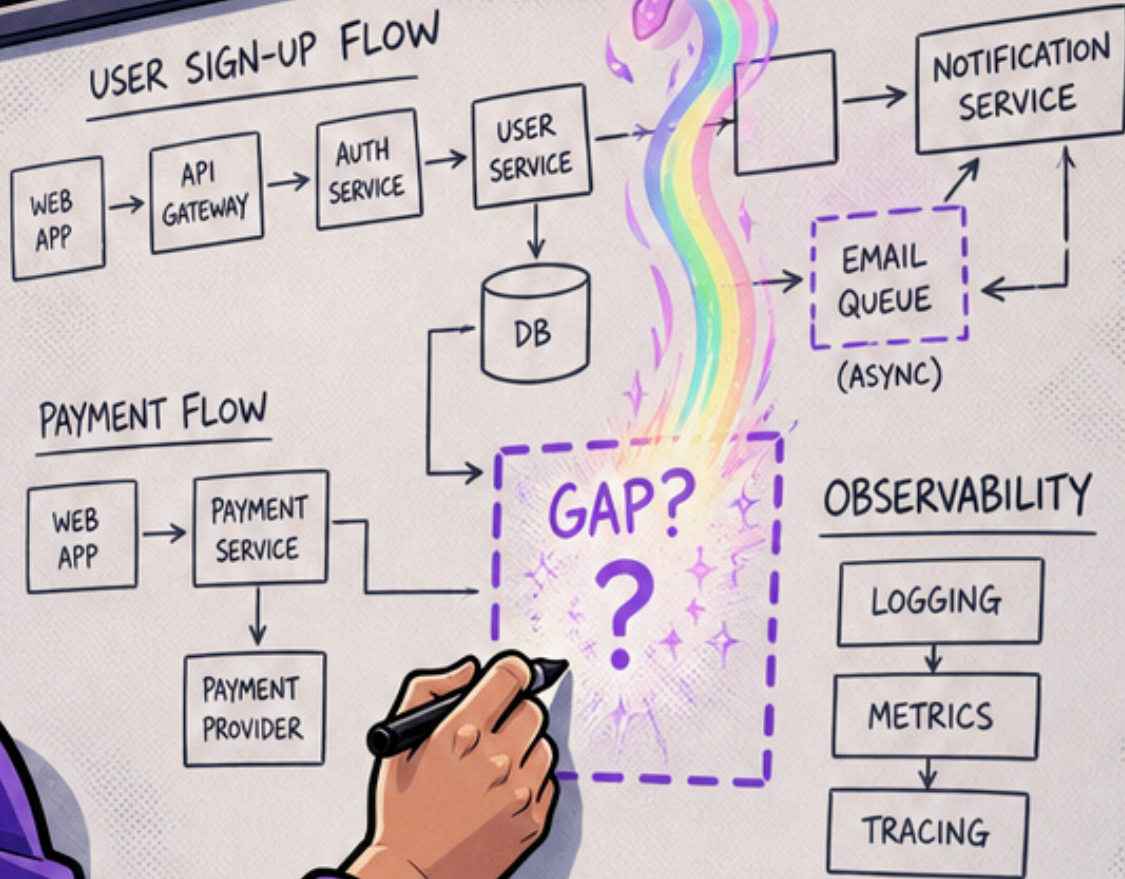
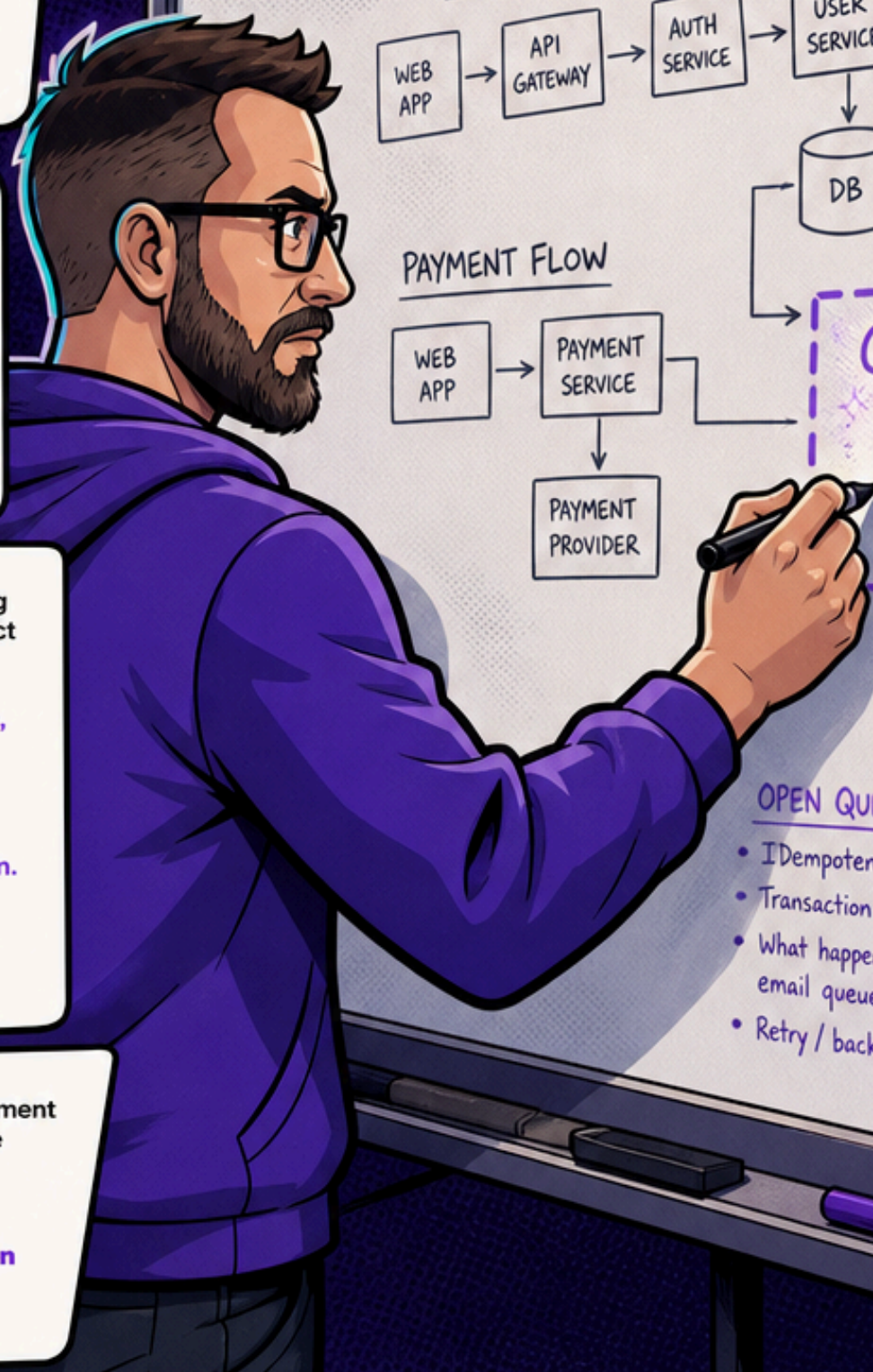
Engineers aren't passive consumers of decisions made upstream. They're the ones who know the **system best**. They know what the database can and can't do. They know which "simple" feature request requires rebuilding a core abstraction. They know where the **edge cases** live.



