Take a Trip to the ~~Principal's~~ Principles Office
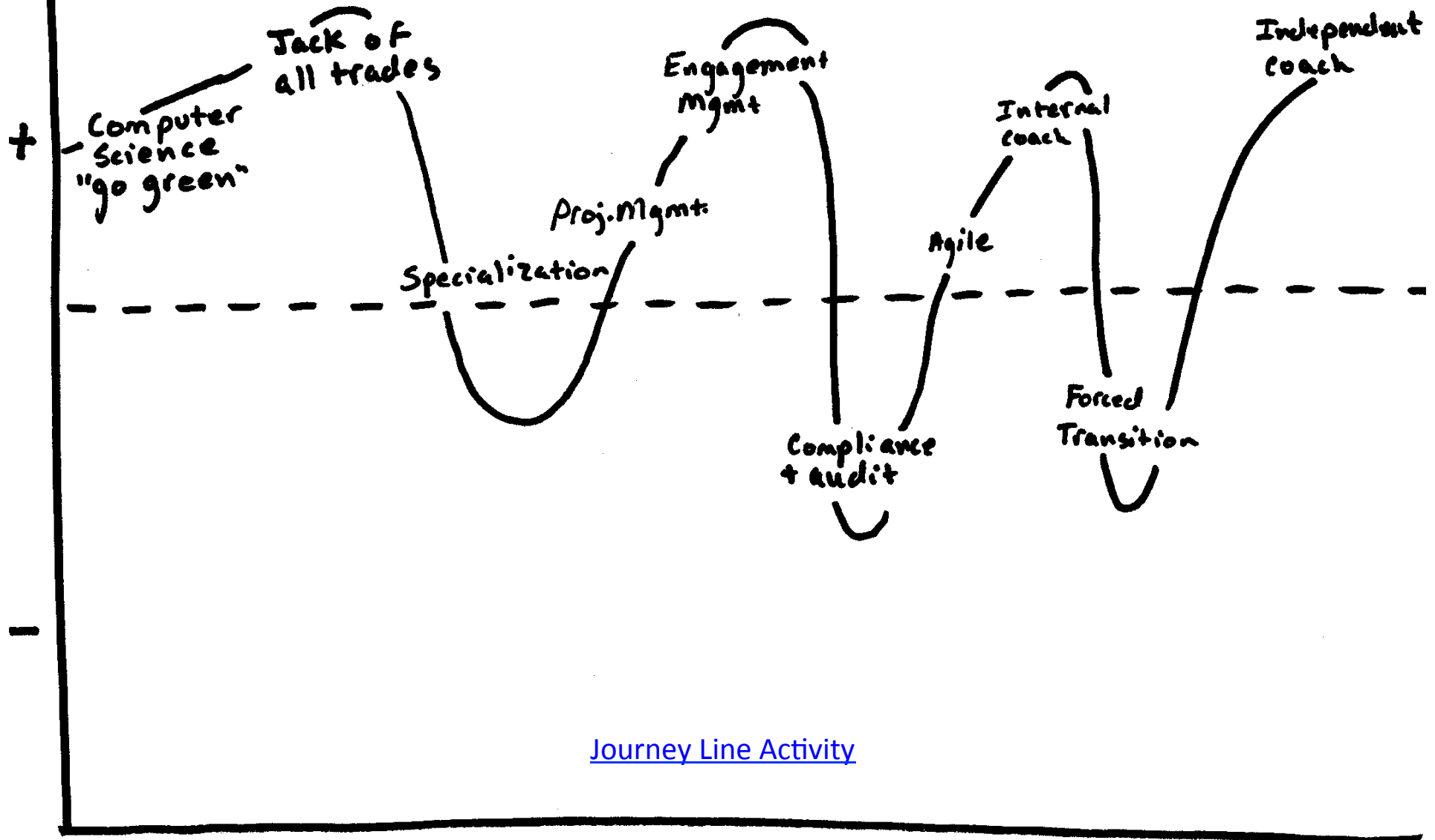
Presented by Dan Neumann

Dan Neumann

Journey Line Activity

Manifesto for
Agile Software Development

We are uncovering better ways of developing
software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

That is, while
there is value in the items on the right,
we value the items on the left more.

