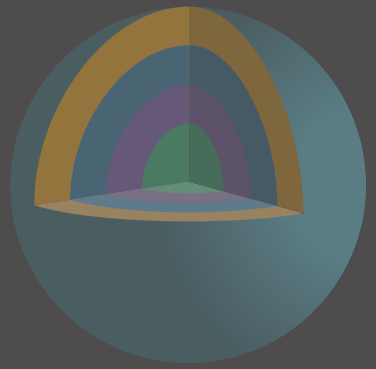
Agility



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

Level Up Games - Core Tenets

- 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

Values

Supported by

Principles

- Customer satisfaction
- Working Software
- W
- De
- W
- Su
- Fa

Implemented by

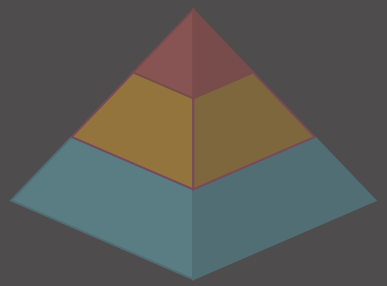
Frameworks

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

LEVEL UP

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Brain dump time!

With a partner, stand and recall how we're going to apply Systems Thinking, Lean Thinking, and Agility this week.

Sit back down when you're done.

LEVEL UP

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