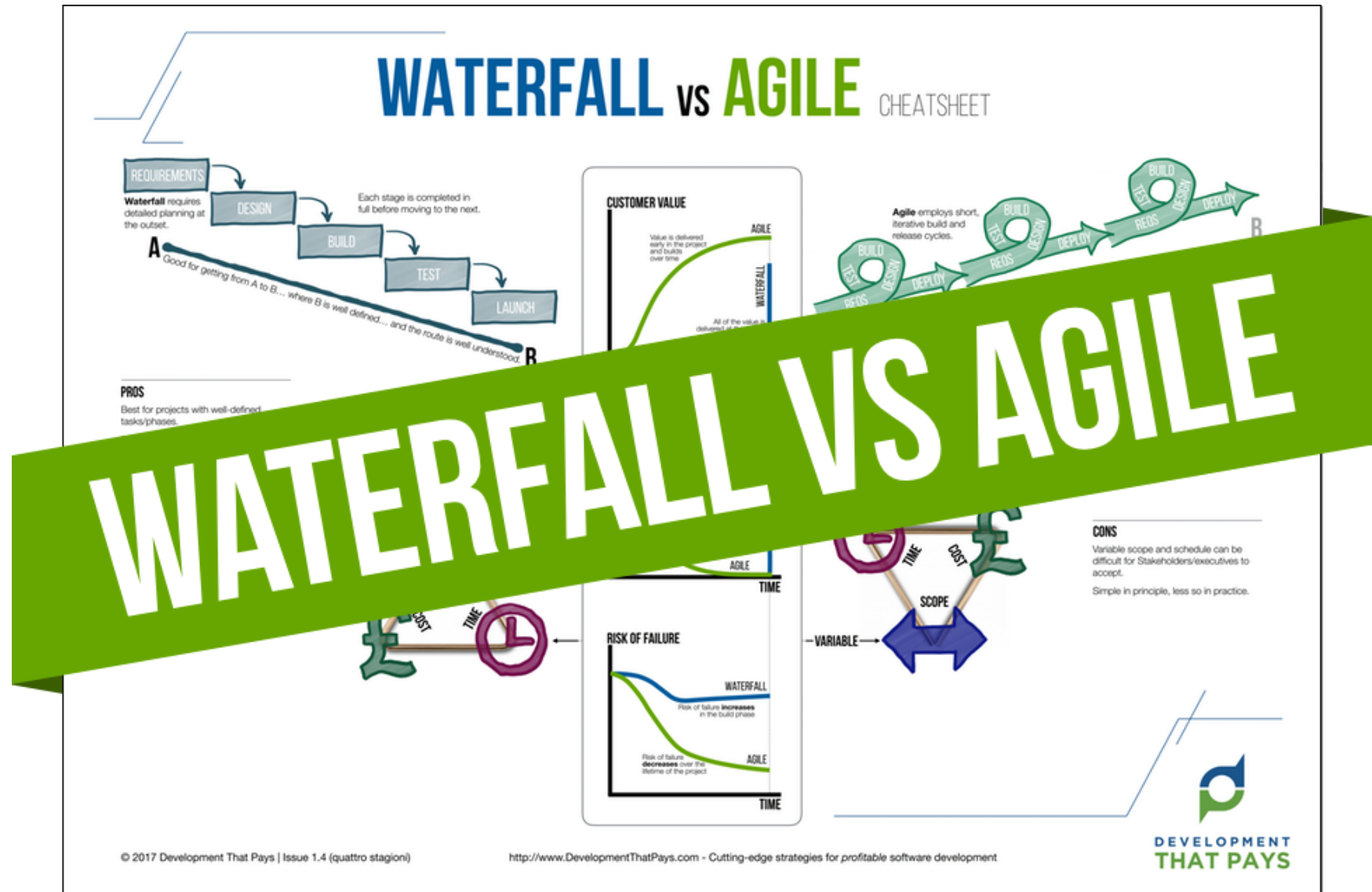


# Agile

# Waterfall



# Agile

## 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.



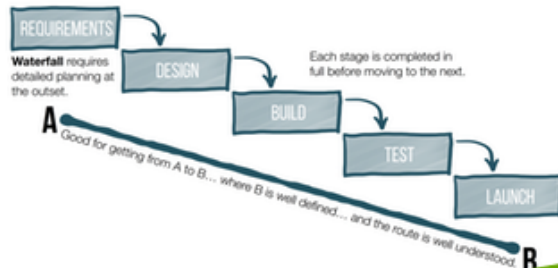
KENT BECK	JAMES GRENNING	ROBERT C. MARTIN
MIKE BEEDLE	JIM HIGHSMITH	STEVE MELLOR
ARIE VAN BENNEKUM	ANDREW HUNT	KEN SCHWABER
ALISTAIR COCKBURN	RON JEFFRIES	JEFF SUTHERLAND
WARD CUNNINGHAM	JON KERN	DAVE THOMAS
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(Jurgen Appelo,

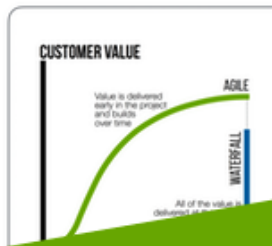
<https://www.flickr.com/photos/jurgenappelo/5201267505>)

# WATERFALL vs AGILE CHEATSHEET



## PROS

Best for projects with well-defined tasks/phases.



