



## Business Value First

In [ExtremeProgramming](#), the fundamental responsibility of Business in delivering stories to Development is to maximize business value. Recall that in the [PlanningGame](#), stories are *prioritized* using [BusinessValue](#), and rated for risk as well. This is [BalancingRiskAndBusinessValue](#). High-risk stories that threaten overall project success are moved forward, even over stories of higher business value but low risk of complete failure. This risk-reduction rule is called [WorstThingsFirst](#).

[TomGilb's EvolutionaryDelivery](#) method (Evo) applies the same principle to the whole [SystemsEngineering](#) process. Tom is currently working on a new book that proposes extending the applicability of the principles to the management of entire enterprises (as already happens in a number of his clients' companies).

For related discussion see [ExtremeProgrammingSystem](#), [ExtremeProcess](#), [PlanningGame](#), [ExtremePlanning](#), [BusinessValueOrientedProgramming](#).

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Last edit July 28, 2006. See [github](#) about remodeling.