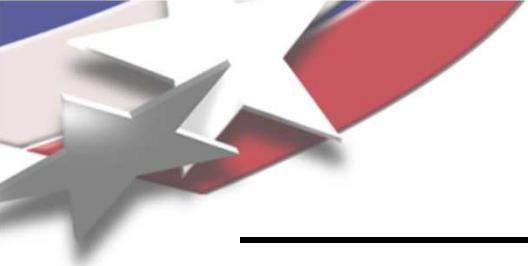


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# Crystal Yellow

**Agile Software Methodology  
For ParaView Development**



# Key Attributes

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- **Easy communication**
- **Monthly increments**
- **Real users**
- **Mission statement**
- **Clear ownership of code areas**
- **Automated Testing**



# References

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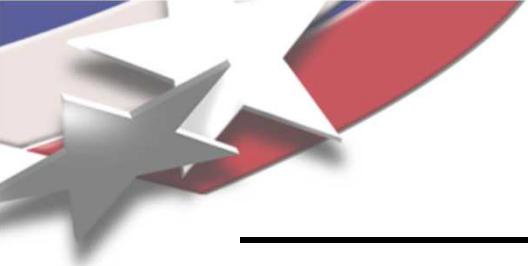
- **Crystal Clear: A human Powered Methodology for Small Teams** by Alistair Cockburn
- **Agile Software Development: The cooperative Game** by Alistair Cockburn
- **Alistair Cockburn's Web Site:**  
[http://alistair.cockburn.us/index.php/Main\\_Page](http://alistair.cockburn.us/index.php/Main_Page)
- **Agile Manifesto:** <http://agilemanifesto.org/>
- **The Agile Alliance Web Page:** <http://www.agilealliance.com/>
- **Agile Software Development Ecosystems (Paperback)**  
by [Jim Highsmith](#)
- **Organizational Patterns of Agile Software Development (Paperback)**  
by [James O. Coplien](#), [Neil B. Harrison](#)



# Easy Communication

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- Must be able to get questions answered easily and quickly.
- Wiki, videoconference, phone.
- Replacing detailed design documentation with communication.
- Need to be sure everyone feels comfortable speaking up
- This is where we push the edge of the methodology envelope.

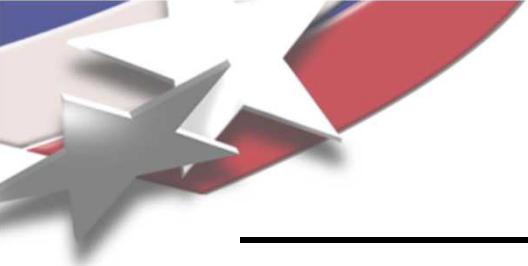


# Monthly Increments

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- **List what we plan to do**
- **Deliver working code (even if everything planned isn't done).**
- **Get feedback from a real user.**
- **Review what did and didn't get done, what we did right and wrong.**
- **List what we plan to do next month.**



# Have Real Users

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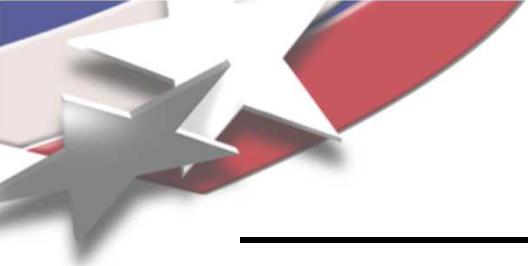
- Need real feedback.
- We are replacing long requirements gathering cycle with many iterations of demonstration and evaluation.
- Don't worry too much about wasting a month's work on some feature as long as it gets us a clear indication of what the user wants.



# Mission Statement

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- A clear description of the overall design goal.
- A clear description of the current short term design goals is also needed.
- A high level description of longer term goals
- We can change as necessary, but we all need to know so we can make good choices.
- Someone focuses on strategic planning too.

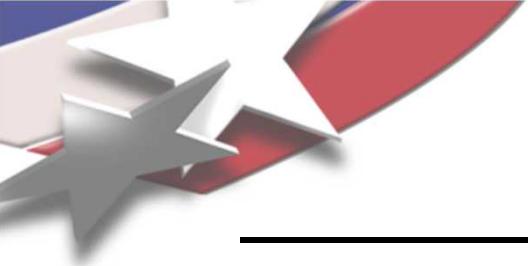


# Clear Code Ownership

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- **Everyone owns everything is a valid choice.**
- **Should know who is expert in certain areas though, may want to communicate with them when working on that code.**
- **Should not have to ask in meeting/email who changed that code and why.**
- **Need to know who is doing what pieces of next iteration.**



# Automated testing

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- Keeps us from letting errors stay too long.
- Everyone should think about test for new features before they consider it finished.
- May want to write test first even.