Source: www.agilemanifesto.org

Principle #1

Our highest priority is to satisfy the customer
through early and continuous delivery
of valuable software.   Source: www.agilemanifesto.org

Principle #2

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

Source: www.agilemanifesto.org

Principle #7

Working software is the primary measure of
progress.

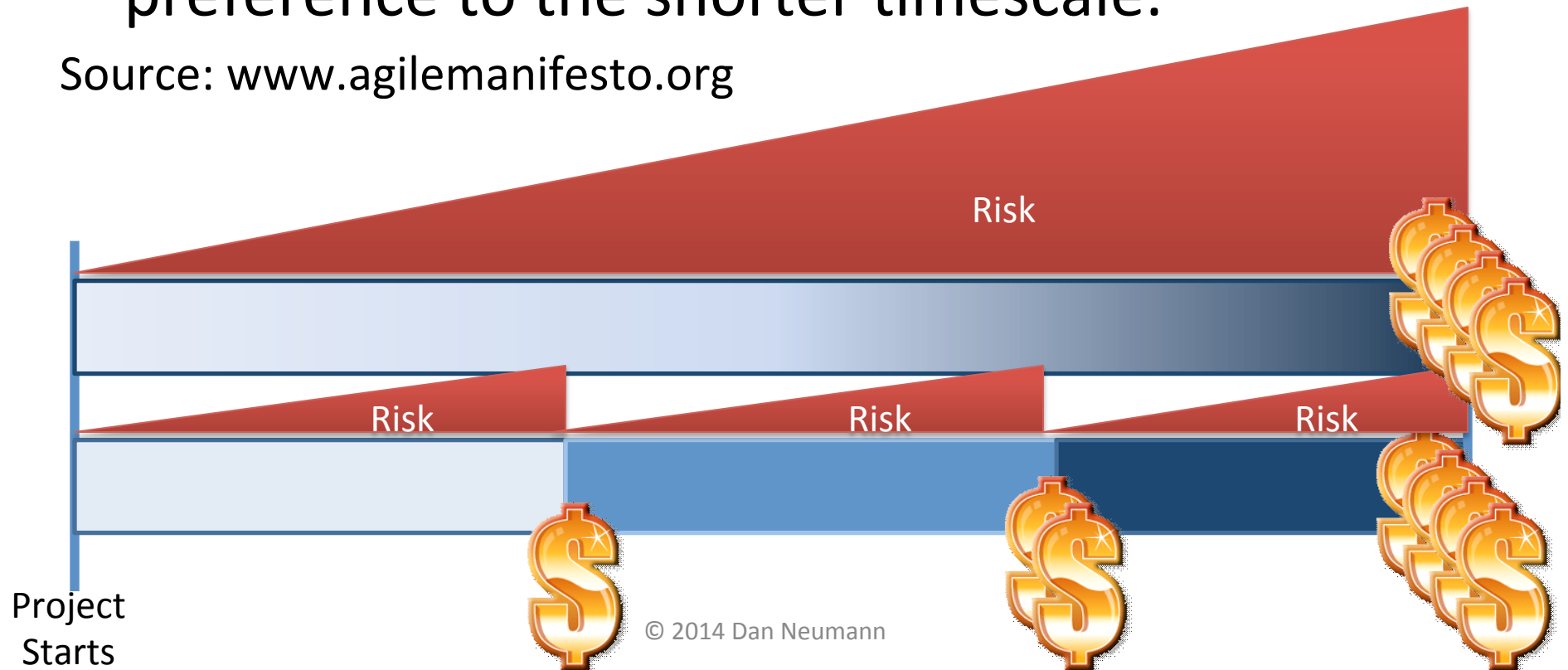Source: www.agilemanifesto.org

**Defect
Trending**

RISK eliminated

Test Coverage

Employee
Satisfaction

Executable
Tests

Performance

Principle #3

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

Source: www.agilemanifesto.org

Risk

Risk

Risk

Risk

Project Starts

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Principle #4

Business people and developers must work together daily throughout the project.

Principle #11

The best architectures, requirements, and designs emerge from self-organizing teams.

