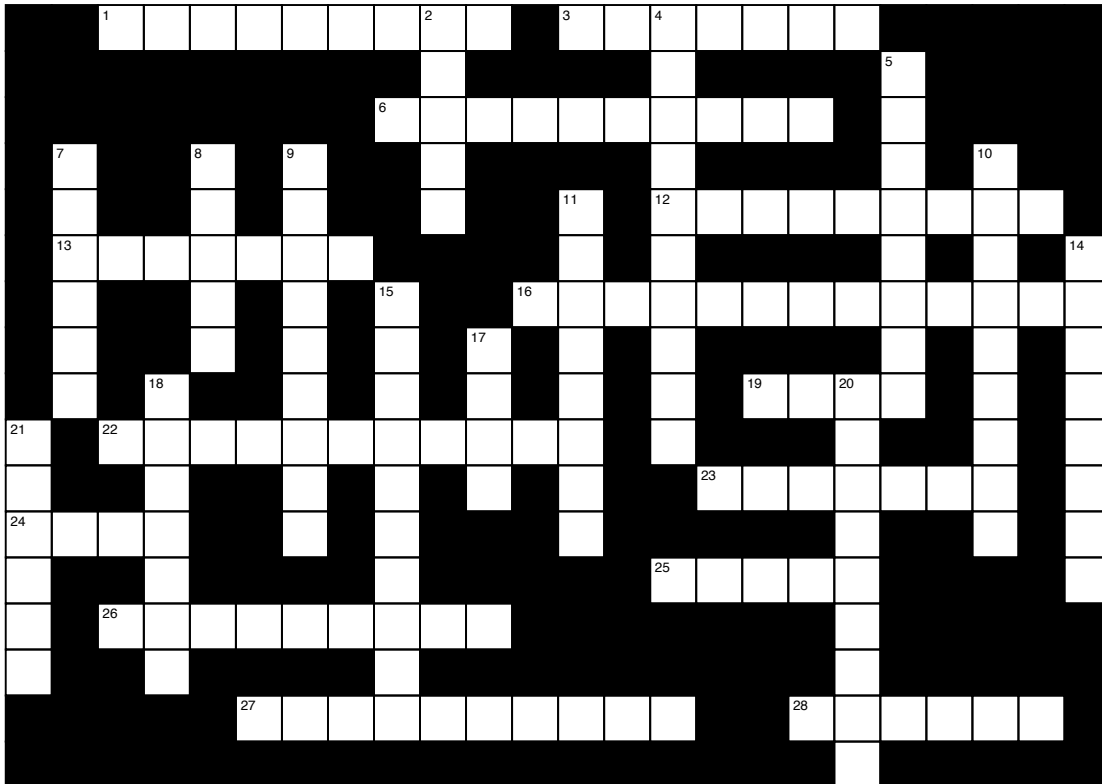




# Mindsetcross

See how well you understand the agile values and principles. Can you solve this without flipping back to the rest of the chapter?



## Across

1. When a deadline's been set, and the scope is adjusted to meet it
3. A great way to manage changing requirements
6. How often to deliver
12. When teams repeatedly perform all of the project activities in small chunks
13. What the team does to its behavior after a retrospective
16. An effective way to communicate complex requirements and ideas
19. There's no single "\_\_\_\_\_" way to build software
22. What we do with customers
23. Something that shouldn't be punished if you want a motivated team
24. What business people and developers must do together daily
25. Very useful for agile teams because they help get the work done
26. At regular \_\_\_\_\_ the team reflects on how to become more effective
27. The most effective and efficient method of conveying information
28. Teams work best when you pay attention to them

## Down

2. When to deliver software
4. The kind of delivery agile teams try to achieve
5. Attitude toward customers or other teams that requires strict agreements before any work can start
7. What agile teams respond to
8. You need to \_\_\_\_\_ the team to get the job done
9. Traditional but often less-than-effective way to build software
10. The kind of individuals to build projects around
11. Working software is the primary measure of \_\_\_\_\_
14. Where the original authors of the Agile Manifesto got together
15. What happens to your team if you create a culture of fear
17. Agile teams still follow one
18. The kind of software delivered at the end of every iteration
20. The kind of users that are the highest priority for agile teams
21. Avoid this if you can

—————▶ **Answers on page 69**