

# Lean Thinking

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

## Respect for People

-Develop people, then build products

-No wasteful work

-Team based organizations

-Teams evolve their own practices and improvements

-Build partnerships

## Product Development

Long-term mentoring from manager-engineer-technician cross-functional visual management

## 7 Principles

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

## Continuous Improvement

Continuous improvement

without delay

## Level Up Games - Core Tenets

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

## Lean Wastes



1. Partially done work (WIP)

2. Extra features

3. Over-processing

4. Task switching

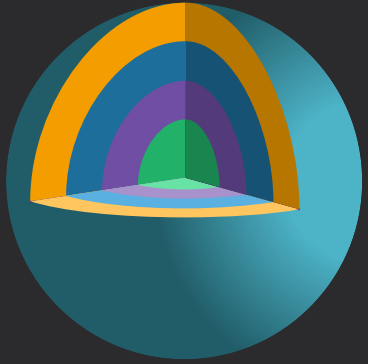
5. S

6. Processing

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

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

# Agility



## Values

Supported by

## Principles

Implemented by

## Frameworks

Enabled by

## Practices

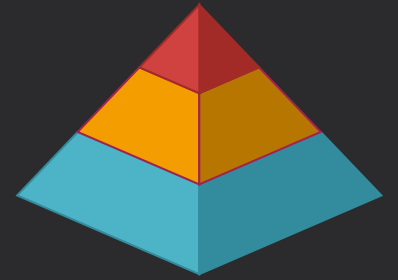
Individuals and interactions over processes and tools  
Working software over comprehensive documentation  
Customer collaboration over contract negotiation  
Responding to change over following a plan

- 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



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- TDD
- Stories
- Visual Management
- Clean Code
- Lean Modeling
- Pairing and Mobbing
- CI/CD
- ...



## 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