

# KANBAN SOFTWARE DEVELOPMENT

Kanban is a visual queuing method for developing software products and processes with an emphasis on just-in-time delivery, while not overloading the developers. Kanban systems usually start with a columnized board and visual cards that represent items in a

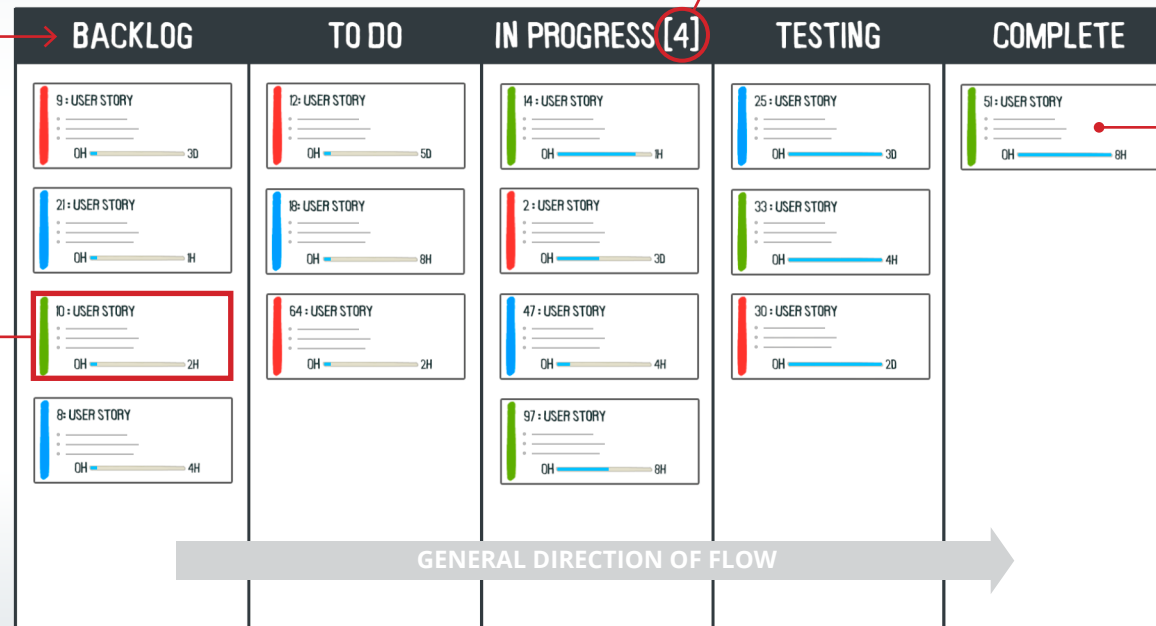
product backlog. The cards are placed on the board into the proper workflow column and are moved, generally speaking, to the right as their workflow status updates.

## WORK IN PROGRESS (WIP) LIMITS

Kanban can impose limits on the number of items that can live in any workflow step, at any given time.

## WORKFLOW STEPS

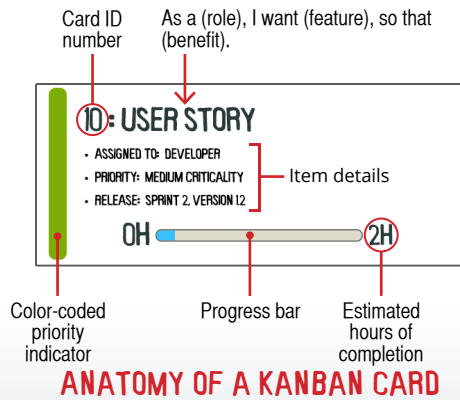
The steps are entirely up to you, so keep it simple and efficient.



## CUSTOMER



So long as your team keeps finishing work, those cards keep moving to the right, and more importantly, you keep delivering features to your customers.



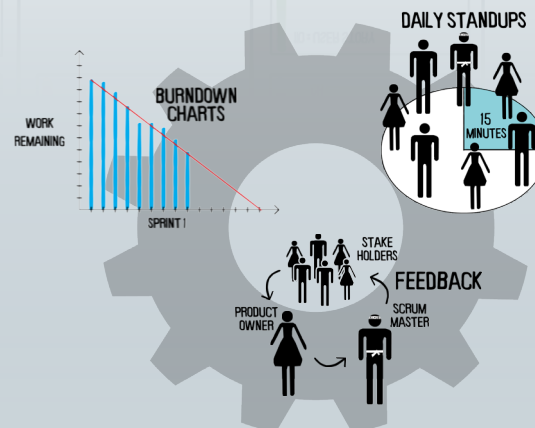
## SCRUM+KANBAN= AGILE AWESOMENESS

Kanban is fantastic in it's own right and on many projects may be all that you need, but when paired with a good Scrum framework and a great Scrum tool, Kanban really shines.



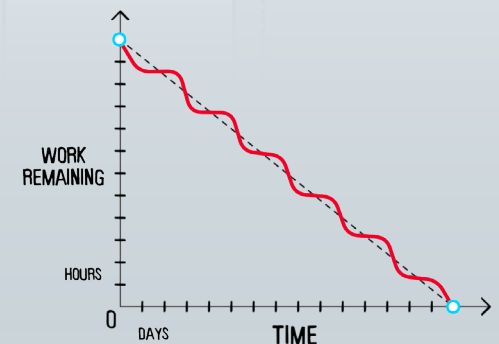
## SCRUM AS STRUCTURE

Scrum provides the structure for organizing feedback, short-term planning, stack ranking, an inspect-and-adapt mindset, and other organizational improvements.



## KANBAN AS FLOW

Kanban provides a steady flow of tasks that reach 100% completion by helping your team manage day-to-day development with a minimum of overhead and blocking issues.



## For more info:

Intro to Kanban Video: <https://www.axosoft.com/tour/workflow>



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