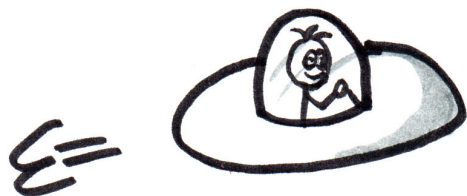


# AGILE PLANNER

Fabian Schiller

A TRAVELGUIDE TO THE AGILE UNIVERSE



# Agile Planet

## A Travel Guide to the Agile Universe

Fabian Schiller

This book is for sale at <http://leanpub.com/agileplanet>

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# Before Traveling

## The concept of the book

The idea of this book is - as the title says - to be a travelguide to various Agile topics. There are four important concepts, this book is built around:

- Incremental: This book is designed to be a leanly published book. Most sections are independent and therefore the book can be published in short iterations by adding more and more topics.
- Spaceboxed: This book is not an exhaustive guide to the various topics mentioned. It is meant to become a book providing a lightweight and entertaining but still serious overview about the countless Agile topics. Every topic should be presented shortly and with its most important principles. I use the concept of spaceboxing (in imitation of timeboxing) to support this constraint. There are three basic space boxes used: a 140 character box for an extremely short summary, a 200 word box for a quick overview of history and core concepts and a one page box for the visual. This means that every topic is limited to two pages.
- Subjective routes: If you are traveling you are likely to have certain interests, which determine your route and lead you to different routes as other people. The same is true for travelling on the Agile Planet. This book will provide different tours for different people. There is a [section](#), which helps people in certain roles to find nice routes over the planet and another [section with timed tours](#).
- Open for contributions: This book is meant to be open for contributions. Should you miss a topic or have the urgent feeling, that you could write a much better description of a certain topic in the given spacebox, you are invited to do so. Just drop me an e-mail:

fabian.schiller@agileplanet.de

The format of this book is consciously chosen to be A4, so that you can easily print either the whole book or single sections as reminder or handout.

# Agile Sights

Over the last decades, Agile has become a wide variety of topics. In this chapter you will find one topic after another. All nicely aligned on two pages. You can either poke around here for a while and see which treasures you will find. Or you can take one of the guided tours, which you will find in chapters [Tours for Roles](#) or [Timed Tours](#).

# Agile Manifesto

## In 140 Characters

The Agile Manifesto sums up the core principles of many agile methodologies and is the fundament of the Agile software development movement.

## In 200 Words

The Manifesto for Agile Software Development - published in February 2001 - is probably the most fundamental document of the Agile software development movement. Its values and principles inspired and united many people in software development, sharing a vision of a highly collaborative way of developing software.

Over the course of several years it infected not only more and more companies in the software development business. Companies in the hardware or creative business are increasingly embracing the Agile values, too.

The core values of the Agile Manifesto are:

- Individuals and interactions *over* processes and tools
- Working software *over* comprehensive documentation
- Customer collaboration *over* contract negotiation
- Responding to change *over* following a plan

As the manifesto states it is important to notice, that items on the right have value but items on the left are more valuable.

The Agile Manifesto is backed by twelve principles for Agile software development, which despite their importance, are often not mentioned alongside the core values.

