## **Agile Manifesto**

We are uncovering better ways of developing software by doing it and helping others do it.

Through this work we have come to value:

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

While there is value in the items on the right, we value the items on the left more.

## **12 Principles**

Our highest priority is to satisfy the Working software is the primary customer through early and continuous measure of progress. delivery of valuable software. Welcome changing requirements, even Agile processes promote sustainable late in development. Agile processes development. The sponsors, developers, and users should be able to maintain a harness change for the customer's constant pace indefinitely. competitive advantage. Deliver working software frequently. Continuous attention to technical from a couple of weeks to a couple of excellence and good design enhances months, with a preference to the shorter agility. timescale. Simplicity--the art of maximizing the Business people and developers must work together daily throughout the amount of work not done--is essential. project. Build projects around motivated The best architectures, requirements, individuals. Give them the environment and designs emerge from self-organizing and support they need, and trust them teams. to get the job done.



## **Manifesto Authors**

Kent Beck Mike Beedle Arie van Bennekum Alistair Cockburn Ward Cunningham

conversation.

Martin Fowler Robert C. Martin

The most efficient and effective method

of conveying information to and within a

development team is face-to-face

Steve Mellor Dave Thomas James Grenning Jim Highsmith Andrew Hunt Ron Jeffries

accordingly.

Jon Kern Brian Marick

At regular intervals, the team reflects on

how to become more effective, then

tunes and adjusts its behavior

Ken Schwaber Jeff Sutherland