

# Agile Foundations

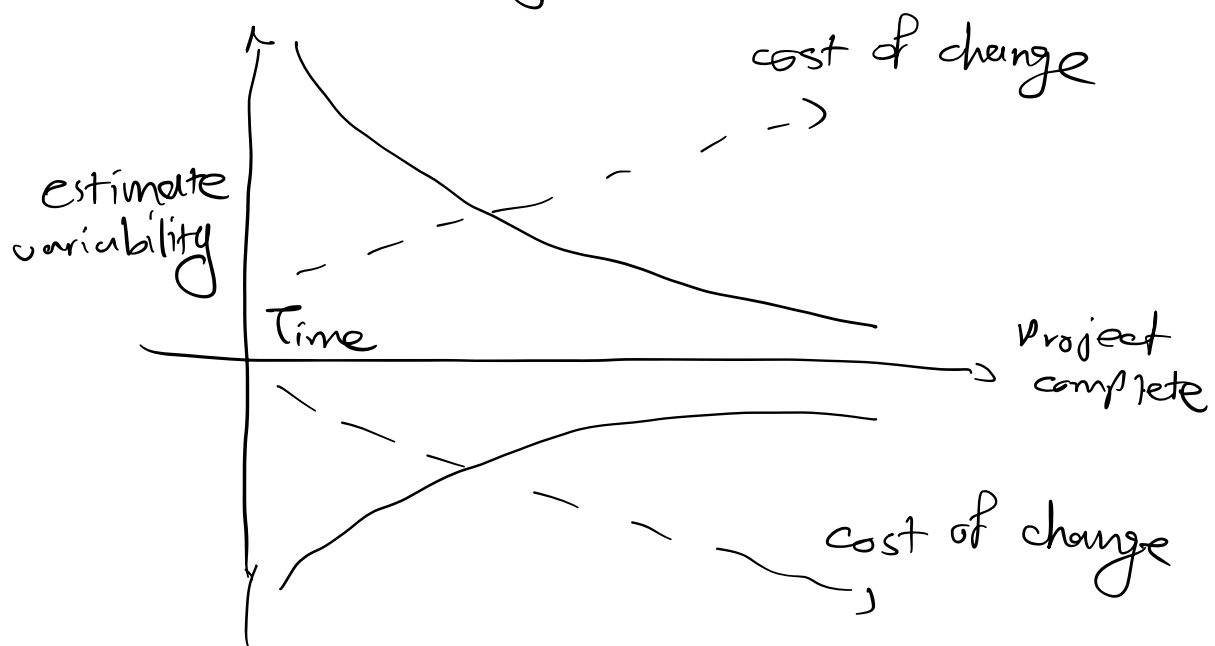
⚠ agile mindset is more important than agile practices

⚠ managers are now supportive instead of directive

⚠ traditional planning

- ① Plan the project
- ② execute project
- ③ test the project

⚠ cone of uncertainty



⚠ Agile manifesto → 4 values  
→ 12 principles

⚠ Agile values → individuals & interactions  
→ working software  
→ customer collaboration  
→ responding to change

⚠ agile team → cross functional & self-organized

⚠ avoid multi-tasking → lower context-switch

⚠ the most productive way to work as an Agile team is by moving around small batches of work and eliminating hand-offs

⚠ Sprint → a time-boxed iteration of work intended to deliver a shippable portion of a product in a short time scale

⚠ agile mindset  $\neq$  long-term planning

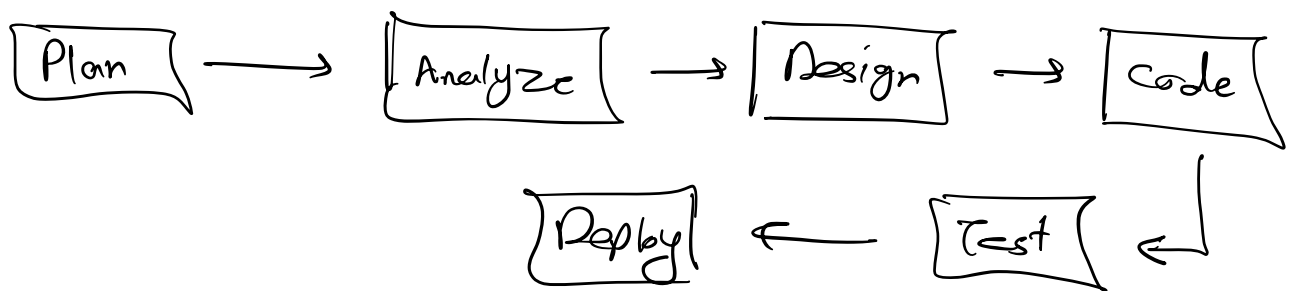
⚠ User-story Format : As a [User], I want [SOME FEATURE] so that I can [GET SOME VALUE]

