
Task description

Agile Development Processes 2015
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Agile Principles and Practices

- Goal: Try them out in your project!

	Mandatory	Optional	Comment
Planning Game	1		<i>Make the most out of it. Get Emil's Priorities based on your effort estimation. Employ customer proxy</i>
Small Releases	1	0	
Metaphor	0	1	<i>Try it out! But we will not check whether it works.</i>
Simple Design	1	0	
Test-First	1		<i>But only where it makes sense. Have a good rationale!</i>
Refactoring	1	0	
Pair Programming	0,5		<i>Try it out. Don't necessarily do it all the time.</i>
Collective Codeownership			<i>Everybody should know about the code. Some parts more than others</i>
Continuous Integration	1	0	
Sustainable Pace	1		<i>But also not too slow!</i>
Onsite Customer	0,5		<i>Have a customer proxy</i>
Coding standards	1		<i>Decide on them and try to have tool support</i>

Pair programming

Navigator

Driver

Task

We know the tools of the driver...



It is time to take
care of the
navigator...

1 of 12 STAGE 1 & 2 & 3 CATTLE SINGLE STAGE 16.3 KM - SEPTEMBER 18 1 L20. P. 1
SHOTGUN START 100 FROM INCY. SHELL YELLOW WALL

~~DC~~

130

DC

1L/Cbmp

1R

Up Mid
100

2L

60

R

Mid

→ Sm C

! Sm Jmp +

Sm Jmp

TURN SqL 2R Lo

Dispersive
! 4L Lg > Dip

4L Lg

> Dip

60

DC
3R/Cbmp

250

2L/Sm C

+ 5R

80

NEXT

Turn SqL

150

Task: Pair Programming Pacenotes

Rally



http://en.wikipedia.org/wiki/File:Peugeot_206_WRC.jpg

Primary

Know road conditions

Know position of other teams

Secondary

Prepare for track

Measure/analyze performance

Pair Programming



<http://cse.mit.edu/blog/Mathias/pair-research-low-fi-tools-for-collaboration-in-teams>

Primary

Know state of master branch

Know position of other team-members

Secondary

Support planning game

Measure/analyze velocity