When an engineer engages with spec writing, they bring a perspective that no product manager, no matter how skilled, can fully replicate. **By writing a technical spec, engineers are forced to examine a problem before going straight into code, where they may overlook some aspect of the solution.** That same forcing function applies to product specs. The act of writing surfaces the gaps that a verbal conversation buries.



Having the engineer write a product requirements document ensures the features can be delivered and that they understand them. **That's not a nice-to-have. It's the difference between discovering a feasibility constraint in week one versus week eight.**



## OPEN QUESTIONS

- Idempotency?
- Transaction boundaries?
- What happens if email queue is down?
- Retry / backoff strategy?






## EDGE CASES

- DUPLICATE SIGN-UPS
- EMAIL DELIVERY FAILURES
- PAYMENT TIMEOUTS
- EVENTUAL CONSISTENCY

# TECHNICAL DESIGN DOCS AND PRODUCT SPECS ARE NOT THE SAME THING








### TECHNICAL DESIGN DOC

-  ARCHITECTURE & SYSTEM DESIGN
-  TECHNICAL APPROACH
-  DATA MODELS & SCHEMAS
-  APIS & INTEGRATIONS
-  IMPLEMENTATION DETAILS

**FOCUS: HOW FOR ENGINEERS WHO BUILD**


### PRODUCT SPEC (PRD)

-  USER PROBLEM & OPPORTUNITY
-  FEATURES & SOLUTIONS
-  GOALS & SUCCESS METRICS
-  AUDIENCES & STAKEHOLDERS
-  PRIORITIES & TRADE-OFFS