## Unlimited Knowledge

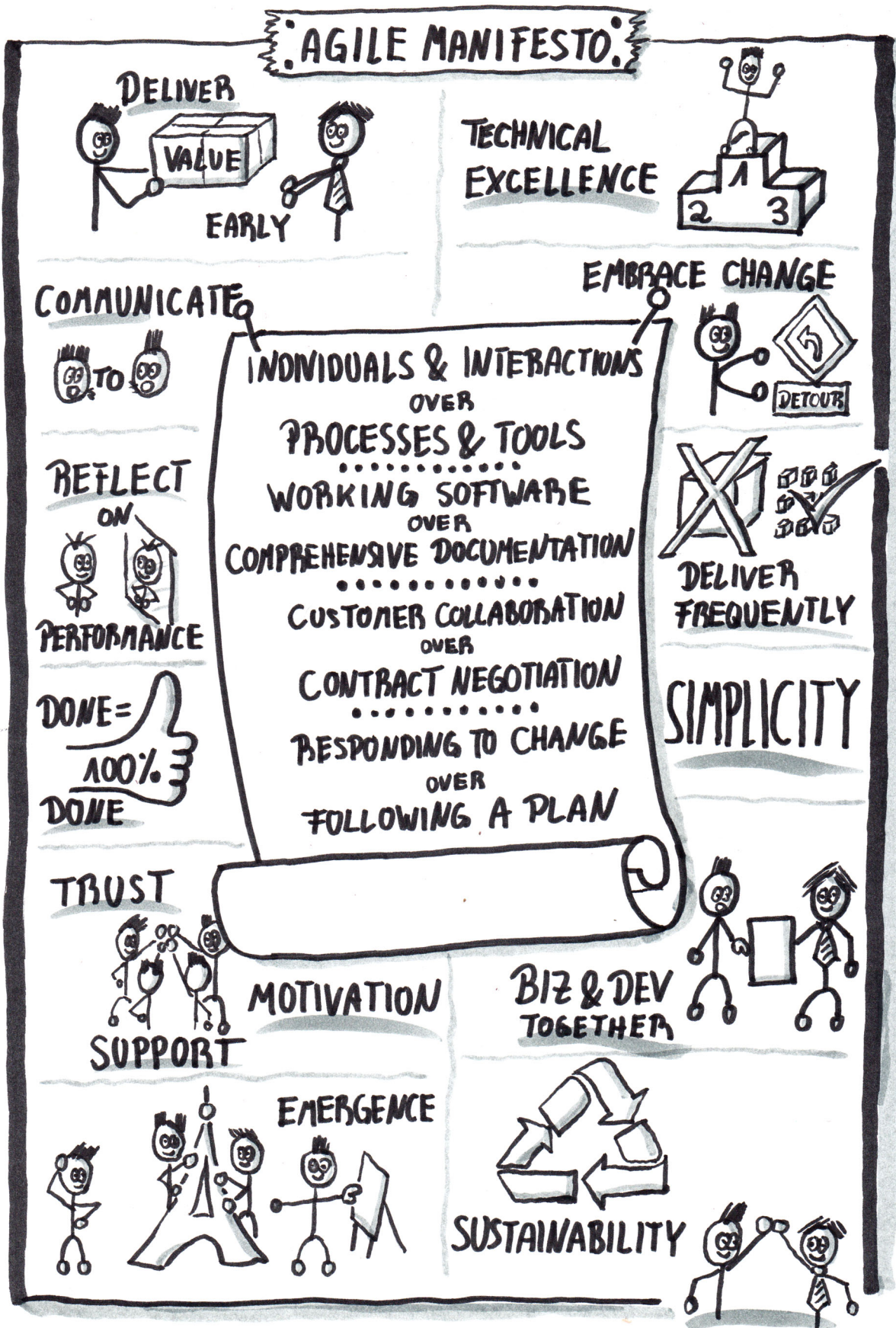
- [The Agile Manifesto Website](http://agilemanifesto.org/)<sup>1</sup>
- ["Agile Imposition"](http://martinfowler.com/bliki/AgileImposition.html) - an important blog post by Martin Fowler<sup>2</sup>

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<sup>1</sup><http://agilemanifesto.org/>

<sup>2</sup><http://martinfowler.com/bliki/AgileImposition.html>







# eXtreme Programming

## In 140 Characters

Deliver the highest value for your business iteratively by listening carefully and coding professionally. Embrace change!

## In 200 Words

eXtreme Programming (XP) is a software development process, which was discussed highly controversial when it was published in the late 1990s. This was caused by the simplicity of the process, which is based on the belief that fast and reliable communication between developers and business is more valuable than a sophisticated software development process. Advocates of more complex processes like e.g. the Rational Unified Process (RUP) often felt offended and accused XP of oversimplification.

It is probably only fair to say that XP, propagated and developed by famous software engineers like Kent Beck, Ward Cunningham, Ron Jeffries and many more, was the first widely recognized Agile software development methodology and laid down the fundamentals for others to come.

XP is a highly iterative approach to software development. At the heart of this process are developers and business people, playing a “Planning Game” in short iterations to deliver valuable software earliest possible. XP prescribes several software development methods like pair programming, test driven development but also an eight hour work day. It is designed to cope with changing business requirements very effectively.

