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

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No false dichotomies

Models Good ~~Code Bad~~ (crossed out)

Code Good ~~Models Bad~~ (crossed out)