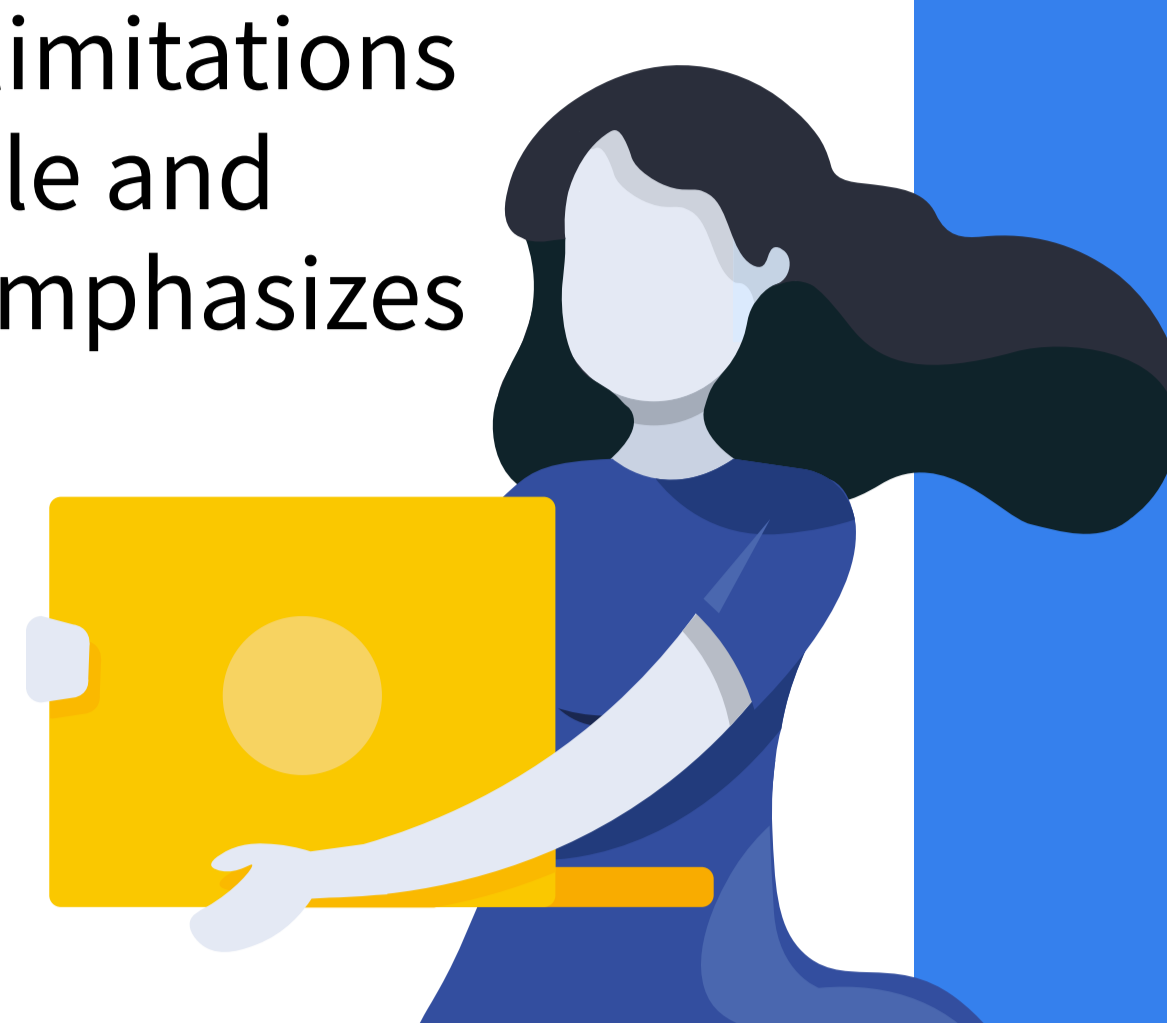
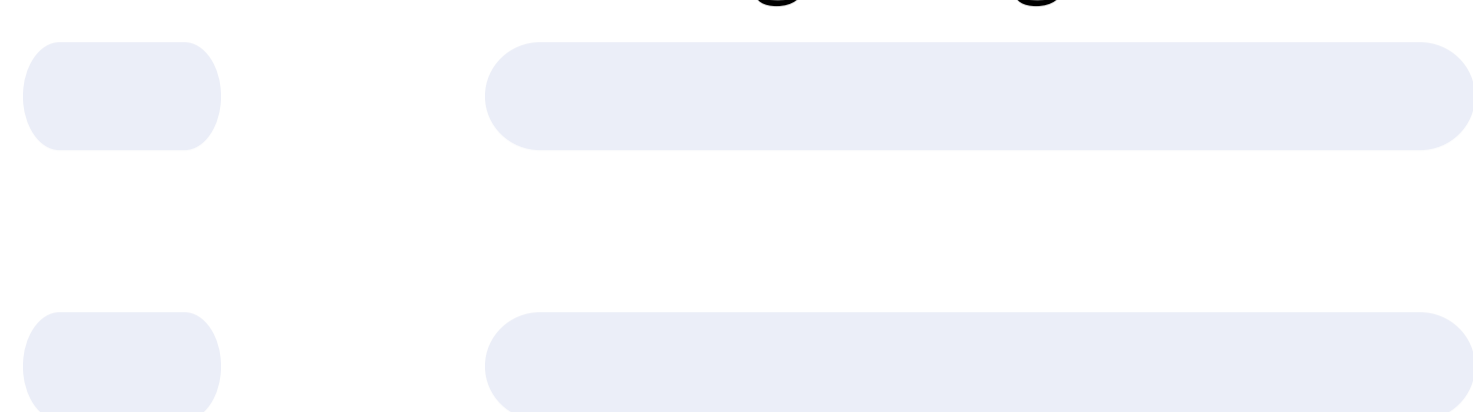


