# Agile

1. In this methodology, we deliver incrementally, rather than all at once.
2. Each version of the product is a working software. With each update a new feature is added.
3. Working software is delivered frequently, within weeks not months. It is speed of delivery which in AGILE terms, is called velocity.
4. Keeping it simple, building only what is necessary.
5. Testing is done at each stage, not in the end like traditional approach.
6. Roles may blur for people, and people can work in different or complementary roles.
7. Changes are welcomed, even in late development, and a demo of it can be shown in the next sprint.
8. Close daily cooperation between business owners and developers.
9. AGILE is applicable to all types of industries and different projects, not specifically IT.
10. AGILE manifesto was published in 2001, which has been a game changer. Incremental software development dates to the 1957. In 90s lightweight methods were developed like scrum, extreme programming.

What is the procedure followed?

1. User Stories: What the user(who?) wants, why?
2. Product Backlog: An ordered list of items that might be needed in the product.
3. Story Points: The size of the user story.
4. Sprints: The time when the team is working on a set of user stories.
5. Velocity: Number of story points delivered over a sprint.
6. MVP: Minimum Viable Product, the bare minimum product that meets the clients expectations.

The AGILE TEAM:

1. Product Owner: Who will get the finished product. Gives suggestions.
2. Scrum Master: Lead developer, Product Manager. Liaises with the product owner, and ensures the team stays on track.
3. Delivery Team: People in charge of building the project.

Tools:

1. Burn down chart: that shows the velocity, progress over time, the story points completed, remaining work to be done.
2. Kanban/Agile board: To-do->In Progress->Done.
3. Software: Jira by Atlassian for agile teams, Todoist, Trello, Teams, Craft, Notion, Miro.

Rituals:

1. Sprint Planning: team defines which user stories they will work on.
2. Daily Standups: share what they did yesterday.
3. Sprint Review: meeting where the team presents what they have delivered over sprint to the product owner.
4. Retrospectives: meeting done after sprint to review, revise and adjust.