

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
-

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
-

Agile Manifesto

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.

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.

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.

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