**FOCUS: WHAT FOR EVERYONE INVESTED IN OUTCOMES**




### ENGINEERING TEAM

- 
- TECHNICAL FEASIBILITY
- SCALABILITY
- CODE QUALITY
- SYSTEM RELIABILITY

### PRODUCT TEAM

- 
- USER NEEDS
- COMPETITIVE DIFFERENTIATION
- MARKET TRENDS
- PRODUCT EXPERIENCE

### BUSINESS TEAM

- 
- REVENUE IMPACT
- CUSTOMER EXPERIENCE
- OPERATIONAL EFFICIENCY
- STRATEGIC ALIGNMENT

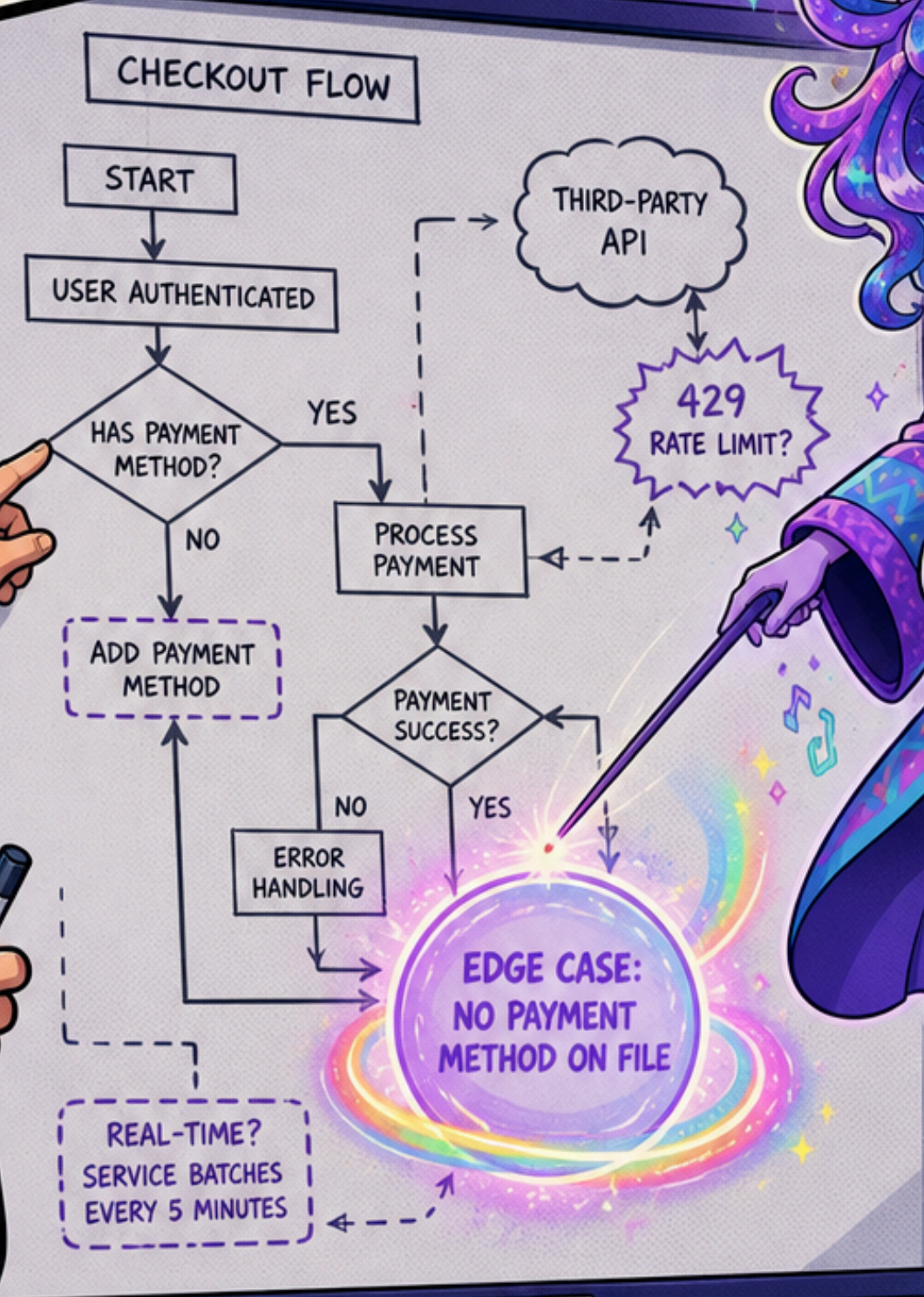


UNDERSTANDING THIS DISTINCTION HELPS ENGINEERS WRITE OUTCOME-FIRST, NOT IMPLEMENTATION-FIRST. THAT SHIFT CHANGES THE CONVERSATION.

# EDGE CASES

## SURFACE EARLIER

WHEN ENGINEERS OWN THE SPEC



# WRITING IN THE LANGUAGE OF TRADEOFFS



WE'RE OPTIMIZING FOR...

	SCALE (LONG-TERM)	VS	SPEED TO MARKET (SHORT-TERM)
USER CAPACITY AT LAUNCH	10 MILLION+ CONCURRENT USERS		50,000 USERS
TIME TO LAUNCH	+6 WEEKS		FASTER LAUNCH
INFRASTRUCTURE COST	+40%		LOWER COST
RISK	OVER-INVESTMENT RISK		MANAGEABLE RISK



**RECOMMENDATION:**  
 LIGHTER IMPLEMENTATION WITH A DEFINED MIGRATION PATH

GREAT ENGINEERS DON'T JUST BUILD. THEY CHOOSE. THEY ARGUE. THEY INFLUENCE. THAT'S HOW WE WIN.

### THE TRADEOFF MINDSET

- COST VS VALUE
- SPEED VS QUALITY
- BUILD VS BUY

WRITE SPECS THAT DRIVE BETTER DECISIONS. LEADERSHIP STARTS HERE.



# The Discipline of Writing What we are not building

## In Scope

- ✓ Core user authentication
- ✓ Project creation & management
- ✓ Task assignment & tracking
- ✓ Team collaboration & comments
- ✓ Real-time notifications
- ✓ Basic reporting & dashboards

## Out of Scope (NOT BUILDING)

- ✗ User-level frequency controls for notifications
- ✗ Advanced analytics & ML insights
- ✗ White-label / custom branding
- ✗ Offline mode
- ✗ Third-party marketplace integrations
- ✗ Custom workflows (beyond defaults)
- ✗ Multi-language (beyond English)

# WHAT CHANGES WHEN ENGINEERS WRITE SPECS WELL

The practical effects are visible fairly quickly on teams where engineers take spec writing seriously.







# Where to Start

You don't need to write a perfect spec on the first try. **You need to write one.**



## NEXT FEATURE

- ① What problem does this solve, and for whom? 
- ② What are we explicitly not building in this version? 
- ③ What tradeoffs are we making, and why? 
- ④ How will we know this worked? 



