Designer vs. Developer!

Brad Frost, Ian Frost, Dan Mall — Smashing Conference NYC, October 15, 2019
Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

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

That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck  
Mike Beedle  
Arie van Bennekom  
Alistair Cockburn  
Ward Cunningham  
Martin Fowler  
James Grenning  
Jim Highsmith  
Andrew Hunt  
Ron Jeffries  
Jon Kern  
Brian Marick  
Robert C. Martin  
Steve Mellor  
Ken Schwaber  
Jeff Sutherland  
Dave Thomas

Twelve Principles of Agile Software
Principles

- Minimum viable artifacts
- Lowest fidelity
- Do what’s fastest
- Iteration
- Death to approvals

- Get into the final environment as soon as possible
- Anticipation
- A two-way street
- Support your developer
- Death to handoffs
- **Eyes on the prize**
Thanks!

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