

~~WHAT~~ - AN ACTIVITY TO ^{EXPERIENCE} DEMONSTRATE THE VALUE OF A PRINCIPLE

POSSIBLE - PROBLEM
PRINCIPLES TO ADDRESS

SO ~~WHAT~~ - CUSTOMER = AGILE COACH
A

Frequent
Feedback
Master Mind Adaptation

AS AN AGILE COACH
I WANT TO 

SO THAT GET EXPERIENCE INSTEAD OF THEORY

Changing
Requirements
MAZE PATH PLANNED

PRIORITISATION

Hero
Syndrome
Skills Transfer

DEPENDENCIES

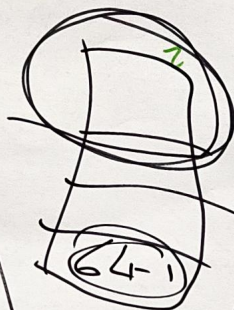
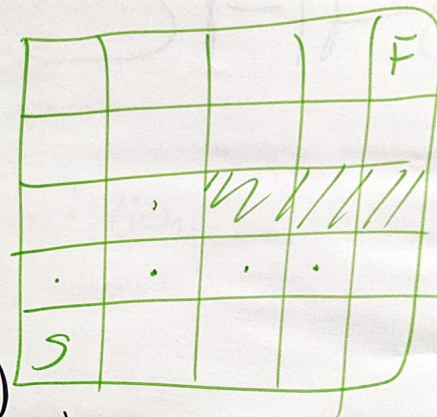
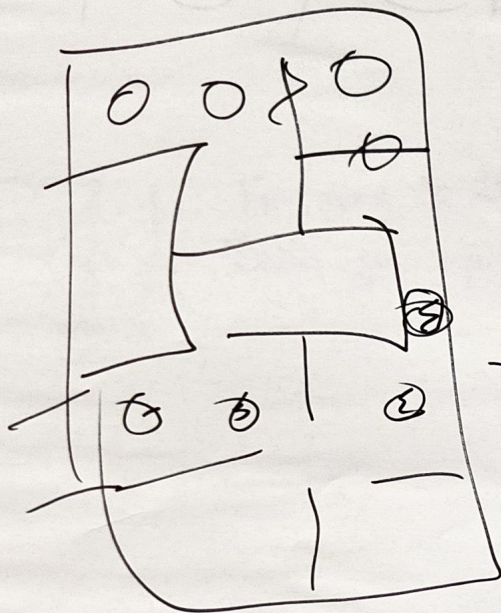
Pairing.
+ Quality
+ clarity
+ consistent code
- Slower
- Cost

PSYC
✓ SAFETY

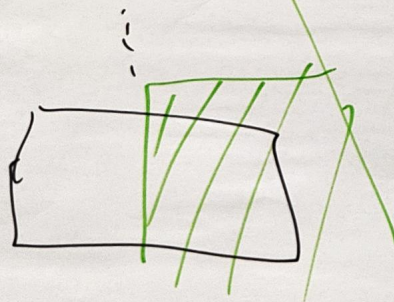
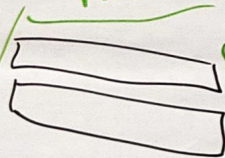
LAST
RESPONSIBLE
MOMENTS

Estimation

PSYCH SAFETY



now



- Cost to planning
- Early

PSYCH. SAFETY.

MUP.

41.

I'm going to ask you a question.
Please give me an answer.

Check out
Feedback
Battleships?



Feedback

Colour

Pos
Colour +
Position