# WATERFALL VS AGILE



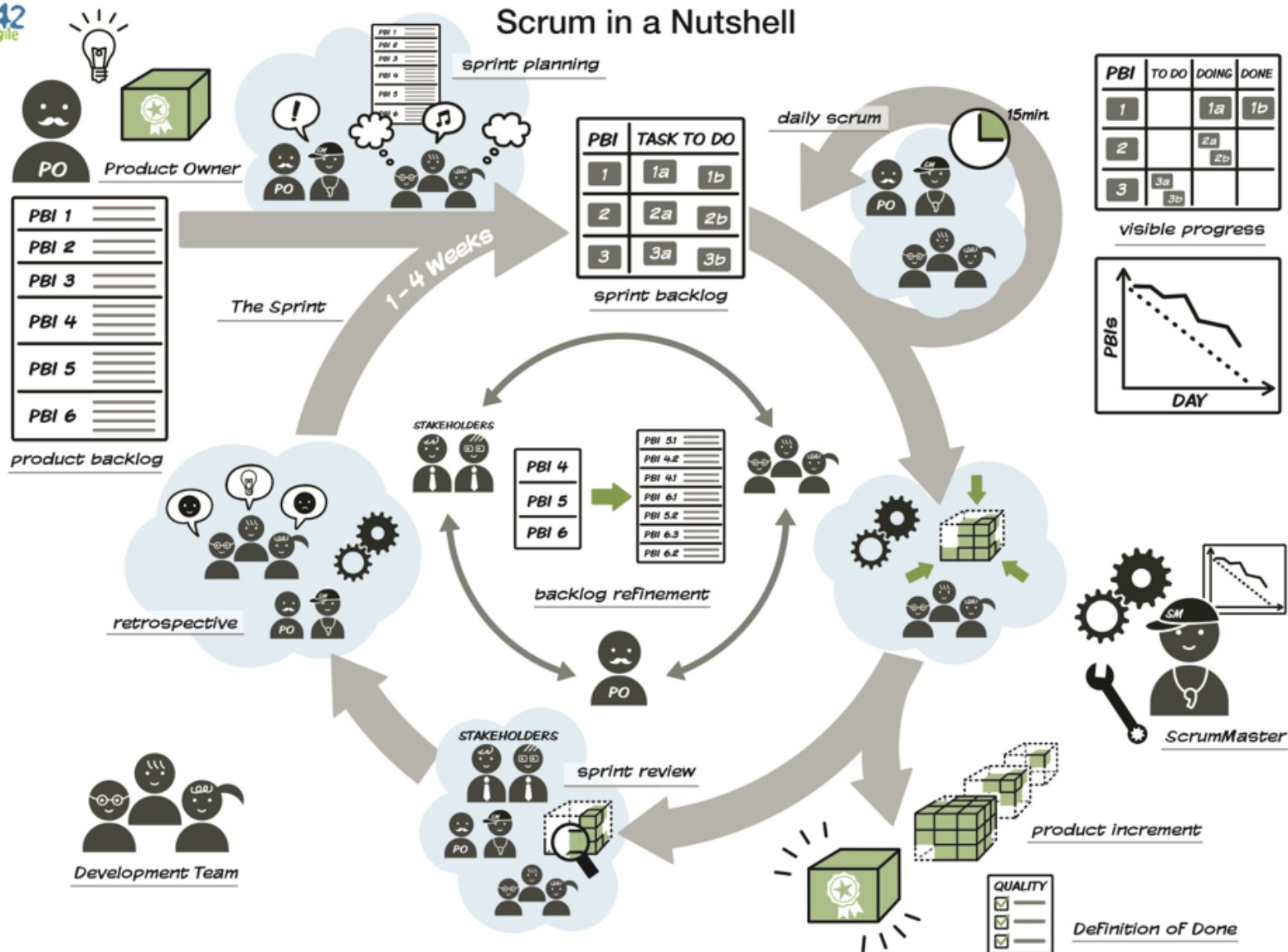
## CONS

Variable scope and schedule can be difficult for Stakeholders/executives to accept.

Simple in principle, less so in practice.



# Scrum



(source: [agile42](#))

# Minimum viable product



HOW **NOT TO BUILD** A MINIMUM VIABLE PRODUCT



1



2



3



4

ALSO HOW **NOT TO BUILD** A MINIMUM VIABLE PRODUCT



1



2



3



4

HOW **TO BUILD** A MINIMUM VIABLE PRODUCT



1



2



3



4

FRED VOORHORST

WWW.EXPRESSIVEPRODUCTDESIGN.COM

(image by [Fred Voorhorst](#))

# Scrum vs Kanban

# SCRUM vs KANBAN CHEATSHEET

## SCRUM

**Scrum Process:**

- Sprint Planning:** Selecting items from the Product Backlog for the current sprint.
- Sprint:** A fixed-length iteration (usually 2-4 weeks) where the team works on the selected items.
- Daily Scrum:** A short daily meeting to discuss progress and blockers.
- Sprint Review:** Demonstrating the increment to stakeholders.
- Sprint Retrospective:** Reflecting on the sprint to improve the process.

**Roles:** Product Owner, Scrum Master, Lead Developer.

## KANBAN

**Kanban Process:**

- Backlog:** A queue of work items.
- Work in Progress:** Items currently being worked on.
- Done:** Completed items.

**Roles:** Agile Coach, Product Owner, Lead Developer.

# SCRUM VS KANBAN

**Scrum Advantages:**

- Clear structure and roles.
- Regular communication and collaboration.
- Regular feedback loops.

**Scrum Disadvantages:**

- Fixed-length sprints may not be ideal for all projects.
- Can be rigid and inflexible.

**Kanban Advantages:**

- Continuous flow of work.
- Flexibility to adapt to changes.
- Visual representation of work.

**Kanban Disadvantages:**

- Lack of structure and roles.
- Can be less predictable.

Watch the video: <https://bit.ly/2DxyUhh>

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