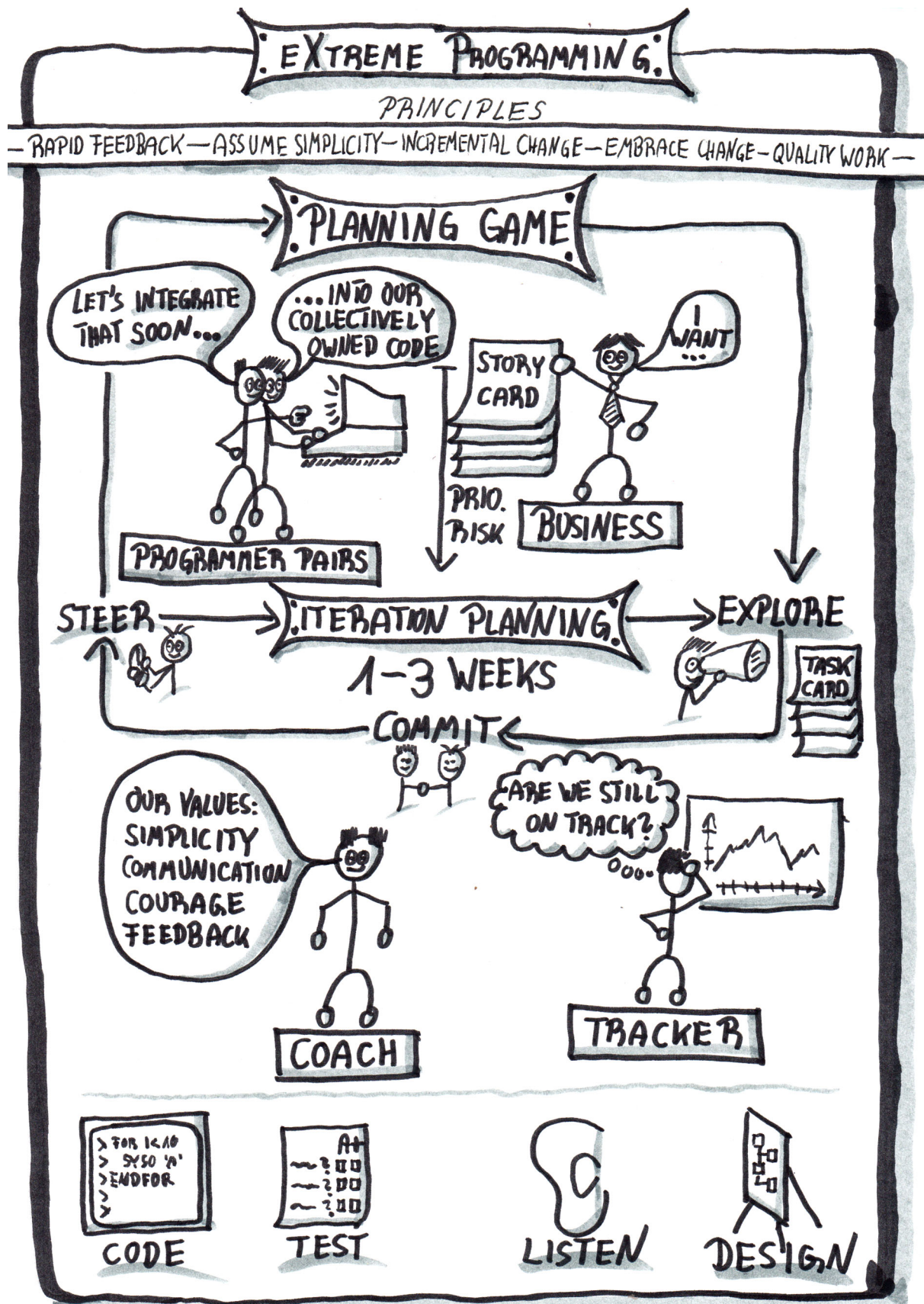
## Unlimited Knowledge

- “eXtreme Programming Explained: Embrace Change” by Kent Beck and Cynthia Andres (Beck04)
- <http://www.extremeprogramming.org/><sup>3</sup>
- [Wikipedia on eXtreme Programming](http://en.wikipedia.org/wiki/Extreme_programming)<sup>4</sup>

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<sup>3</sup><http://www.extremeprogramming.org/>

<sup>4</sup>[http://en.wikipedia.org/wiki/Extreme\\_programming](http://en.wikipedia.org/wiki/Extreme_programming)



# Tours for Roles

On your journey to the Agile Planet you can - of course - take arbitrary routes. But for those not very experienced with many of the topics addressed here, I want to offer some tours over the planet. Since everybody has different interests according to the role he currently holds, I will propose different tours for different roles.

## Tour for Developers

Welcome to the Agile Planet! As soon as you have discovered the manifold beauties of this place, you will eventually never want to leave again. But let's start small, firstly. So you are a developer?

It were passionate software developers who crafted the [Agile Manifesto](#) in 2001. You might be interested in having at least a short look at the visuals over there, since they beautifully introduce you to the core concepts of Agile.

On the Agile Planet we are keenly interested in high quality work. Thus, your next trip takes you to the city of [Test Driven Development](#). You should stay here for a while and dig a little deeper to find the various treasures burried.

Test Driven Development is an integral part of [eXtreme Programming](#), which was one of the major breakthroughs of the Agile software development movement. If you have a close look at this topic you will probably realize a tight connection to the [Scrum framework](#), which might give you a different perspective on project management.

Finally, have a short stroll through [Real Options](#) which may be a great thing to have in mind, if you are thinking about architectural decisions. In facilitating such an architectural discussion with your team [Lean Coffee](#) might help you to keep productive.