

# Level Up Games - Core Tenets

## Systems Thinking

- 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)

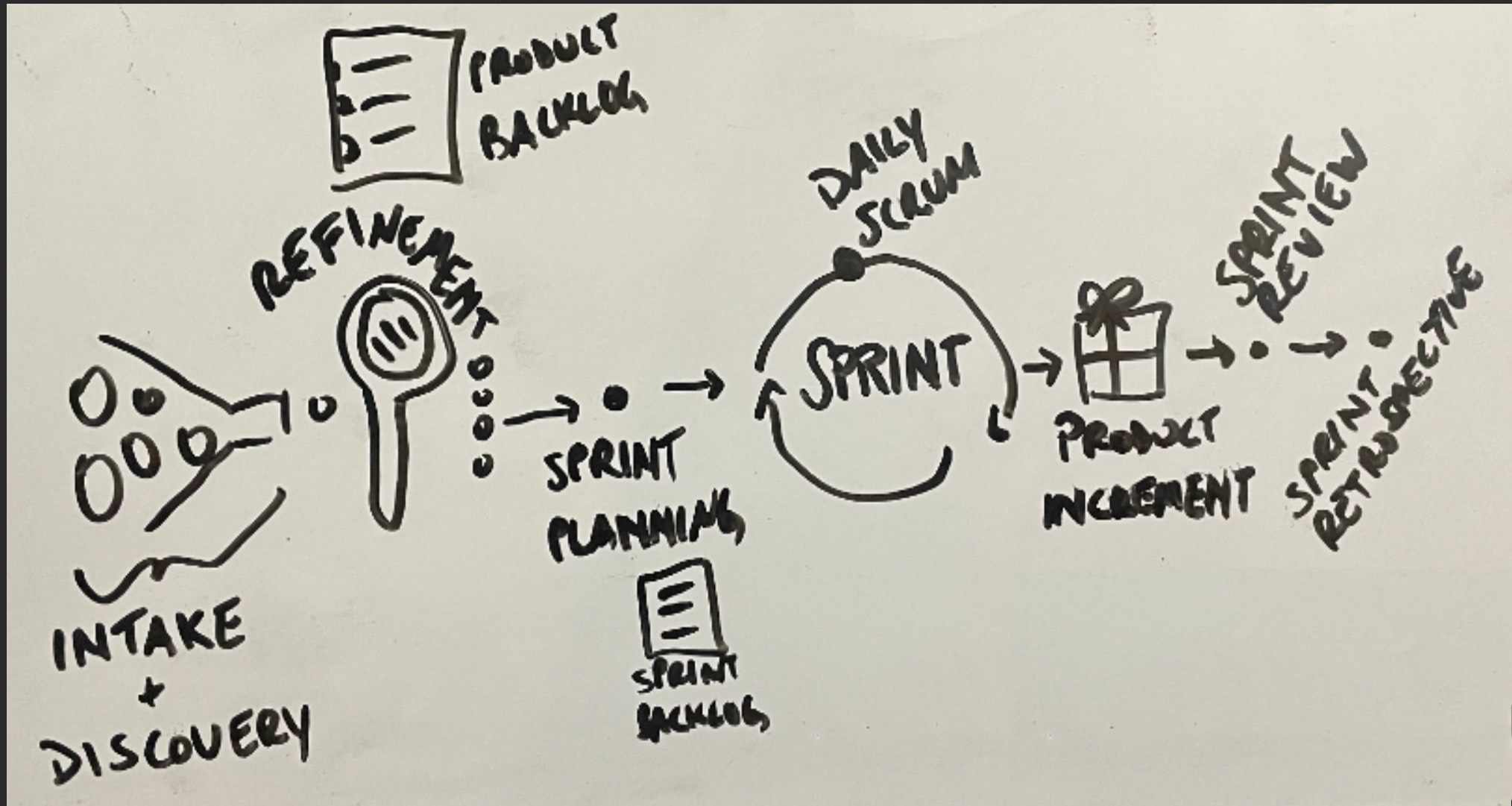
## Lean Thinking

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

## Agility

- We model to learn, to have a conversation
- Get to working software FAST
- Parallel development
- Intellectual humility
- Self organization
- Make our code easy to change

# Scrum - Speed Run



<http://scrumguides.org>