Design-driven development

Design-Driven Development is an <u>agile</u>-based <u>process</u> for creating innovative <u>requirements</u> to build better solutions. It works closely with <u>SCRUM</u> and <u>Extreme Programming</u> (XP) for managing and implementing those requirements. Also it can work with non-agile processes such as RUP.

It is based on the following philosophy:

- Design is an art of creating beautiful, elegant, and innovative solutions, which works in the user and customer context.
- No process can guarantee a better design; creating the right environment and set of people is the only way to bring innovation.
- Design is an accident that kicks in at <u>conception</u>, and Design-Driven Development creates maximum opportunities to make accidents happen.

See also

- Test-driven development
- List of software development philosophies

Retrieved from "https://en.wikipedia.org/w/index.php?title=Design-driven_development&oldid=819969696"

This page was last edited on 12 January 2018, at 08:46 (UTC).

Text is available under the <u>Creative Commons Attribution-ShareAlike License</u>; additional terms may apply. By using this site, you agree to the <u>Terms of Use</u> and <u>Privacy Policy</u>. Wikipedia® is a registered trademark of the <u>Wikimedia Foundation</u>, Inc., a non-profit organization.