

# Agile Provides Data

## Iterations or Sprints

- Iteration Zero
  - Development environment
  - A list of tentative features collected so far, i.e., stories
  - Tentative design as initial starting point
- The first few iterations
  - Produce data for accurate measurements of velocity
  - Determine the best possible outcome given the fixed **date**

# Manager uses data

## The Iron Cross, again

- Changing the schedule
  - Not always possible, but worth having a try
- Adding staff
  - Even later, more expensive
- Decrease quality
  - Anything dirty is slow; increasing quality is the **only** option
- Changing scope
  - Order features based on business value, then give up the least valuable ones