

Agile Manifesto & Principles

A guy, on his first date, announces his wedding date,
number of kids she will have, their birth time, ...
This is a traditional project planner.

The Manifesto for Agile Software Development

- “We are uncovering better ways of developing software by doing it and helping others do it.
- Through this work we have come to value:
 - *Individuals and interactions over processes and tools*
 - *Working software over comprehensive documentation*
 - *Customer collaboration over contract negotiation*
 - *Responding to change over following a plan*
- That is, while there is value in the items on the right, we value the items on the left more.”

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These days agile seems to be about

- improving productivity,
- reducing work in process,
- Increasing velocity in any way possible,
- holding teams accountable for finishing everything they say they will, and,
- doing just enough that an organization can call itself agile without really being agile.

Many of these are good things. But they are the candy manufacturer version of agile: sweeter and easier to sell.

But, ultimately, these are as unrelated to the original meaning of agile as sweets is to the original meaning of Diwali.

Principles behind the Agile Manifesto

- Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
- Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
- Working software is the primary measure of progress.
- Deliver working software frequently i.e. minimum length of sprint.
- Business people and developers must work together daily throughout the project.
- Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

Principles (continued)

- The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
- Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
- Continuous attention to technical excellence and good design enhances agility.
- Simplicity--the art of maximizing the amount of work not done--is essential.
- The best architectures, requirements, and designs emerge from self-organizing teams.
- At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

The End

I cannot imagine any condition which
would cause this ship to founder. Modern
shipbuilding has gone beyond that.

– E. J. Smith, Captain of the Titanic ship.