12 Agile Principles

Provide guidance in resolving issues faced when using Agile methodology

1. Satisfy customer through early and continuous delivery of valuable software
- deliver early & often
- delivery MVP within first few weeks
- continue delivering system by increasing functionality every 2 weeks

2. Allow changing requirements, even late in development
- Agile methodology uses change to increase customer's competitive advantage
- see change as good thing

3. Deliver working software frequently
- from a few weeks to a few months
- preference to shorter timescale

4. Business people and developers must work together daily throughout project
- collaboration between customer, developers and stakeholders
- software must be continuously guided and built

5. Build projects around motivated individuals
- provide the required support & environment
- trust in getting job done

6. Face-to-Face conversation is most effective
- Agile does not have written plans / designs / specs / email
- conversations is primary mode of communication

7. Working software is primary measure of progress
- progress not measured by phases / documentation produced
- 10% work done == 10% necessary functionality working as expected

8. Agile processes promotes sustainable development. All parties should be able to maintain constant pace indefinitely
- like a marathon, fast but with sustainable pace
- not run fast early and burnout later

9. Technical excellence and good design enhances agility
- high quality == high speed
- build high quality code initially, not messy code and cleanup in future

10. Simplicity is key
- don't think about tomorrow's problem
- solve current problem with high quality

11. Best architectures, requirements, designs emerge from self-organizing teams
- team will decide together on architecture, requirements and designs
- documents will not be handed externally to team

12. Team reflects on how to become more effective at regular intervals
- environment is continuously changing, Agile team must change together