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# IGHT

LESSONS FROM RYSE & CRYSIS 3

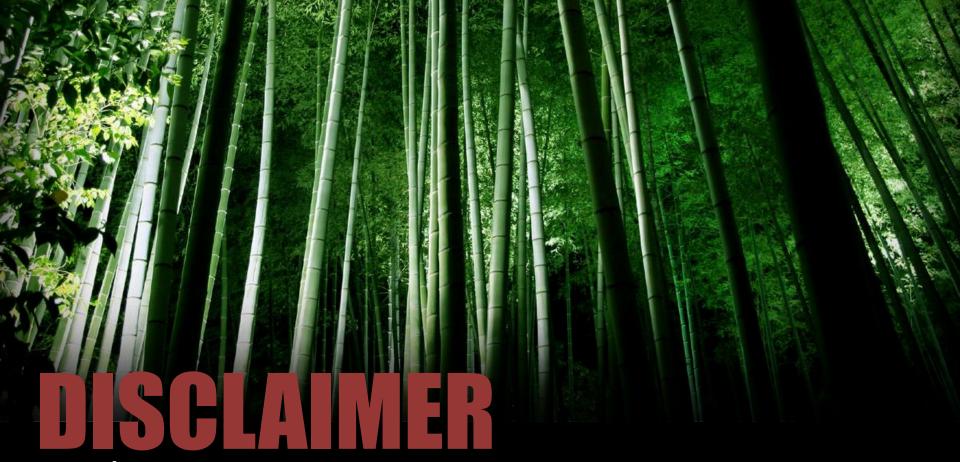




A LONG TIME AGO... THIS WAS

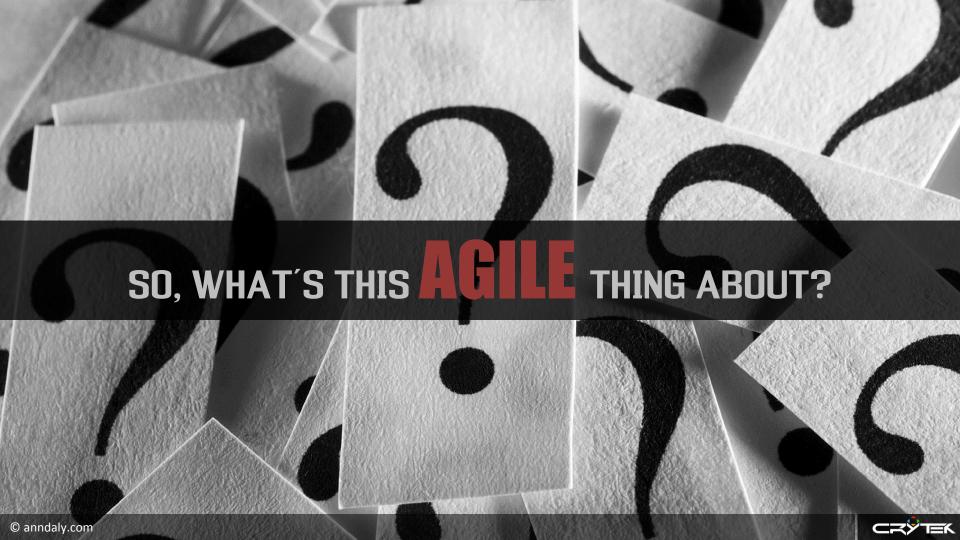






I DON'T HAVE ANYTHING AGAINST AGILE... REALLY... I PROMISE...