AGILE AT A GLANCE

Agile is an incremental and iterative method for system/ product development . Agile was designed primarily as a response to the limitations of traditional methods, such as waterfall, by prioritizing people and processes and interactions over extensive documentation. It de-emphasizes big design and long-range planning up front.



KEY FEATURES

- User provides requirements needed by the system.
- New and changed requirements feed implementations (Backlog).
- The focus is on incremental implementation (Sprint).
- Key decision makers are used to standardize configurations.



BENEFITS



Change Enabled

Changes to requirements and priorities are more easily accommodated. Only the current iteration has fixed scope.



Transparency

Current status of Sprints and Backlogs are transparent. Problems are not hidden and can be addressed early.



Early Feedback

There is usually a demo after each iteration. Stakeholders provide timely feedback after each iteration. Feedback can result in new or changed requirements.



Quality

As a result of getting feedback early it enables teams to improve quality in an iterative manner.



Faster Time to Deliver Solution

Small teams are able to work at a much higher productivity level. Each iteration delivers a new capability.



Reduced Risk

Small iterations reduce technical risks. Early feedback reduces functional risks. Transparency reduces organizational risks.

WATERFALL VS AGILE



Plan driven



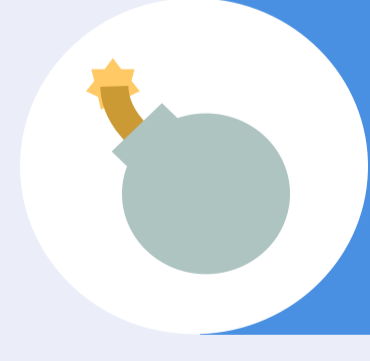
Learning driven



Less frequent client communication



Continuous communication



Typically Long Releases (6-12 months)



Short Releases (duration to be defined within the project)



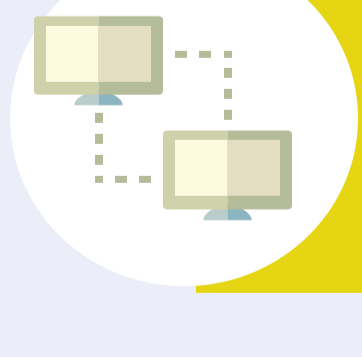
Requirements are locked before development begins



Requirements evolving throughout the project



Development in layers: presentation, business etc



Development in cross-functional teams



Testing immediately before implementation



Testing occurs through the iteration