Source: www.agilemanifesto.org

Principle #5

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
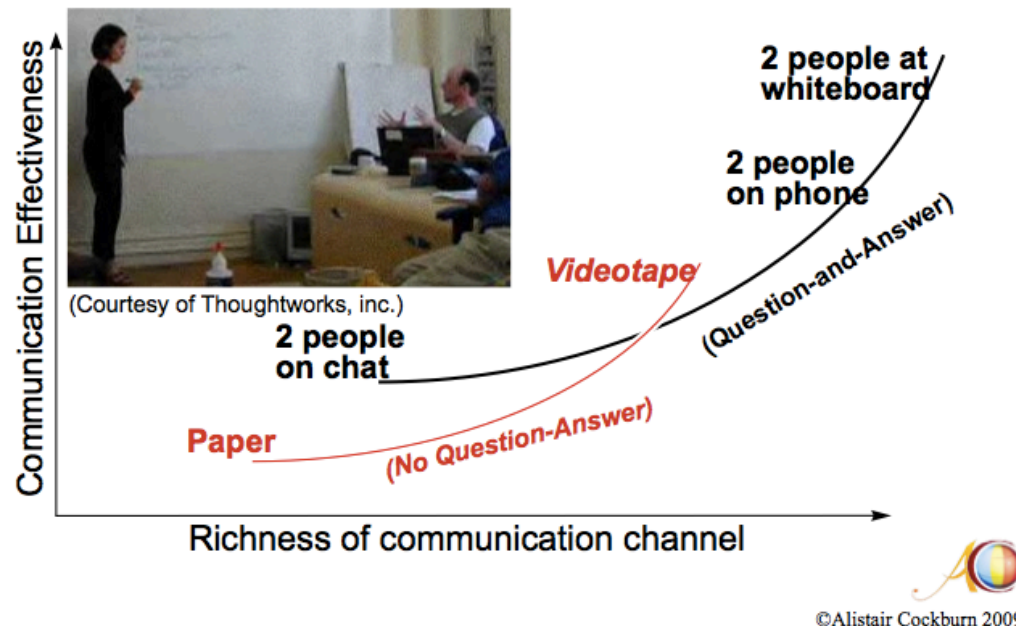
Space
Availability
Information
Removing impediments

Principle #6

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
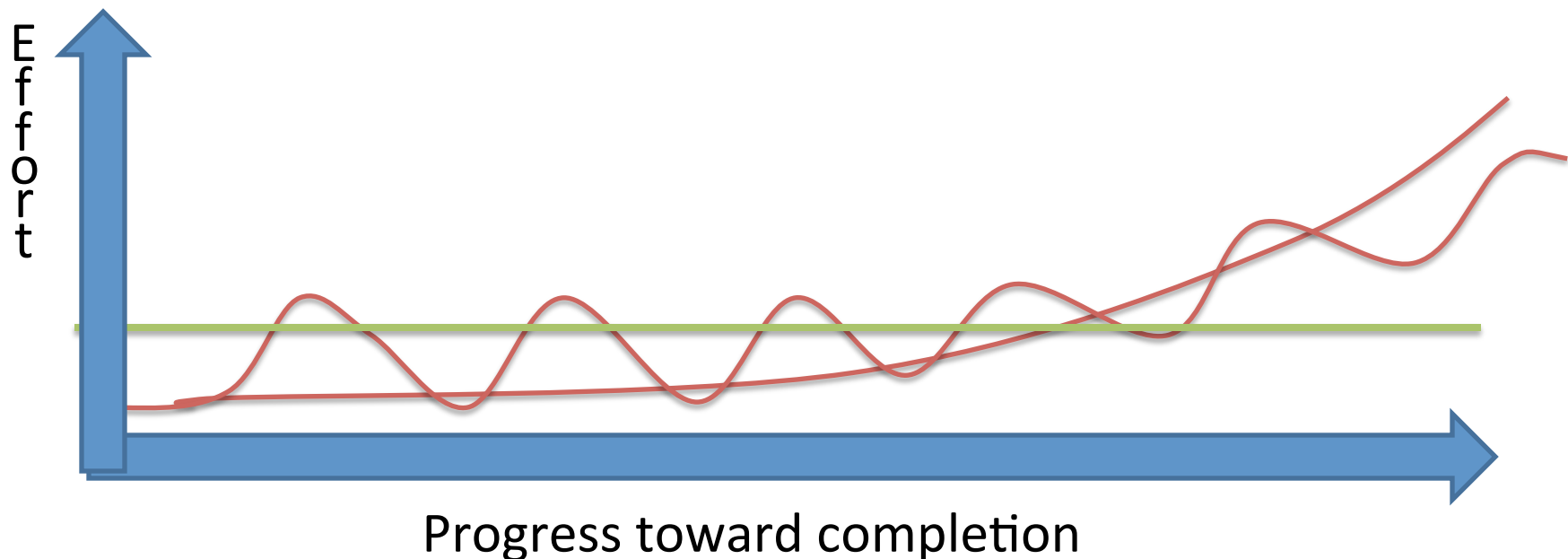
Source: www.agilemanifesto.org

