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The Agile Samurai

How Agile Masters Deliver Great Software

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The Agile Samurai

How Agile Masters Deliver Great Software

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Pragmatic Bookshelf

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The Agile Samurai—a fierce software-delivery professional capable of dispatching the most dire of software projects, and the toughest delivery schedules, with ease and grace

> ➤ *Master Sensei*

It's Good to See You

Agile is a way of developing software that reminds us that although computers run the code, it's people who create and maintain it.

It's a framework, attitude, and approach to software delivery that is lean, fast, and pragmatic. It's no silver bullet, but it dramatically increases your chances of success while bringing out the best your team has to offer.

In this book I am going to show you how to crush your agile project. I mean really knock it out of the park. Not only are your projects going to come in on time and on budget, but your customers are actually going to enjoy using the software you create for them, and they are going to love working with you and being part of the process.

Inside, you are going to learn the following:

- How to successfully set up and kick-start your own agile project so clearly that there won't be any confusion as to what your project is about and what it stands for.

- How to gather requirements, estimate, and plan in a clear, open, and honest way.

- How to execute fiercely. You'll learn how to turn your agile project into a well-oiled machine that continuously produces high-quality, production-ready code.

If you're a project lead, this book gives you the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, UX designer, or project manager, this book gives you the insight and foundation necessary for becoming a valuable agile team member.

How to Read This Book

Feel free to jump to any chapter in the book you want. But if you're looking for how to set things up right from the start, I suggest going through the book from beginning to end.

Part I gives you a brief overview of agile and explains how agile teams work.

Part II introduces one of the most powerful expectation-setting devices your team will have in its arsenal—the inception deck.

Part III is where we get into agile user stories, estimation, and how to build your first agile project plan.

Part IV is all about execution. This is where you learn how to take your plan and turn it into something real—working software your customer can use.

And Part V wraps up by giving you a high-level look at the core agile software engineering practices you're going to need to keep quality up and long-term maintenance costs of your software down.

Fun Bits with Purpose

You can't take this stuff too seriously, and it helps if you can approach the material with a bit of a sense of humor.

To that end, I've lightened things up with pictures, stories, and anecdotes to show you what working on an agile project is like.

War stories take you to the front line of real life agile projects and share some of the successes (and failures) I and others have had while practicing the agile arts.

The *Now you try* exercises are there to snap you out of reading and get you into thinking and doing.
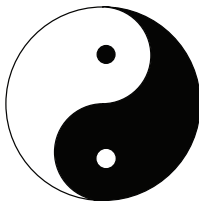
Now you try

Then there is Master Sensei—the legendary agile master experienced and wise in all forms of agile software delivery.

Master Sensei and the aspiring warrior

He will be your guide and spiritual mentor on your agile journey and periodically draw your attention to important agile principles, like this:

Agile principle

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

He will share with you deeper insight and guidance in how to apply the agile practices.

Online Resources

This book has its own web page, http://pragprog.com/titles/jtrap, where you can find more information about the book and interact in the following ways:

- Participate in a discussion forum with other readers, agile enthusiasts, and me

- Help improve the book by reporting errata, including content suggestions and typos

Let's begin.