Agile development

Agile development follows 12 principles and a philosophy. It's intended to be swift and flexible. Agile development can be used in other project management methods.

Agile development is the name for a number of development methods. They all follow 12 principles and a philosophy that was stated in a manifest (written by a group of programmers 2001). Hints the name, the intention is to have a swift and flexible approach to development.

The 12 principles of Agile
1. Customer satisfaction by early and continuous delivery of valuable software.
2. Welcome changing requirements, even in late development.
3. Working software is delivered frequently (weeks rather than months).
4. Close, daily cooperation between business people and developers.
5. Projects are built around motivated individuals, who should be trusted.
6. Face-to-face conversation is the best form of communication (co-location).
7. Working software is the primary measure of progress.
8. Sustainable development, able to maintain a constant pace.
9. Continuous attention to technical excellence and good design.
10. Simplicity—the art of maximizing the amount of work not done—is essential.
11. Best architectures, requirements, and designs emerge from self-organizing teams.
12. Regularly, the team reflects on how to become more effective, and adjusts accordingly.
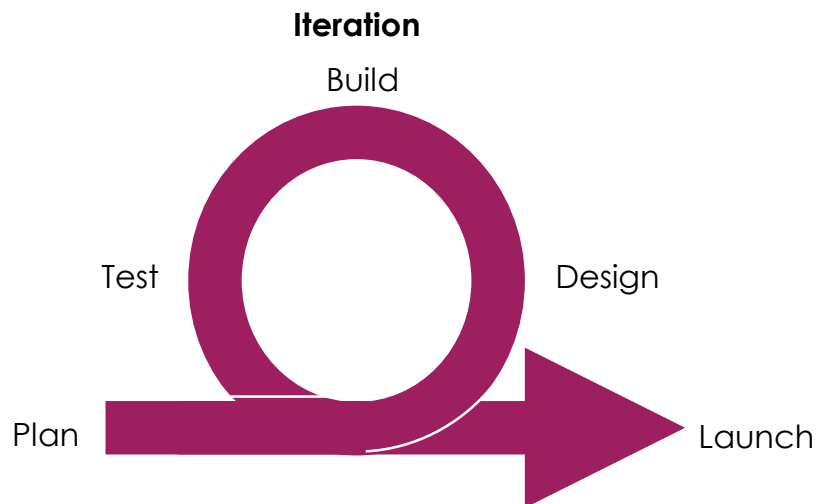
The philosophy of Agile
We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:
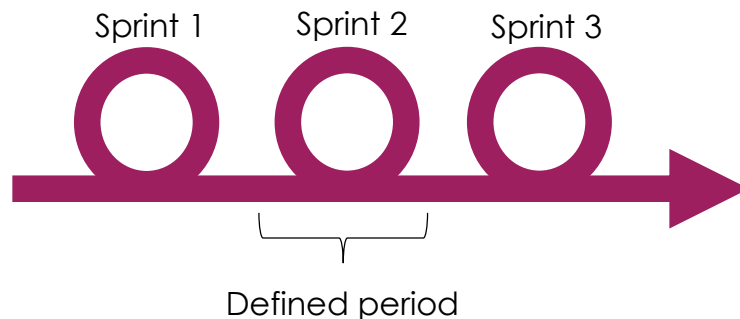• Individuals and interactions over Processes and tools
• Working software over Comprehensive documentation
• Customer collaboration over Contract negotiation
• Responding to change over Following a plan

