
Task description

Agile Development Processes 2015
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Agile Principles and Practices

- Goal: Try them out in your project!

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

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 FT FROM INCY. SHELL YELLOW WALL

~~DC~~

130

DC

1L/Cbmp

1R

Up Mid
100

2L

~~COST~~

60

Mid

R

→

Sm C

→

! Sm Jmp

+

~~Series~~

~~Series~~ Jump

18.7

TURN SQL 2R Lo

Dispersive

~~100~~

! 4L Lg > Dip

DC

60

3R/Cbmp

250

2L/

Sm C

+ 5R

80

NEXT

18.0 18.0

18.0

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