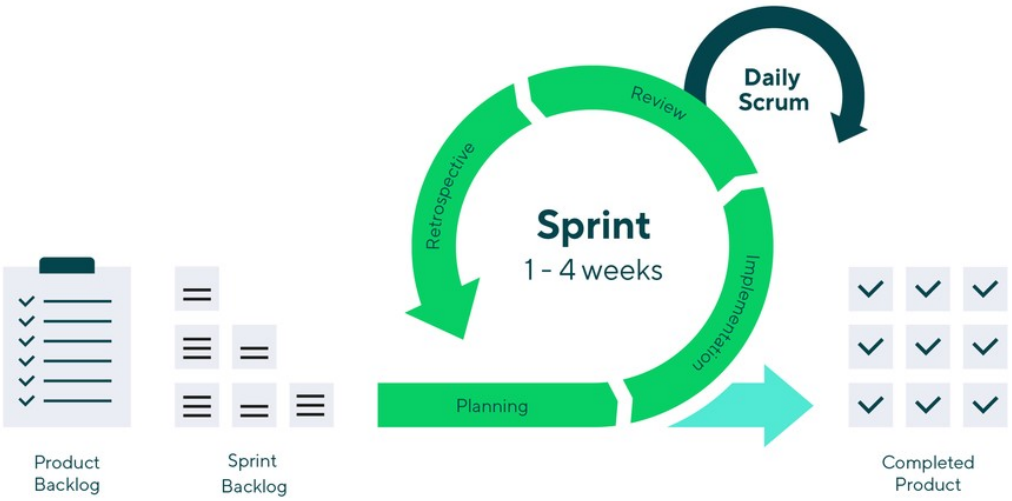
The Agile model, unlike the traditional waterfall model, doesn't follow distinct phases with rigid boundaries. Instead, it operates in iterative cycles, often referred to as sprints in the most common Agile framework, Scrum. However, there are some common elements or activities that can be considered as phases within Agile:

1. **Planning**: This phase involves defining the project vision, identifying goals, and breaking down the work into manageable units. It often includes creating a product backlog, which is a prioritized list of features or tasks.
2. **Iteration/Sprint Planning**: Agile projects are typically organized into iterations or sprints, which are time-boxed periods (usually 1-4 weeks) during which a set of features or user stories are implemented. During this phase, the team selects items from the product backlog to work on and plans how to accomplish them.
3. **Execution/Development**: This is where the actual development work takes place. Developers and other team members work collaboratively to implement the features or user stories identified for the iteration.
4. **Daily Stand-up/Scrum**: A daily meeting where the team discusses progress, plans for the day, and any obstacles or impediments they're facing. It's a short, focused meeting to keep everyone aligned and aware of each other's work.
5. **Review/Demo**: At the end of each iteration, the team presents the completed work to stakeholders, often in the form of a demo. This allows stakeholders to provide feedback and ensures that the product is meeting their expectations.
6. **Retrospective**: Also held at the end of each iteration, the retrospective is a meeting where the team reflects on the iteration's process and identifies what went well, what didn't, and how they can improve in the future. It's a crucial aspect of continuous improvement in Agile.

These phases repeat throughout the project, with each iteration building on the previous one. The Agile model emphasizes flexibility, collaboration, and responsiveness to change, allowing teams to adapt to evolving requirements and deliver value incrementally. While these phases provide a general framework, the exact implementation can vary depending on the specific Agile methodology being used and the needs of the project.


Daily
Scrum
Review
Retrospective
Sprint
1 - 4 weeks
Implementation
Planning
Product
Backlog
Sprint
Backlog
Completed
Product