

Metaphor

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Where's the architecture?

“the profession of designing... usually with
some regard to aesthetic effect.”

High Level Design

the things that we don't want to change

“At its best, the metaphor is a simple evocative description of how the program works” - Ron Jeffries

The naive metaphor

... like a spreadsheet

... is a production line

... like a library

System of Names

Ubiquitous Language

Domain Driven Design

Planning Game

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Backlog

We can't possibly do everything

We want to maximise ROI

We need to adjust course based on
feedback

Programmers own estimates (costs)

Customers own value, and decide what to
do next

Estimation units - who cares?

Velocity

Time = backlog / velocity

Scope = time * velocity

Discussion