

Practices lead to goals

the Agile Manifesto	the Circle of Life
Individuals and interactions , over processes and tools	Whole Team, Metaphor, Collective Ownership, Pairing, Sustainable Pace
Working software over comprehensive documentation	Acceptance Tests, Test Driven Development, Simple Design, Refactoring, Continuous Integration
Customer collaboration over contract negotiation	Small Releases, Planning Game, Acceptance Tests, Metaphor
Responding to change over following a plan	Small Releases, Planning Game, Acceptance Tests, Metaphor

Chapter 2: The Reasons for Agile