

# Agile Realities Break-Out

## What is Agile Development?

Agile is an umbrella term used to encompass dozens of different techniques and disciplines, all aimed at the iterative development of software. Common Agile Development Elements include:

- A cross-functional team in which a development team collaborates with a business sponsor to evolve a solution over the development life cycle
- Production-ready code at the completion of each iteration (1-4 weeks)
- A test-driven approach that involves unit testing in each iteration
- An openness to business partner feedback and reprioritization

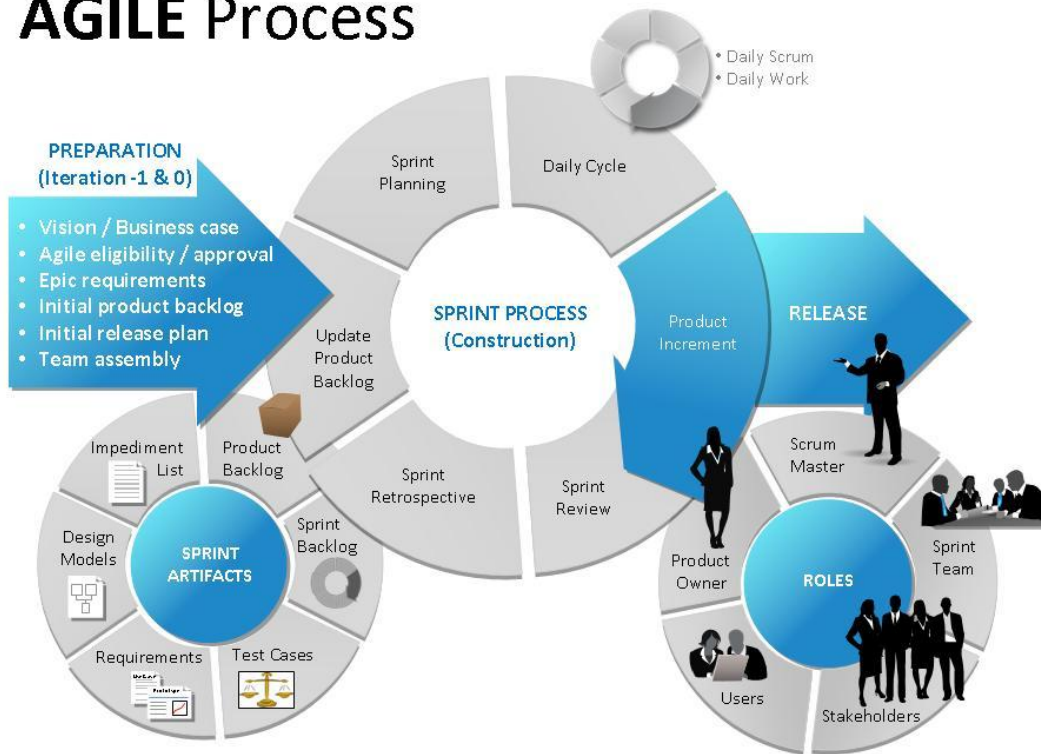
## Agile Development Value

- Deliver high priority solutions sooner
- Consistent (weekly / monthly) delivery of value
- Earlier demonstration of working solution
- Transparent communication – daily & face-to-face
- Less risk due to frequent checkpoints of value

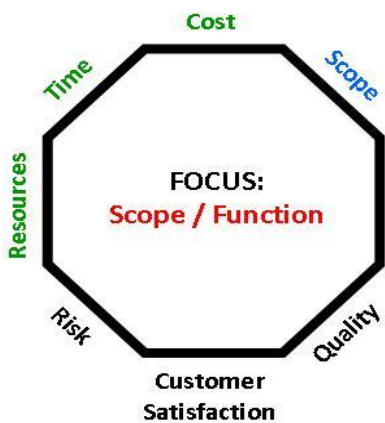
## Agile Terminology

<b>Iteration:</b>	A development cycle, typically a 1-4 week period.
<b>Product Backlog:</b>	A prioritized list of "User Stories" grouped together to support the definition of individual sprints.
<b>Scrum:</b>	Daily stand-up meetings that last no longer than 15 minutes, which focus sprint team members on daily tasks, deliverables, and issues.
<b>Sprint:</b>	A specific iteration occurring within a fixed time period, in which a sprint team is committed to developing a set of Product Backlog items with the goal of obtaining business sign-off of working software.
<b>Sprint Backlog:</b>	A list of assigned tasks and/or deliverables to be completed within a given sprint by the sprint team; includes sprint burn-down chart illustrating progress over the life of a sprint.
<b>Sprint Team:</b>	Team of people encompassing cross-functional responsibilities, committed to the delivery of only those Product Backlog items assigned to their sprint.
<b>Stories:</b>	A narrative describing business functions and/or workflows in sufficient enough detail to be considered as an incremental deliverable in a 30 business day sprint.
<b>Velocity:</b>	Amount of Product, or Sprint, Backlog effort a team is capable of delivering in one sprint; typically, this is measured after the completion of each sprint.

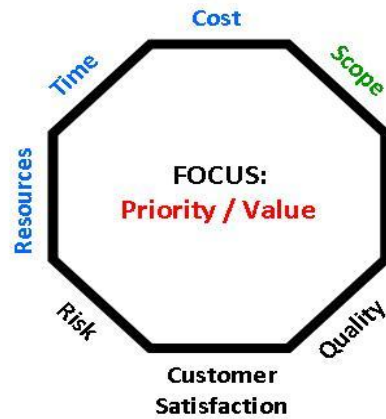
# AGILE Process



## Waterfall



## AGILE



■ Fixed Constraint  
■ Flexible Constraint