

#	Principle	Summary	Scrum	XP	Lean
1	Our highest priority is to satisfy the customer through <b>early and continuous delivery of valuable software.</b>	Satisfy customer delivering continuous value	- PO prioritizes PBIs by business value - Dev Team delivers a product increment on every sprint	- User stories reflects customer expectations (but it doesn't mention any prioritization)	Principle 5 - Deliver as fast as possible
2	<b>Welcome changing</b> requirements, even late in development. Agile processes harness change for the customer's competitive advantage.	Changes are welcome	- PO can change the requirements and reprioritize for the next sprint	- Implements small iterations to be adaptative	Principle 3 - Decide as late as possible
3	<b>Deliver</b> working software <b>frequently</b> , from a couple of weeks to a couple of months, with a preference to the shorter timescale.	Deliver frequently	- A Sprint delivers working software on a small period of time (2d-4w)	- Small iterations	Principle 1 - Eliminate waste
4	Business people and developers must <b>work together</b> daily throughout the project.	Developers and business work together	- Scrum roles are: PO, SM and Dev Team. No specialization.	- Whole Team	Not applicable
5	Build projects around motivated individuals. Give them the environment and support they need, and <b>trust them</b> to get the job done.	Trust environment	- Dev team is self-organizing, they choose their tasks and estimate its efforts	- <b>Not applicable</b> - Doesn't mention directly and "trust" principle	Principle 6 - Build integrity in
6	The most efficient and effective method of conveying information to and within a development team is <b>face-to-face conversation.</b>	Communicate face to face	- Recommends small groups (+- 7 tem members), also recommends to use a War Room	- Pair programming is a face-to-face communication method and increases effectiveness	Not applicable
7	Working software is the primary measure of progress.	Working SW is progress	- Each sprint delivers an SW increment (usable). - Can also interpret the Definition of Done here.	- Each iteration delivers working SW	Principle 5 - Deliver as fast as possible
8	Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a <b>constant pace indefinitely.</b>	Keep a sustainable pace	- Defines a fixed time-box for the sprints and measures the dev team velocity to increase estimations accuracy	- Working Pace	Not applicable
9	<b>Continuous attention to technical excellence</b> and good design enhances agility.	Technical excellence is agility	- Scrum retrospective meeting increases tech issues continuously	- Retrospective iteration	Principle 1 - Eliminate waste
10	<b>Simplicity</b> --the art of maximizing the amount of work not done-- <b>is essential.</b>	Keep it short and simple	- SW increment delivered on each sprint	- SW increment delivered on each iteration	Principle 1 - Eliminate waste
11	The best architectures, requirements, and designs emerge from <b>self-organizing teams.</b>	Best work comes from auto-organizing teams	- Dev teams are self-organizing	- Collaborative code	Principle 4 - Empower the team
12	At regular intervals, the team <b>reflects on how to become more effective</b> , then tunes and adjusts its behavior accordingly.	Retrospect how to improve the work	- Scrum retrospective meeting increases tech issues continuously	- Retrospective iteration	Principle 2 - Amplify Learning

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