

PROCESS

VALUES

Communication
Simplicity
Feedback
Courage
Humility


PRINCIPLES

Rapid feedback
Assume simplicity
Incremental change
Embracing change
Quality work
Travel light
Local adaptation
Honest measurement
Play to win
Teach learning
Accepted responsibility
Open, honest communication
Concrete experiments
Work with people's instincts
not against them
Small initial investment

PRACTICES

Planning game
On-site customer
Pair programming
Collective ownership
Small releases
Coding standards
Refactoring
Testing
Metaphor
40-hour week
Simple design
Continuous integration

PROGRAMMING

 think-box Thinking outside the box	TITLE	Onion	VERSION	1.00
	PROJECT	Extreme Programming	DATE	17/11/02
	NOTES		INITIALS	SJB
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