

# Agile



A principled approach to software development

# Product Development

What is expected when building a product in a traditional setting?

- Deliver fully functional, fully featured, polished final products
  - Plan and implement over long time frames (months to years)
  - Spend big budgets
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# Agile Product Development

How is agile different?

- Deliver working software, early and often
  - Focus on shorter time frames and multiple iterations
  - Welcome evolving requirements and business scope
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# Agile Manifesto

[agilemanifesto.org](https://agilemanifesto.org)

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.

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# 12 Principles of Agile Development

01 Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

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

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

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

05 Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

06 The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

07 Working software is the primary measure of progress.

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

09 Continuous attention to technical excellence and good design enhances agility.

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

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

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

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How **not** to build a minimum viable product



1



2



3



4

MVP

How **to** build a minimum viable product



1



2



3



4



5

Agile is a set of principles,  
**not a methodology**