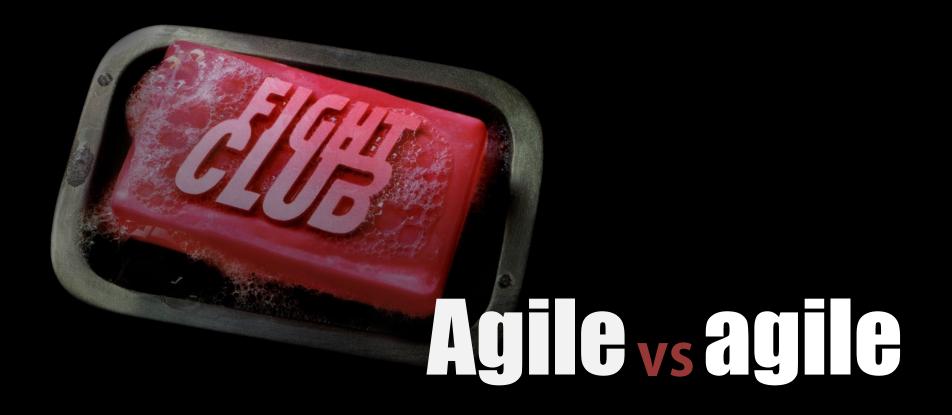




ORIGINATED IN HIGHLY STRUCTURED PHYSICAL **ENVIRONMENTS IN WHICH LATE** CHANGES WERE SOMETIMES **IMPOSSIBLE** 

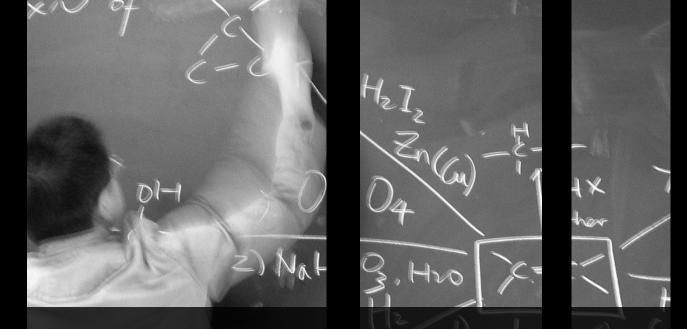






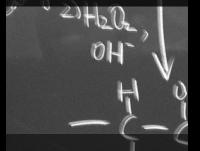






#### CRITICAL THINKING IS AT THE HEART OF AGILE

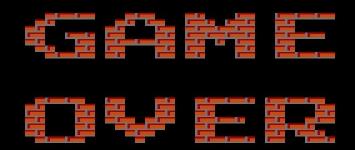




















#### A NEW TEAM TO DEVELOP A NEW TOOL









"YOU ARE BREAKING SCRUM"
"YOU ARE DOING SCRUM-BUT"







