



The diagram illustrates the Extreme Programming Project lifecycle as a continuous, iterative process. It begins with **User Stories**, which lead to **Requirements**. These requirements inform the **Architecture Spike** and **System Analysis**. From **System Analysis**, the process moves to **Release Planning**, which includes **Uncertain Estimates** and **Confident Estimates**. **Release Planning** leads into an **Iteration**, which involves **Coding** and **Unit Verification**. The iteration produces **Test Scenarios** and feeds back into **Requirements**. The process then moves to **Acceptance Tests**, which involve **Customer Acceptance** and **Small Releases**. The final output is **Small Releases**, which can lead back to **User Stories** or **Requirements** for further refinement.

When the project velocity changes dramatically for a couple iterations or in any case after several iterations go ahead and schedule a release planning meeting with your customers and create a new release plan.

The release plan used to be called the commitment schedule. The name was changed to more accurately describe its purpose and be more consistent with iteration plan. ☆:2

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