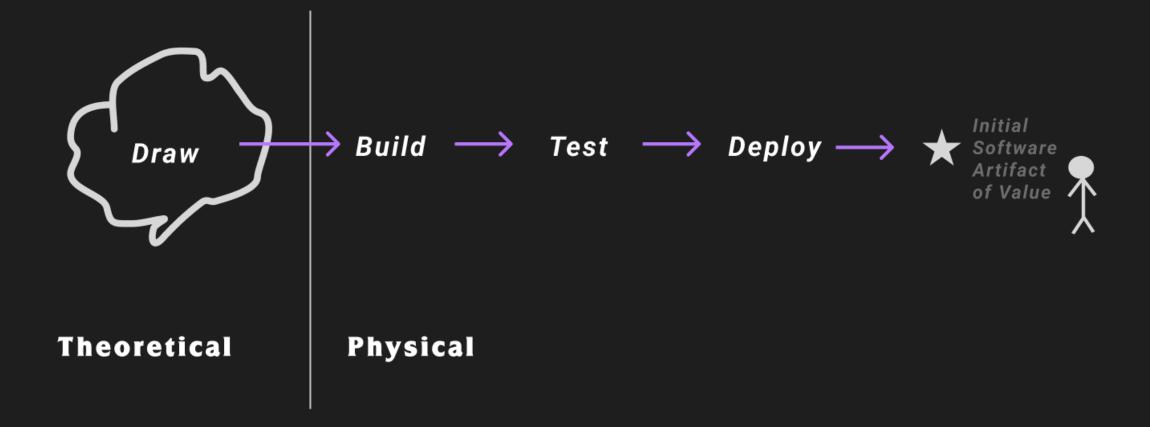


Physical Essential: The Walking Skeleton





Physical Essential

The Walking Skeleton

There are a lot of snags and trouble spots that will occur when shipping anything of value.

The best time to find those snags and deal with them is at the start of a project.

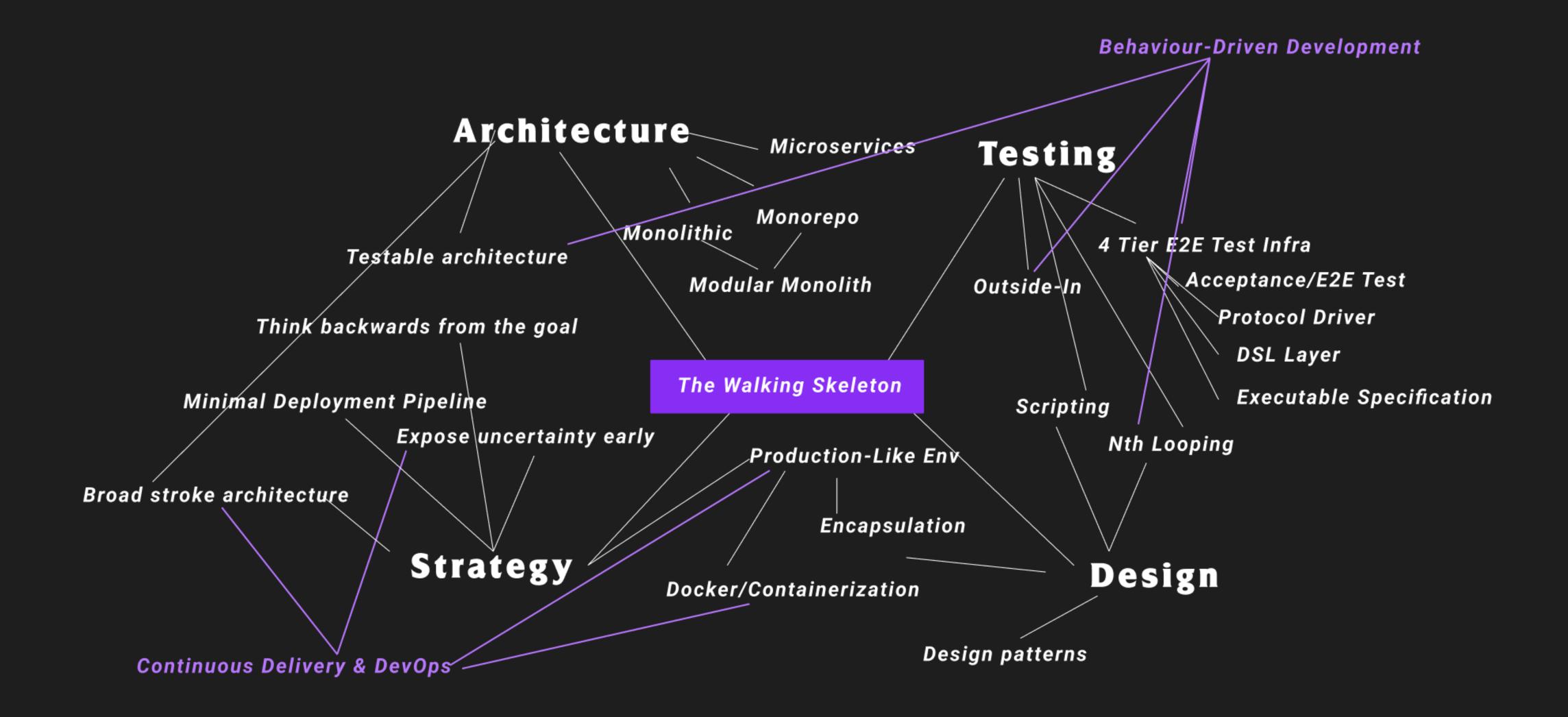
The Walking Skeleton is about building the smallest slice of useful functionality and deploying it as quickly as possible.

You want to Draw a broad stroke architecture and then Build, Test & Deploy the a tiny slice of E2E functionality.

Expect lots of scripting, problems, and weirdness to occur.

Once this is done, you have a testable architecture and the foundation upon which to write quality code.





from the customer Who are we helping? What are we trying achieve? **Problem** The What will they be able to do? **Theoretical Capabilities** Role-Goal **Guesses Points** The "Who-What-What" How can we help? What will we build? What are the scenarios we need to Solution build? Can we come up with some concrete examples? Acceptance Criteria Examples **Features** Stories What does the system need to be able to do? How should it "be"? What are the responsibilities Architecture that need to be handled? Which architectural components will play those roles? Architectural Requirements (Functional & Roles, Responsibilities, Components (Systems, Libraries, Frameworks, Services, Patterns) Collaborations Non-Functional)

To the Physical



Where we'll learn more

