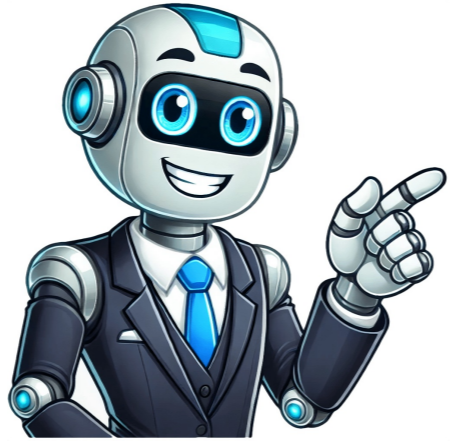


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This article provides actionable guidance on how to define a good Minimum Viable Product and avoid common mistakes and risks. If you are in the process of designing a product, setting up your startup, or otherwise involved in product management, read on.

1. Start by framing the problemOne of the most important steps in the product development process — is the understanding and proper articulation of the problem. It is a good idea to use a model, a structure to help you formulate the problem with clarity. Start by describing the ideal situation versus the current one, and how certain users are impacted by this gap. Support your problem statement with statistics and facts — for example, figures to describe the size of the problem or the potential of the opportunity. Keep it simple and clear- a structured, well-understood articulation of the problem with no technicalities and fancy terms. The problem statement should become part of your ‘common corporate language’: your team, your investors, your sponsors, and other stakeholders should all be able to instantly understand it and reference it when reviewing your solutions and product plans.

2. Identify your usersMake sure you know who you are solving for! Identify and name the different classes of users in the context of your problem; document their needs and the problems they are experiencing; identify their pain points; their expectations, and the best possible experience they could have in this context. Define Success criteria for each class of users.

3. Understand your usersIdentifying your users is different from understanding your users. You need to apply empathy, study your users, and deeply understand their profiles, habits, and needs. You could use existing research and public domain insights, or host user interviews and focus groups — to validate both your problem statement and your potential solution.

4. Validate the problemHaving your problem defined with clarity, allows you to validate it with your key stakeholders — including your customers or end-users: challenge the problem and make sure it is worth solving; study the impacted users and document how they are affected by this problem. During this process, try to answer the following questions: Do users know any potential solutions to the problem? Is this the most significant problem they are facing- in this context? Are there any workarounds they are using? How would their situation improve if there was a good solution? Would they pay for such a solution? At this point, you must also scan the market and the state-of-the-art to figure out if there are existing products or services — addressing the same problem; and if so, it is critical to understand how.

5. Ideate on potential solutionsHaving a well-defined and validated problem enables you to ideate and explore potential solutions. At this stage, I would recommend starting by setting the context — make sure your team is aligned and has a deep, shared understanding of the problem space — the situation, the ideal state, the users, the personas; the pain points, and the opportunity. Then, move on to an ideation phase — you need ideas on how to solve the problem and provide value to your customers. Ideation could take the form of a series of brainstorming sessions, design sprints, or internal contests like hackathons. Whatever the form or methods you select, make sure your team is capturing all of the ideas, into a system. This is important to allow fast iterations over this set of ideas, and post-processing; you will have to evaluate each idea and attach metadata and artifacts as you go. Depending on the scale of your initiative, an ideation system could add significant value by organizing and speeding up the entire process. Assuming a set of great ideas and potential solutions is there, iterate through the following steps: Review all your abstract ideas and prioritize them based on their potential and feasibility. Do not discard ideas; assign priorities instead (this will allow ideas to stay active and be reconsidered under different circumstances in the future). Prioritization will allow you to pick the most promising ideas, using not just opinions but a standardized ‘idea assessment framework’. Combine ideas as necessary — merge or group them — to draft an overall solution or product definition. Iterate and refine the product draft; make sure that has the integrity required to call it a ‘product’. Start Small — but Think Big and define a long-term product road-map. State your assumptions — and how you are going to validate them.

