Lean Thinking

Sustainable shortest lead time, best quality and best value, most customer delight, lowest cost, high morale, safety

Lean Wastes

1. Partially done work (WIP)
2. Extra features
3. ...ing
4. Task switching

Respect for People

-Develop people, then build products

-No wasteful work

-Team based organizations

-Teams evolve their own practices and improvements

-Build partnerships

Product Deve...
Long-term mentoring from manager-engineer-te... cross-functi... visual mg... concu...

Continuous Improvement
Go See and Help
...
without delay

7 P...
Eliminate... learning, possible, possible, empower the team, build integrity in, optimize the whole

...ocessing

Management applies and teaches lean thinking, and bases decisions on this long-term philosophy

Level Up Games - Core Tenets

- Developing people
- Low-waste techniques
- Build quality in
- Decide as late as possible
- Visual management
- Stop and Fix

Adapted from "Summary of the Toyota Way (Lean Thinking) House by Craig Larman and Bas Vodde. 2009

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Agility

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan
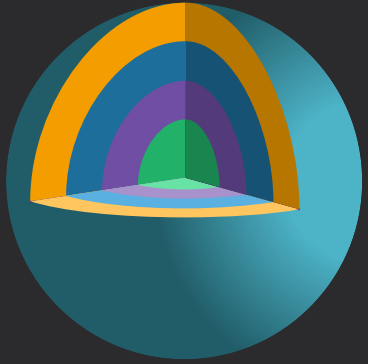
Values

Supported by

Principles

- Customer satisfaction
- Welcome change
- Deliver Frequently
- Working Together
- Support a Motivated Team
- Face to Face
- Working Software
- Sustainable Pace
- Good Design
- Simplicity
- Self Organizing
- Reflect & Adjust

Implemented by

Frameworks

Scrum

Kanban

LeSS

…

Enabled by

Practices

- TDD
- Stories
- Visual Management
- Clean Code
- Lean Modeling
- Pairing and Mobbing
- CICD
- …
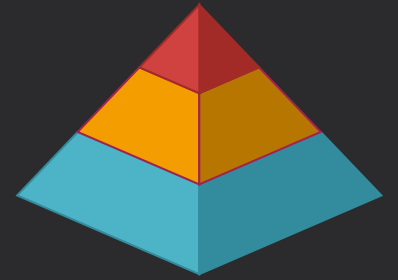
Business Agility
The ability to turn on a dime, for a dime

Technical Agility
The ability to modify and deliver our solutions with minimal risk

Organizational Agility
The ability to change our shape and align our talent to the most important work, without pain

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