

- ✓ 6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

4

- ✓ 7. Working software is the primary measure of progress.

3

- ✓ 8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

2

- ✓ 9. Continuous attention to technical excellence and good design enhances agility.

5

- ✓ 10. Simplicity — the art of maximising the amount of work not done — is essential.

1 Documentation ensures that work is not replicated and users can easily find the info they need quickly. Simplicity makes testing and development easier by avoiding technical debt

- ✓ 11. The best architectures, requirements, and designs emerge from self-organising teams.

2

- ✓ 12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behaviour accordingly.

2

Student Names:

AUSTEN II

YASITH A.

LUCAS

### Part 1. Brainstorming

Discuss together to come up with answers to the question "what criteria help a software project succeed?" Focus on criteria related to the software development team and what they do (not e.g. "an easy project"). Draw from the experience you have from your UCD studies and elsewhere. Write them on this sheet and the next. Aim for at least 10 criteria; ideally 15 or more.

Clear deadlines

Communication

Constant feedback ✓

testing ✓

\* Sprint reviews \*

teamwork

Clear division of labour ✓

Kanban boards \*

Clear objectives

engagement with stakeholders

Quality assurance

doc documentation D

for clear key performance metrics \*

Clear coding standards. ✓

CI/CD pipeline next D

**Criterion 3:**

### Constant feedback loop

② ④ ⑥ ⑫

2 - Always communicating with the client.

4 - Developers and business engage on the project

6 - Face-to-face meetings with clients.

12. Reflection is a part of feedback

**Criterion 5:**

Clear  
⑪

**Criterion 4:**

### Clear division of labour

④ ⑥ ⑪

4 - Translating business requirements into work divided between the developers.

6 - F2F conversations allow for clarity of confusion when dividing up work

11 - A proper self-organized team clearly lays out the requirement & work needed from each person.

### Part 3. Are Your Criteria Agile, and What Did You Miss?

**3.1** Study the 12 Agile Principles below. Assess each of your eight criteria for compliance with these principles. Write a note on this on the pages above. For example if one of your criteria was "team engaged with the business" you might add a note "Principles 1, 2, 4 -- being engaged with the business will help customer satisfaction and make the team open to changing business requirements." (1, 2, 4 are the principles related to the criterion).

**3.2** Note below which principles your criteria covered and didn't cover. Write a brief explanation for the ones not covered (or only partially) by your criteria.

Success does not depend not how compliant your criteria are with the principles, but on how insightful your reflections are. Having an in-depth discussion in your group is the best starting point.

Fulfilled by 2

✓ 1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

✓ 2. Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

2

✓ 3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

2

✓ 4. Business people and developers must work together daily throughout the project.

4

✓ 5. Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

2

## Part 2. Select Eight Key Criteria

From the criteria you proposed in Part 1, select eight **key** criteria — the ones you think are most important. Leave as much free space after each criterion as you can (you'll need it later).

### Criterion 1:

Clear coding standards  
⑤ ⑨

- 5 - Everyone is in the same positive environment, allowing motivated individuals to work without fear of stepping on others' toes.
- 9 - Obvious, attention to detail & quality code

### Criterion 2:

Testing  
⑦ ⑨

- 7 - Testing ensures software works before shipping
- 9 - Ensures quality code

### Part 3. Are Your Criteria Agile?

3.1 Study the 12 Agile Principles. Write a note below with these principles. Write a note below criteria was "team engaged with business" being engaged with the business to changing business requirements.

3.2 Note below which explanation for the success does how insight best state

#### Criterion 7:

CI/CD

- ①
- ③
- ⑦
- ⑧
- ⑨

1 - CD, self explanatory, is concerned with continuous delivery.

3 - Allows for updated code to be ~~detected~~ shipped frequently.

7 - ~~detecting~~ allows faster shipment of working software.

8 - Allows shipping code at a constant pace.

9 - Allows focus on code development as opposed to managing infrastructure.

#### Criterion 8:

Documentation

- ⑧
- ⑨
- ⑩

8 - Allows devs to hit the ground running, avoiding code replication and spending extra time deciphering codebases.

9 - Documentation of coding standards & design patterns encourage quality work.

10. ~~(written on)~~ Ensures work isn't replicated & users can find the info they need quickly.

**Criterion 5:**

clear key performance indicators (KPIs)

(4) (6) (7) (9)

4 - Business people prioritize which metrics the devs need to hit.

6 - F2F allows for better, clearer communication when making decisions.

7 - Ensures the software meets predefined standards

9 - Adherence to good design ensure by following KPIs.

**Criterion 6:**

Sprint reviews

(1) (2) (3) (4) (5) (6) (11) (12)

1 - Regular reviews make sure we stay on track delivering software.

2 - Allows changes to be incorporated into the development lifecycle.

3 - We have working code at the end of every sprint.

4 - Regular meetings between business and development.

5 - Regular check-ups for motivation and encouragement.

6 - F2F allows for clearer communication when making decisions and planning.

11 - Ensures only the best architecture and designs emerge at the end of a sprint.

12 - Reflection is a part of sprint reviews.