Principle #1:

Strive to deliver to the customer a working system with few functionalities within the first few weeks (4 weeks?). Keep adding more functionalities and delivering.

Principle #2:

Keep a flexible structure of the software.

Principle #3:

Keep delivering working software

Principle #4:

Work on the project daily? add little things every day

Principle #5:

Look for motivated people or motivate people

Principle #6:

It is much nicer and more productive to meet face-to-face

Principle #7:

Success is measured by working software

Principle #8:

Once you started delivering make sure that you do not stop

Principle #9:

High quality product: Usable, Reliable, Efficient and Secure.

Principle #10:

Make it as simple as possible usable and testable

Principle #11:

Team members share responsibility and glory

Principle #12:

Continuous adjustment and self-evaluation