Iterations
Development should be done iterative and flexible – focus on small deliveries that easily can be changed along the way.
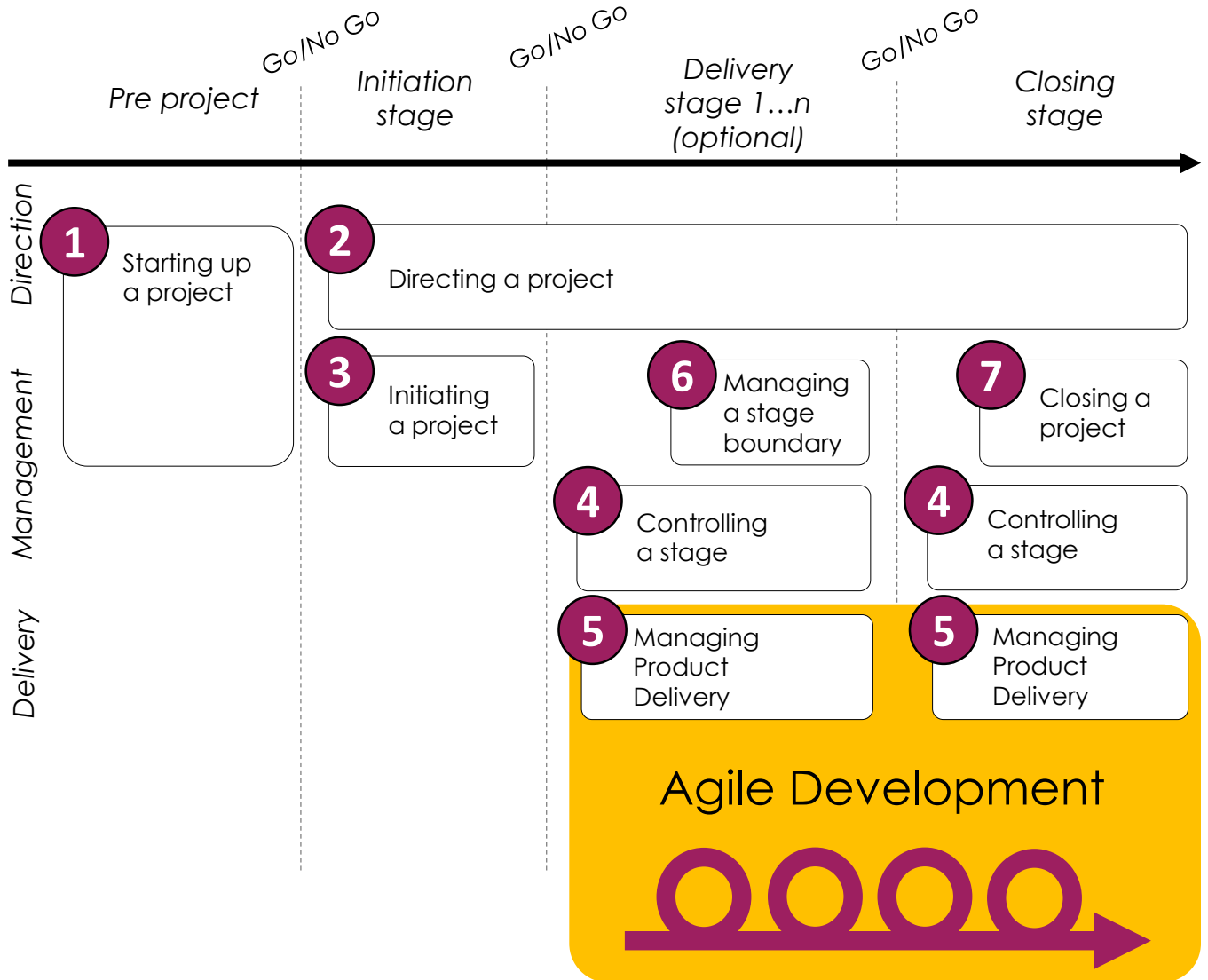An iteration could be visualized as follows:

Iteration

The iterations can be presented as sprints, which have a pre-defined period of time:

Agile and other project management methods
Agile can be used in combination with other project
management metods. Below is an example how it's used in a well
known project management method:

| | Go/No Go | | Go/No Go | | | Go/No Go | |

Pre project | Initiation stage | Delivery stage 1…n (optional) | Closing stage

Direction

1 Starting up a project

2 Directing a project

Management

3 Initiating a project

6 Managing a stage boundary

7 Closing a project

4 Controlling a stage

4 Controlling a stage

Delivery

5 Managing Product Delivery

5 Managing Product Delivery

Agile Development