Face-to-face is the most effective - Try **Video**

Communication Effectiveness

(Courtesy of Thoughtworks, inc.)

2 people at whiteboard

2 people on phone

Videotape

(Question-and-Answer)

2 people on chat

Paper

(No Question-Answer)

Richness of communication channel

©Alistair Cockburn 2009

Principle #8

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

Source: www.agilemanifesto.org

Effort

Progress toward completion

Principle #9

Continuous attention to technical excellence
and good design enhances agility

Source: www.agilemanifesto.org

Principle #10

Simplicity--the art of maximizing the amount
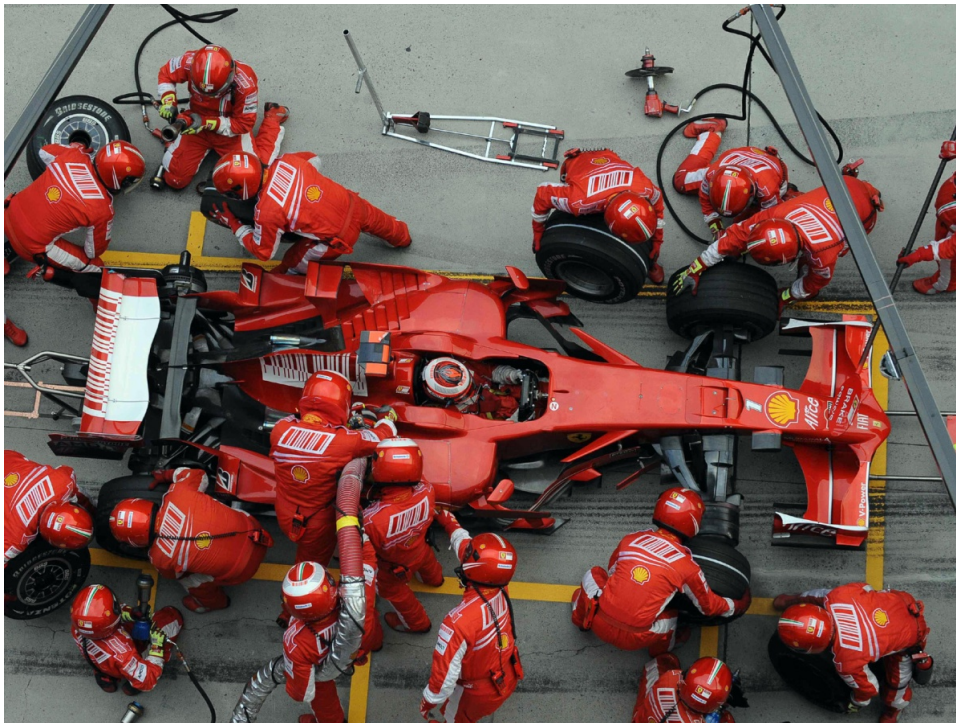of work not done--is essential.

Source: www.agilemanifesto.org

Principle #12

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

Source: www.agilemanifesto.org

Scenario 1 – Resolution of dependencies across verticals

APPLYING THE PRINCIPLES

Scenario 2 – Internal customers don't value your team's work

APPLYING THE PRINCIPLES

Scenario 3 – Your challenge

APPLYING THE PRINCIPLES

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