6. Define your ‘full Product’The Minimum in the MVP implies that you already have the Big Picture, the product vision! A common mistake is when the team ‘easily’ identifies a set of ‘obvious’ use cases as the MVP — without a clear product vision and a good definition of the ‘complete product’. Assuming you have this bold product vision, the next step is to define your ‘complete product’ as a long list of User Stories — your product backlog. It is important to understand here, that this is the full version of your product / not just your MVP! Another important point is that you don’t have to apply feasibility, cost, or other constraints at this stage; my advice is to describe everything — even the craziest! — and expensive product features, as you will be able to prioritize and manage them at a later stage. This way, you don’t have to skip, drop or archive an idea for a feature that looks ‘ahead of its time’ or not well-understood yet. Instead, you should include them in your backlog with a lower priority — but they will still remain discoverable and potentially useful in the right context. Iterate and keep defining more user stories, until your product is described in full. Your ‘full product’ backlog should have all the features you can think of, reflecting the needs of all users identified so far; and all in the form of solid user stories.

7. Define your MVP — the Minimum Viable ProductAt this point, you have the definition of your ‘full product’ — the complete not the minimum. What you need now, is a process to find the best minimum subset of features from the complete product backlog. This ‘best minimum subset of features’ which delivers enough value to your early customers to keep them happy and engaged, is what the MVP is all about: the first instance of your real product, which will help you to go to market faster, with minimum implementation costs and the right feedback loops enabled. To find this minimum subset, analyze carefully each User Story — in terms of value to the user, the importance of solving the problem, and also in terms of cost and feasibility. This way, all user stories in your product backlog will get a priority (a number — ideally as a function of the expected value and feasibility). The next step is to rank the User Stories, with the highest priority at the top; then, you have to apply business and product sense to draw the red line which will define the top stories as the basis for your MVP.

8. Define what success would look likeBy now you have a great basis for building your MVP: you have a solid problem statement, a deep understanding of your users, the market, and the technology, along with a prioritized product backlog. Before you start implementing your product, it is a wise move to define specific Success Criteria — and how to track the involved figures. Identify the key metrics and the underlying data points; define and document the KPIs (Key Performance Indicators) — which will reflect the performance of your product against time and other dimensions. Think of how your assumptions and hypotheses are linked to those metrics and KPIs. Set up a system to monitor these KPIs and how close they are to the pre-defined success. You will probably need a funnel to measure conversion rates and a special dashboard — as a single and reliable point of reference regarding the performance of your product. Next steps: Build, Measure, Learn; iterate. The process described so far will hopefully give you a well-defined MVP. You will know what to build, why, for whom, and possibly when and how. But this is just one part of the story: to succeed you have to ‘make it happen’ — you need an excellent MVP execution as well. Follow modern agile engineering practices — build, measure, learn, and iterate fast; always with the user in mind. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.

Call of Duty has been around for a very long time – more than two decades. Over the years, an end-to-end ecosystem has been built from the ground up, incorporating mobile games, an esports scene, battle royale games, and of course, dozens of multiplayer experiences. During this two-decade-or-so journey, countless Call of Duty terms have surfaced – COD slang that most players find themselves using whenever they play the game, but what does it all mean? With this guide in hand, you’ll secure all the definitions you could ever need for some of the most common – or most bizarre – Call of Duty terms. If you’re playing with your friends and they’re much more competitive than you are, you may notice them using Call of Duty terms that you don’t understand. Read on to learn all that you need to know about COD terms and the very next time you play with them, you’ll know exactly what they’re talking about.

All Call of Duty Terms, Defined

Image Credit: Activision Blizzard

There are many, many COD terms, but we’ve taken the time to define only the ones that you’re most likely to use in-game. Absolute – Used to describe an enemy that is ‘one shot away’ from being killed – or yourself, if you’re in a similar condition

Ace – Taking out the enemy team without dying – which is usually accomplished in Search and Destroy

AR – Assault Rifle, or used to describe the ‘AR role’ in Call of Duty esports

Bait – Using yourself or some kind of decoy to literally ‘bait’ an enemy into acting or moving

Beam – If you’re ‘beaming’, you’re using your weapon effectively enough to not miss a shot

Bot – Derogatory: used to describe bad players (or actual bots)

Camper – A player who refuses to move from the same spot, which will typically be in a doorway, corner, bush, and so on

Chalked – If something is chalked, it’s deemed unwinnable or lost beyond recovery

Collat – Short for ‘collateral’, this move involves killing two or more players with the same bullet

Comms – Multi-use term used to either request communications or to silence teammates

Cracked – Multi-use term used to either describe a mortally wounded enemy or a seriously skilled player

Deadie – Dead Silence is a field upgrade or perk that temporarily grants a player silent movement

