# Agility

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Manifesto

# The manifesto

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:
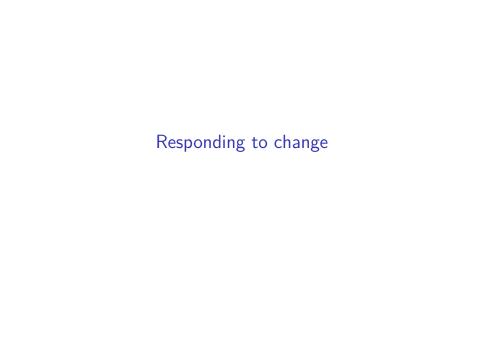
- *Individuals and interactions* over processes and tools
- *Working software* over comprehensive documentation
- *Customer collaboration* over contract negotiation
- *Responding to change* over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

# The most important principle

*Individuals and interactions* over processes and tools

This is a message that keeps getting forgotten

Responding to change

# Responding to change

Where agility gets its name

# Minimal planning

If the time it takes to do something is less than the time it takes to *plan* something, why do you plan ?

# Deadlines

> *I love deadlines. I love the whooshing noise they make as they go by*

— Douglas Adams, The Salmon of Doubt

# Deadlines (2)

You can either have

- A *scope*
- Or a *date*

Never both!

# Managing scope

- ▶ Split work into small units
- ▶ Order those by priority
- ▶ Start with the most valuable units
- ▶ Back to step 1

*goal*:

- ▶ Get feedback as soon as possible

# Working as a group

# Roles

- Typist : the one who types
- Navigator : the one who ensures consensus a guides the typist
- Other : participate in the conversation

# Rotation

Rotate roles often (every 30minutes is nice)

# Splitting work

▶ Don't split it, unless you have some solo exploration to do