Tip 24 - Never sacrifice product quality for any reason

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Increase your pace of product development to ensure the product is released early

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✗ Tell them that

✗ Have to quit

✓ Your DoD (definition of done) is in place

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Activities that must be done on the story before it goes into production

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Let them know the reasons for the items on the definition of done

- Testing
- Design standards met
- Known Critical bugs fixed

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In Summary

- Never sacrifice product quality for any reason

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