

Customer’s good agile karma:

- *Always keep the end in mind:* Agile software development does not stop you from having an over-arching vision. Have a clear-thought out story-board for the product. Communicate the vision clearly and consistently.
- *Do your homework before the iteration:* Do your homework before the iteration planning meeting. You are supposed to have completed the following before the iteration planning meeting:
 - Clearly thought-out goal for the iteration
 - Clearly defined stories for visual design, front-end and programmers. Each story has
 - Has a clear specific objective.
 - Has a clear acceptance criterion.
 - For programmer stories, have story tests ready before the iteration plan.
 - When working on new products, provide interaction and flow diagrams like the paper prototype or wireframes.
- *Do not fudge too much with iteration plans:* Do not change the scope once the iteration plan is finalized; no new features added to the plan mid-iteration.
- *Insist on having weekly demos:* Before a new iteration begins, customers demo the last iteration. Customers work proactively with the programmers to accept most of the stories before the next iteration begin.

Programmers’s good agile karma:

- *Think of customers as partners:* Before you start working on the story, understand the customers’ vision. Once you finish the story, update the customers and gather feedback. Also, do advise the customer teams on better approaches and designs. Focus on delivering continuously higher business value.
- *Communicate early:* Do not wait till the end of the iteration or release to communicate any issues or risks. If you find something that change your estimates inform the project manager.
- *Update the plans:* Update the plan with your estimates and the status of the story at least once every day.
- *Do not cut corners*
 - Keep practicing test-first development and refactoring.
 - Chant the “do not repeat yourself” mantra.
 - Signup for tasks that no one wants to sign up for.
 - Integrate frequently and continuously. Do not ignore a broken build.
 - Run all the tests before committing your code.
 - Do not ignore architecture.

Project manager’s good agile karma:

- *On-time delivery:* Own the iteration and release schedule and on-time delivery
- *Keep meetings short:* Yes, Agile software development teams have lot of meetings. Please keep close tab on them.
- *Mitigate risks:* Have regular team meetings to discuss risks and come up with solutions to mitigate risks.
- *Control issues:* Bring any open or closed issues and identify a clear owner to solve the issue.
- *Regulate changes* to the iteration plan and release plan. Keep the plan upto date.
- *Do not ignore the non-programmer needs:* Keep the visual and front-end teams are ahead of programmer teams by at least two weeks.