eXtreme Programming

uncertain estimates

Spike

confident estimates

System Metaphor

User Stories

Architectural Spike

Release Plan

months

Project Velocity

Iteration Plan

Small Release

weeks

Latest Version

Acceptance Test

days

Learn and Communicate

Stand-up Meeting

one day

Continuous Integration

Pair Negotiation

complex problem

hours

[C]lass
[R]esponsibility
[C]ollaboration
Card

Refactor

Unit Test

simple design

complex code

simple code

minutes

Pair Programming

seconds

Code

Roles

Customer
Developer
Tracker
Coach

Values

Simplicity
Communication
Feedback
Respect
Courage