# Agile Principles

The highest priority is to satisfy customer’s wants when it comes to the piece of software they requested.

Changing requirements are always welcome.

Deliver working software frequently, with a minimal set of core functionalities.

At regular intervals, the team reflects on how it can become more effective during work on the project.

# SCRUM

- Start with the product backlog (list of everything that needs to be done for the product, in order of priority).

Tasks can be written as such:

As a [who] I want to [do something] to [achieve a goal].

Ex:

As a user, I want to be able to subscribe to the platform mailing list, in order to get weekly updates from the system.

- A plan for the sprint (planning, development, testing and delivery) should be made at this stage.

- A team call should be made everyday, discussing any issues with the sprint, and developments.

- Charts are used to see progress on pending and completed tasks.

- At the end of the sprint, a review meeting should be held with everyone on the team to reflect over the sprint (what went well, what went wrong and where can we improve, etc).

# Kanban & Lean

**Lean** is comprised of 2 main ‘pillars’:

- **Continuous improvement.**

Always improving upon resource waste (ineffective meetings, processes, excessive/pointless tasks, etc)

- **Respect for people**

Striving every day to provide more value to customers, while also encouraging experimentation, growth and learning on the employee side.

**Kanban** is a highly visual workflow management method used by the majority of teams that practice **Lean**.

It is built on a system of boards and cards. A multitude of cards (representing backlog tasks) are put on a board, and moved to the left or right to signify that they’re in progress / completed.

# TDD

# OKRs