Drop Shot – An age-old tactic that involves dropping to the ground while shooting

Ego Chall – Making a play that might be considered overconfident or brash

Flex – Used to describe a multi-talented player that can fit any role

Flip Spawns – If you flip the spawns, you’ve moved your spawn point to the opposite side of the map

GA – In esports, a ‘Gentlemen’s Agreement’ is an unwritten rule that determines whether certain weapons, attachments or even positions on the map are used

Headie – This means ‘head glitch’, and it describes a position in which only an enemy’s head is visible – even the best Call of Duty players abuse these positions

Hill – Used to describe the rotating capture point in the game mode ‘Hardpoint’

Jump Shot – A tactical manoeuvre that involves jumping while shooting

Laser – Used to describe either an accurate weapon or accurate shooting

Lost Full – If you ‘lose full composure’, you’ve gotten mad in a game

Melt – If you’re melting enemies, you’re damaging them a lot very quickly

Ninja – Commonly used to refer to a ‘ninja defuse’, which involves defusing a bomb in Search and Destroy without the enemy team noticing

One Shot – Like ‘absolute’, if a player is ‘one shot’, then one more bullet will kill them

Play Your Life – Used commonly in Search and Destroy, ‘play your life’ means to stay alive for as long as possible, avoiding combat

Pre-Aim – Aim your weapon where you think the enemy is going to be ahead of time

Reverse Sweep – The act of being one point away from losing them switching it around and securing the win

Rotate – Moving to the next objective, most commonly used in Hardpoint and Search and Destroy

Rush – Typically featured in Search and Destroy, a ‘rush’ is a fast attack

Slayer – Commonly used in esports like the Call of Duty League, a Slayer is a player who can kill most effectively

Slide Cancel – A tactical way of movement that involves sliding to effectively boost overall speed and agility

Spawn Trap – If you’ve got enemies in a spawn trap, they keep spawning in the same location and cannot push out

Sweaty – If someone is sweaty, they’re trying extremely hard to win at everything they do

Trade – If you die and your teammate kills the person that killed you, it’s a trade

Trophy – A ‘trophy system’, which is a device that repels thrown weapons

Wall Bang – Shooting through a solid surface to kill an enemy

That’s our definitive breakdown of the most commonly used Call of Duty terms. Now, go forth, play the game, and amaze your friends with your new-found knowledge.

Read More: Now unlock the best COD settings with our pro guide

Call Of Duty: Mobile (CODM) features an extensive ranking system in both its traditional Multiplayer (MP) mode and its Battle Royale (BR) mode. By reaching specific ranks, players can gain rewards. This article will look at how the ranking system works for both MP and BR modes in CODM. How to Unlock Ranked Mode To unlock Ranked Mode in Call of Duty: Mobile, you must reach account level 7 by accomplishing missions and tasks to gain experience points (XP). You must play some games to unlock Ranked Mode for both MP and BR modes. Ranked Mode – Multiplayer and Battle Royale The Multiplayer Ranked mode is a feature implemented in CODM that takes its root from Call Of Duty: Black Ops II from 2012. For reference, Ranked mode was absent in the original Modern Warfare iterations (2007 – 2011), which I am familiar with. The Battle Royale Ranked mode follows suit from games that are primarily BR games and, as such, has a similar ranking system. For this Mobile version of Ranked mode, there are seven ranks from Rookie to Legendary. Ranks from Rookie to Grand Master have five tiers, with V (5) being the highest tier within the rank, depending on the points accumulated during matches. So, a Rookie V is higher in rank than a Rookie III. Legendary rank has two tiers separated by the player’s place among the top players. The highest Legendary rank can be reached if you are within the Top 5000 players in the server, while the first Legendary rank can be reached at 8001 points. The difference between the two Legendary ranks is purely cosmetic, with a special badge and special effects upon reaching the Top 5000 players. Here is a list of the ranks and points needed to reach them

