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| **We follow these principles:** |
| Our highest priority is to satisfy the customer through early and continuous delivery of valuable software. |
| Welcome changing requirements, even late in development. Agile processes harness change for the customer’s competitive advantage. |
| Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale. |
| Business people and developers must work together daily throughout the project. |
| Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done. |
| The most efficient and effective method of conveying information to and within a development team is face-to-face conversation. |
| Working software is the primary measure of progress. |
| Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely. |
| Continuous attention to technical excellence and good design enhances agility. |
| Simplicity–the art of maximizing the amount of work not done–is essential. |
| The best architectures, requirements, and designs emerge from self-organizing teams. |
| At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly. |

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| **What it means for Software Testers:** |
| Our highest priority is to satisfy the customer through early and continuous delivery of *high-quality* software. |
| Welcome changing requirements, even late in *testing*. Agile processes harness change for the customer’s competitive advantage. |
| Deliver *high-quality* software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale. |
| Business people, developers, and *testers* must work together daily throughout the project. |
| Build *test projects* around motivated individuals. Give them the environment and support they need, and trust them to get the job done. |
| The most efficient and effective method of conveying information to and within a *test team* is face-to-face conversation. |
| Working *high-quality* software is the primary measure of progress. |
| Agile processes promote sustainable development and *testing*. The sponsors, developers, *testers*, and users should be able to maintain a constant pace indefinitely. |
| Continuous attention to technical excellence and good *test design* enhances agility. |
| *Simplicity*–the art of maximizing the amount of work not done–is essential. |
| The best architectures, requirements, and designs emerge from *self-organizing teams*. |
| At regular intervals, the test team *reflects* on how to become more effective, then tunes and adjusts its behavior accordingly. |