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XP Values and Principles

The original is at http://www.extremeprogramming.org/values.html and is best read there. Following list is maintained for my convenience.

Values

- Communication: Everyone is part of the team and we communicate face to face daily.
- Simplicity: We will do what is needed and asked for, but no more.
- Feedback: We will take every iteration commitment seriously by delivering working software
- Courage: We will tell the truth about progress and estimates.
- Respect: Everyone gives and feels the respect they deserve as a valued team member.

Principles

- Humanity: Its all about people
- Economics: Someone needs to understand the budget
- Mutual benefit: Win-win for all
- Self similarity: The pattern of a monthly cycle is the same as a weekly cycle and the same as a daily cycle.
- Improvement: You are always getting better having done the best you know how to today.
- Diversity: The Wisdom of the Crowds
- Reflection: Be aware of what is working, and what is not
- Flow: Constant delivery means a continuous flow of development work
- Opportunity: Problems are a chance to learn something new
- Redundancy: Having redundancy helps improve quality
- Failure: It's OK to try things that don't work.
- Quality: To go fast you have to go slow.
- Baby steps: Take small steps in the right direction.

Learning, Reference, Basics, Values, Principles, XP

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