FOCUS  
↓  
IMPACT

# A NOTE TRADE-OFFS

## LIMITATIONS / TRADE-OFFS



SPEC WRITING TAKES TIME THAT CAN CONFLICT WITH DELIVERY PRESSURE, ESPECIALLY ON SMALL TEAMS



ENGINEERS MAY LACK USER RESEARCH BACKGROUND → RISK OF UNDERWEIGHTING USER BEHAVIOR



ON TEAMS WITH DEDICATED PMS OR TPMS, A CLEAR DIVISION OF OWNERSHIP MAY BE MORE EFFICIENT



OVER-SPECIFICATION IS A FAILURE MODE: SLOWS TEAMS, CREATES FALSE CERTAINTY



STRONGEST IN CROSS-FUNCTIONAL, FAST-MOVING CONTEXTS — NOT UNIVERSAL ACROSS TEAM STRUCTURES OR DOMAINS

## STRENGTHS / UPSIDES



ENGINEERS BRING TECHNICAL DEPTH + EXECUTION CONTEXT



FASTER ALIGNMENT IN SMALL, SCRAPPY TEAMS

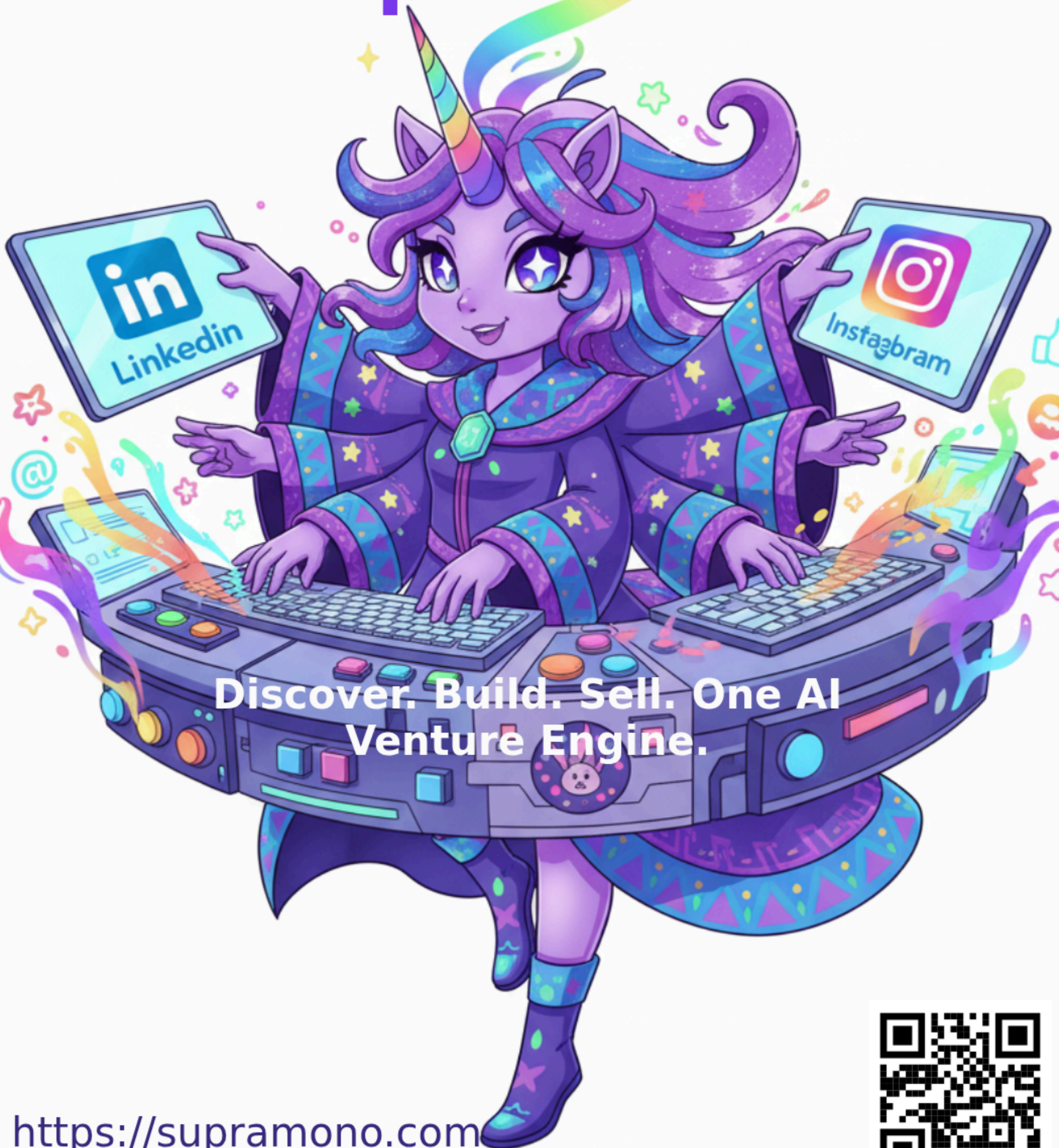


SHARPER QUESTIONS LEAD TO BETTER DECISIONS



COMPOUNDS SKILL + IMPACT ACROSS TEAMS

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