Rank Required Points

Rookie I 1 – 200

Rookie II 201 – 400

Rookie III 401 – 600

Rookie IV 601 – 800

Rookie V 801 – 1000

Veteran I 1001 – 1200

Veteran II 1201 – 1400

Veteran III 1401 – 1600

Veteran IV 1601 – 1800

Veteran V 1801 – 2000

Elite I 2001 – 2200

Elite II 2201 – 2400

Elite III 2401 – 2600

Elite IV 2601 – 2800

Elite V 2801 – 3000

Pro I 3001 – 3300

Pro II 3301 – 3600

Pro III 3601 – 3900

Pro IV 3901 – 4200

Pro V 4201 – 4500

Master I 4501 – 4800

Master II 4801 – 5100

Master III 5101 – 5400

Master IV 5401 – 5700

Master V 5701 – 6000

Grand Master I 6001 – 6400

Grand Master II 6401 – 6800

Grand Master III 6801 – 7200

Grand Master IV 7201 – 7600

Grand Master V 7601 – 8000

Legendary 8001+

Legendary (Top 5000)

Top 5000

Ranked Mode – Rewards

Every rank, except for Rookie I, has a corresponding reward that varies every season. From weapon skins to item crates and a special banner upon reaching Legendary (Top 5000), the Ranked experience rewards players who grind to rank up. However, you are rewarded with Credits and weapon XP cards upon rank reset. For Battle Royale mode, the rewards are specific to Battle Royale items such as Wingsuit skins, tank skins, and weapon skins. There may also be season-specific rewards like Lunar New Year banners and sprays (as of this writing). Ranked Mode – Rank Reset

Rank reset is standard in multiplayer games. CODM also features this, and the gap between the rank you reached and the rank after reset is relatively big. Despite this, the gap won’t be a hindrance if you’re mainly playing for rank. The following is a table of the rank reset Rank Reached Rank Resets To

Legendary/Grand Master/Master Pro I

Pro V

Veteran V

Pro III – IV

Veteran IV

Pro I – II

Veteran III

Elite IV – V

Veteran II

Elite III

Elite IV – V

Veteran I

Veteran V – Elite I

Rookie V

Veteran III – IV

Rookie III

Veteran I – II

Rookie II

Rookie I – V

Rookie I

Ranked Season Duration

As of this writing, the current ranked season started on January 19 and will likely end around March 29. This will give players enough time to grind the Battle Pass and reach their desired rank. After the aforementioned date, ranks will reset, and a new season will be introduced.