⚠ Pareto principle : 80-20 Ratio / Rule  
L, 80% of effects come from 20% of causes

⚠ only show the customer the working software

⚠ SCRUM → empirical product delivery framework

⚠ Water Fall :



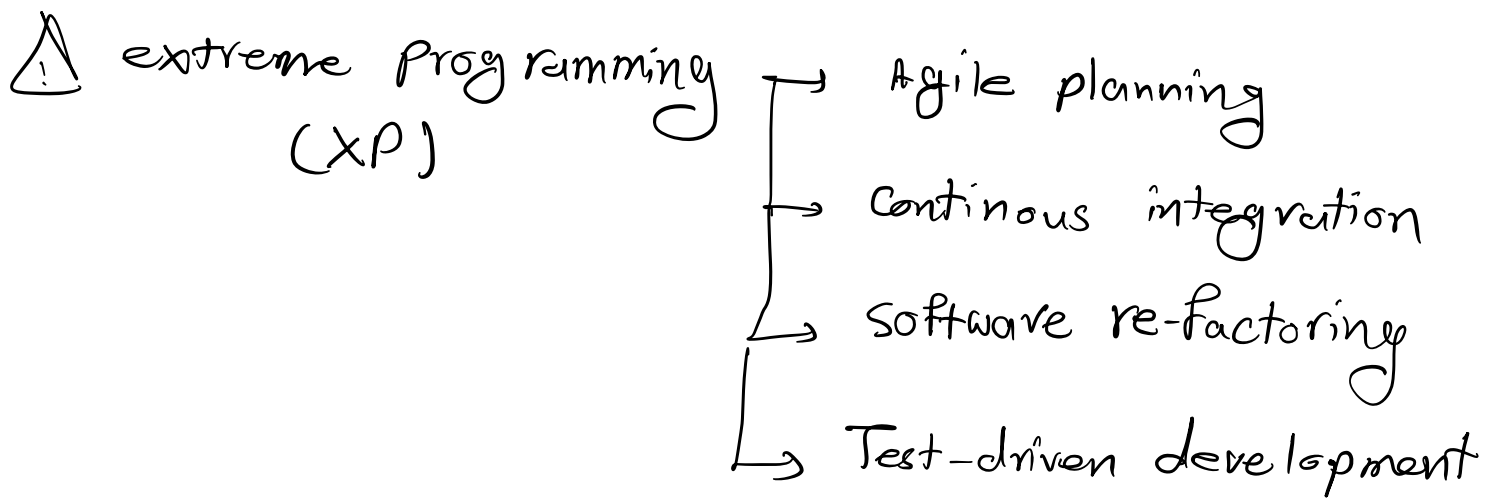
⚠ SCRUM events

- ① Sprint planning meeting
- ② daily meetings
- ③ Sprint review

⚠ Agile ⇒ mindset, scrum → framework

extreme programming (XP) → framework

kanban → framework



⚠ Lean thinking = what's valuable to the customer

⚠ Kanban board columns : ① user stories  
④ To Do    ⑤ Doing    ⑥ Done

⚠ scrum master coaches and encourages

⚠ product owner → owns the product  
↳ responsible for direction and prioritization

⚠ Product manager → works on long-term strategy  
↳ creates the budget  
↳ looks at competing products

⚠ Product backlog → ranked list of features

⚠ scrum master

- trainer or coach
- Administrative worker
- conflict negotiator

⚠ Agile challenges

- comfort with uncertainty
- eliminating handoffs
- working software as status updates