**Agile: Kanban**

**Foreword**

Since Kanban is a visual system, it does away with process conventions preventing communication between departments, making understanding efficient and possible.

There are three elements to a project using Kanban that must be followed:

* Visualize
* Limit work in process
* Manage flow

By doing the first two the third comes naturally, though including it helps with understanding. Fitting work into deadlines is bad, as it destroys morale, speed, and creates errors.

Too much WIP destroys flow, with a reasonable limit to WIP, tasks can be completed measuredly and with quality.