Conclusion

While Call Of Duty: Mobile features a good Ranked mode, the way to the top will be challenging and rewarding. The rank reset is also unforgiving. But, the most important part of playing Ranked mode is learning from other players and continuously adapting to various situations. Good luck out there. Don’t forget to top up your Call of Duty: Mobile account on Codashop. It’s a fast and convenient way to top up your favorite games, including Call of Duty: Mobile. We offer safe and secure payment methods for a hassle-free experience. All you have to focus on is the game. Most valuable player – Wikipedia. What does MVP stand for in games? valuable playerIt is not to be confused with the sports terminology MVP, which means valuable player. A minimum viable product is usually created quickly and without heavy resources, because the goal is to find out if a customer base will be interested in the product. What does COD mobile stand for? Call of Duty: MobileCall of Duty: Mobile. What does SR mean in cod mobile? SR. Skill Rating. Skill, Rating, Play. Skill, Rating, Play. Does MVP mean best player? MVP stands for “Most Valuable Player”, specifically in regards to ones respective team. While sometimes the recipient of the award may also be considered the BEST player in the league, it does not mean that it HAS to go the best player in the league. See also Is Rockfish Similar To HalibutHow do you get MVP on Call of Duty Mobile? As long as you play 30 ranked games, you will get Manta Ray – 2021 MVP. Yes, you read that right. All you need to do is register and play 10 games in each qualifying week (total 3 weeks) during Stage 1 from 8 – 24 July. Earn 60 points to qualify to Stage 2 (Team Qualifier)! Whats does AFK mean? away from keyboardAFK means away from keyboard, a phrase that lets others know that you won’t be at your computer for a while. It’s commonly used with another abbreviation—brb (be right back)—to indicate that you’re taking a short break. The term afk developed as a bit of chat room etiquette in the 1990s, when IRC was at its peak. Which gun is best in COD Mobile? Best guns in CoD Mobile ranked list CBR4. Kilo 141. MAC-10. DR-H. SKS. M13. GKS. AK117. See also What Is Being Done To Help Bluefin Tuna?Is COD Mobile too easy? If you’ve just started playing you’re probably wondering why is Call of Duty Mobile so easy? The bad news is it’s probably not because you’re good. Sorry, truth hurts. The game is incredibly easy at the start and you’ll find yourself winning games basically all the time and hardly ever dying. Is COD Mobile better than PUBG? #1 – Gameplay COD Mobile is faster and action-packed. There are lots of elements in the game, including weapon classes and kill-streak rewards like helicopters, which make the game interesting. The BR mode of Call of Duty also takes less time than PUBG Mobile. What does OBJ mean in Codm? An Objective player focuses on the objective, whether that’s carrying / planting a bomb, capturing the flag or going thought the score zone in blitz mode. See also What Does Cod Stand For Military?What is KS mean in cod? In multiplayer video games, particularly in MOBAs, first-person shooters, MMORPGs and MUDs, kill stealing is the practice of obtaining credit for killing an enemy when another player has put more effort into the kill. What does SG mean in Codm? SG/SHG: Sledgehammer Games. Shrink Ray: A nickname used by many players for the 31-79 IGB215, due to its complicated name. Skillcam: An ironically used term for a killcam (particularly game or round ending one) where the player shows a lack of skill. How are MVP chosen? The NBA Finals MVP award has been handed out each year since the 1969 NBA Finals. The award winner is chosen by a panel of 11 media members. They cast their votes immediately after the last game of the series concludes, and the player with the highest vote total wins the award. See also Do Sharks Get Jealous?How does MVP work? A minimum viable product (MVP) is a version of a product with just enough features to be usable by early customers who can then provide feedback for future product development. A focus on releasing an MVP means that developers potentially avoid lengthy and (ultimately) unnecessary work. What is MVP person? Definition of most valuable player : the player who contributes the most to his or her team’s success. Who gets MVP in cod? ‘MVP’ means “most valuable player,” so the person who contributed the most to their side in a single match. Is Cod mobile full of bots? While there aren’t many bots in COD Mobile’s multiplayer modes, due to the large number of players required for battle royale, Activision uses these bots to fill in the slots. If players want to play with bots they can try the ‘practice vs AI’ mode’. See also Is Ebay A Sole Proprietorship?What does XD mean? laughterXD Definitions and Synonyms an expression used in text messages or e-mails signaling happiness or laughter. XD is an emoticon. X represents closed eyes while D stands for an open mouth. OMG! What is the fastest killing gun in CoD Mobile? Fastest killing close-range weapon in CoD Mobile BobbyPlays revealed that the Peacekeeper with the Rapid Fire Barrel has the fastest close-range TTK of any CoD Mobile weapon. With only the Rapid Fire Barrel attached, it can kill a player in only 162ms out of eight meters, which is almost instant. Who is the best sniper in Codm? The Lotus is the perfect all-rounder sniper rifle in CoD: Mobile. Though it doesn’t excel in a single category, it’s decent in all the important categories for a sniper rifle. It has a decent ADS time that comes bundled with a great hitbox and damage. Gerardo Gonzalez loves cooking. He became interested in it at a young age, and has been honing his skills ever since. He enjoys experimenting with new recipes, and is always looking for ways to improve his technique. See also Why Did Cod Mobile Remove Tencent?Gerardo’s friends and family are the lucky beneficiaries of his delicious cooking. They always enjoy trying out his latest creations, and often give him feedback on how he can make them even better. Gerardo takes their input to heart, and uses it to continue refining his culinary skills. The popularity of the Call of Duty Mobile video game has led to the creation of the MVP (Most Valuable Player) system. Discover in this article everything related to the MVP in Call of Duty Mobile: what it is, how it works and why it is important in the game. Get ready to become the best player and dominate the battlefield. What is MVP in Call of Duty Mobile? What is MVP in Call of Duty Mobile? The MVP title means Most Valuable Player, which translated into Spanish is Most Valuable Player. It is a recognition given to players who excel in multiplayer team duel games. But what benefits does being the MVP entail? Below, we will explain it in detail. Players who earn the title of MVP are rewarded with experience bonuses and receive prizes such as boxes and other in-game items. In addition, being the MVP contributes to improving your statistics and gradually positions you in the top ranking. To become the MVP of a game, you need to be a proactive player who is constantly supporting your team, whether by taking down enemies or assisting your fellow players. This way, your stats will improve significantly. If at the end of the game your numbers reflect your activity and support, you will be classified as the MVP. Likewise, if you are the player with the most kills, you will be the MVP of Call of Duty Mobile in each of the games. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.

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