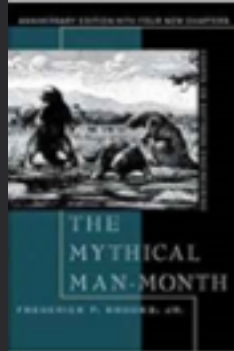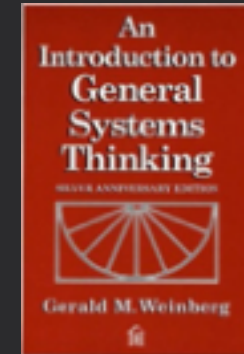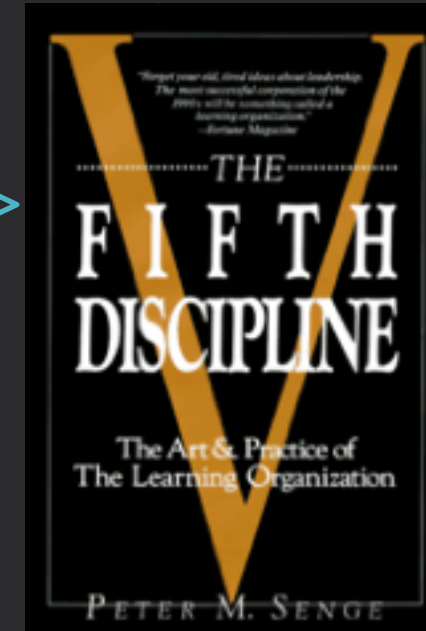# Laws of Systems Thinking

1. Today's problems come from yesterday's 'solutions.'
2. The harder you push, the harder the system pushes back.
3. Behavior will grow worse before it grows better.
4. The easy way out usually leads back in.
5. The cure can be worse than the disease.
6. Faster is slower.
7. Cause and effect are not closely related in time and space.
8. Small changes can produce big results…but the areas of highest leverage are often the least obvious.
9. You can have your cake and eat it too—but not all at once.
10. Dividing an elephant in half does not produce two small elephants.
11. There is no blame.

Weinberg-Brooks' Law: More software projects have gone awry from management's taking action based on *incorrect system models* than for all other causes combined.

Causation Fallacy: Every effect has a cause… and we can tell which is which

LEVEL UP

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Laws of Systems Thinking

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Level Up Games - Core Tenets

- Whole feature team
- Prioritize learning
- Avoid local optimization - *watch the baton, not the runner*
- Understand system forces and how they impact you (this is not about developer productivity)

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Causation Fallacy: Every effect has a cause... and we can tell which is which

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