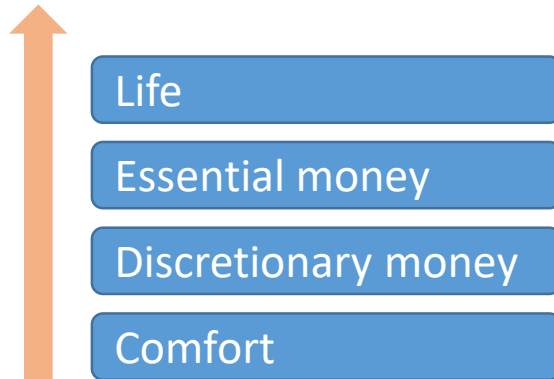# Crystal – Method

✔ The Crystal method was developed by Alistair Cockburn and was designed for projects ranging from small teams developing low critical solutions to large teams developing critical solutions

Crystal levels of criticality:

| Life |
| Essential money |
| Discretionary money |
| Comfort |

Crystal – Method

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✔ Crystal methods are a family of methodologies (the Crystal family) that were developed by Alistair Cockburn in the mid-1990s.

✔ Crystal methods are considered and described as "lightweight methodologies".

✔ In his research, Cockburn [1999], he defines behavior of people in teams:

- People are communicating beings, doing best face-to-face, in person, with real-time question and answer.
- People have trouble acting consistently over time.
- People are highly variable, varying from day to day and place to place.
- People generally want to be good citizens, are good at looking around, taking initiative, and doing 'whatever is needed' to get the project to work.

Crystal – Key Principles

1 Frequent Delivery

2 Focus

3 Reflective Improvement

4 Easy Access to Experts

5 Personal Safety

6 Technical Environment

7 Osmotic Communication