Agile:

In today’s fast growing software industry, the term ‘Agile’ describes different approaches for software development which emphasize on following characteristics:

* Adaptive planning
* Evolutionary development
* Early and incremental delivery
* Self-organizing cross-functional teams
* Team collaboration
* Continual planning and learning.

The various agile methodologies, mentioned below are a variety of methods and practices that have above characteristics. From implementation point of view, each of the methodology has its own way of practices, tactics, framework and different terminologies.

* Scrum
* Lean
* Kanban
* Crystal
* Xtreme Programming (XP)
* Dynamic Systems Development Method (DSDM)
* Feature-driven development (FDD)
* Agile Unified Process (AUP)

The design practice that our team has decided to follow is **Kanban** because of following important features of Kanban:

Basic principles of Kanban:

1. Visualize what you do today (workflow):

* Seeing all the items in context of each other

1. Limit the amount of work in progress (WIP):

* This principle helps to balance demand and available capacity of the team so that teams don’t have to commit too much work at a time

1. Enhance the flow:

* When one task is finished, next highest thing from backlog is pulled and developed

Also, Kanban focus on following features:

* Focuses on continuous delivery than timeboxed sprints
* Work is pulled in single piece rather than batches from backlog
* Changes can be made anytime and teams are responsive to change
* Reducing waste by removing activities that don’t add any value to team and project
* Respect the current process, roles, responsibilities & titles
* For better understanding of work and workflow, it follows visualization process with Kanban Board
* All the team members communicate and respect each other and all have same roles