Methodology Name

Feature	Supported	Comments
Concurrent development		
Iterative development		
Time boxing (iterations of set length)		
Incremental development		
Evolutionary prototyping		
Small releases of software product		
Component development		
Test first development		
Daily builds of complete system		
Automated regression testing		
Refactoring of code		
Testing throughout each iteration		
Software inspections		
Customer on-site		
Method coach on site		
Tester(s) collocated with team		
Customer focus groups		
Rooms organised for pair programming		
Whole team works in same office/floor		
Dedicated meeting space		
Pair programming		
Coding to an agreed standard		
Collective ownership of code		
40 hour week		
Sprint Goal		
Daily team meetings		
Iteration planning meeting		
Planning game		
Reflective workshops for adaptation		
User stories		

System metaphor developed		
Only what has direc1 business value		
Requirements are prioritised		
Changes to requirements are negotiated		
Joint Application Development (JAD)		
Design is kept as simple as possible		
Coded solution is kept as simple as possible		
Risk assessment at each iteration		
Product Backlog		
Sprint Backlog		
Release Backlog		
Milestones to track progress		
Product Backlog Graph metric		
Sprint Backlog Graph metric		
Function point counts		
Project post mortem		
Feasibility study		
Business study		
Resource requirements analysis		
MOSCOW rules		
Unique methodology at start		
Tailored existing methodology at start		