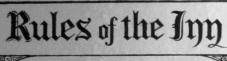
STAND-UPS SCRUM MASTER PLANNING POKER





### TIME-BOXING RETROSPECTIVES







NO THIEVES, FAKIRS, ROGUES or TINKERS ∞

NO SKULKING LOAFERS or FLEA-BITTEN TRAMPS

NO 'SLAP an'TICKLE o'THE WENCHES NO BANGING o'TANKARDS on the TABLES NO DOGS ALLOWED IN THE KITCHEN NO COCKFIGHTING

FLINTLOCKS, CUDGELS, DAGGERS and SWORDS

to be handed to the INNKEEPER for safe-keeping ~

1786

# DON'T THINK OF RULES THINK OF SUGGESTIONS



#### KNOW YOUR LIFECYCLE







#### "ONE PROCESS TO RULE THEM ALL"?







CRYSIS 3

FROM

SCRUM TO

DAILY PLANNING

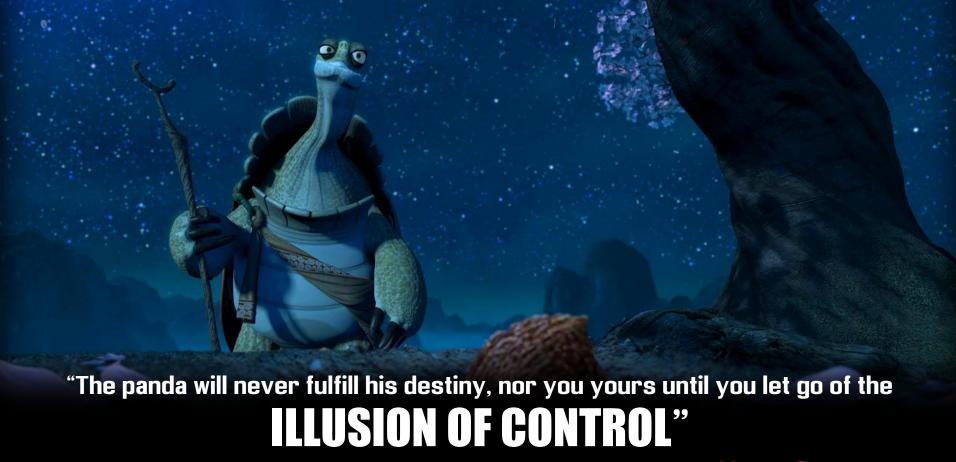




## KEEP IT SIMPLE STUPID







- Master Oogway

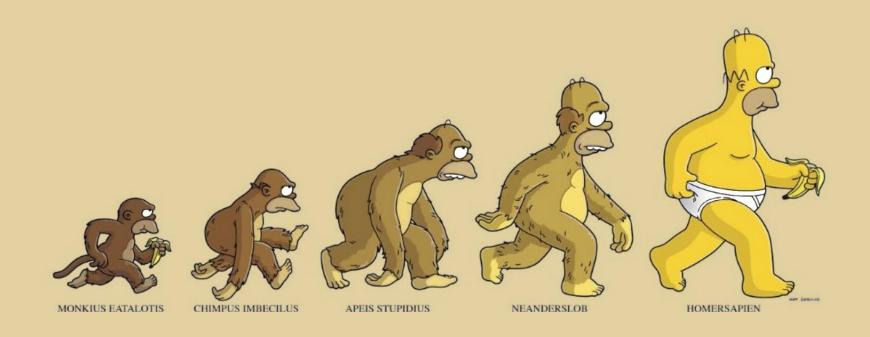


#### IT'S A TRAP!









#### PROJECTS EVOLVE



#### "INDIVIDUALS AND INTERACTIONS

OVER PROCESSES AND TOOLS"





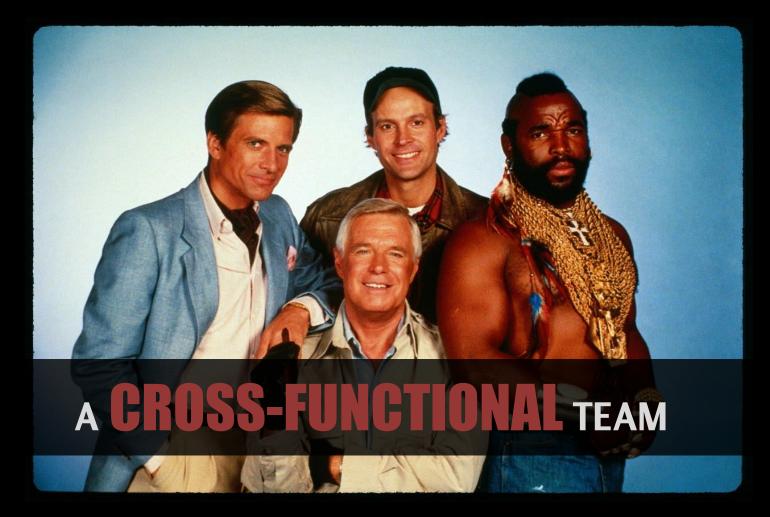




DIFFERENT
TEAMS
HAVE DIFFERENT
NFFRS









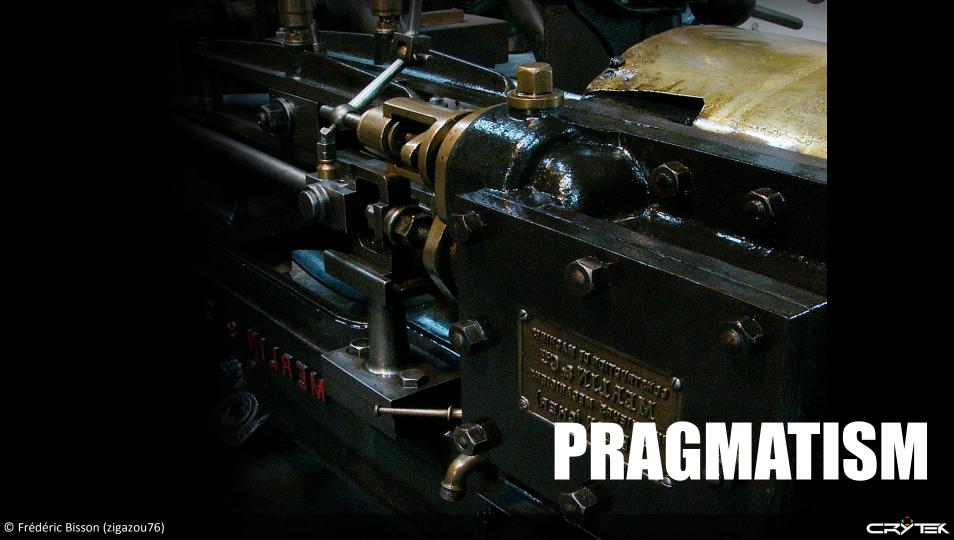
#### THERE IS NO SILVER BULLET (YEAH, WE KNOW)















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# AGIL

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