Dynamic Systems Development Method (DSDM)
Main principles as listed on Wikipedia

**Principles**
There are eight principles underpinning DSDM Atern. These principles direct the team in the attitude they must take and the mindset they must adopt in order to deliver consistently.

1. **Focus on the business need**
The main criteria for acceptance of a "deliverable" is delivering a system that addresses the current business needs. Delivering a perfect system which addresses all possible business needs is less important than focusing on critical functionalities.
   - Understand the true business priorities
   - Establish a sound Business Case
   - Seek continuous business sponsorship and commitment
   - Guarantee the Minimum Usable Subset of features.

2. **Deliver on time**
   - Timebox the work
   - Focus on business priorities
   - Always hit deadlines

3. **Collaborate**
User involvement is the main key in running an efficient and effective project, where both users and developers share a workplace (either physical or via tools), so that the decisions can be made collaboratively and quickly.
   - Involve the right stakeholders, at the right time, throughout the project
   - Ensure that the members of the team are empowered to take decisions on behalf of those they represent without waiting for higher-level approval.
   - Actively involve the business representatives
   - Build one-team culture

4. **Never compromise quality**
   - Set the level of quality at the outset
   - Ensure that quality does not become a variable
   - Design, document and test appropriately
Principles cont.

5. Build incrementally from firm foundations
- Strive for early delivery of business benefit where possible
- Continually confirm the correct solution is being built
- Formally re-assess priorities and ongoing project viability with each delivered increment

6. Develop iteratively
- A focus on frequent delivery of products, with assumption that to deliver something “good enough” earlier is always better than to deliver everything “perfectly” in the end. By delivering product frequently from an early stage of the project, the product can be tested and reviewed where the test record and review document can be taken into account at the next iteration or phase.
  - Do enough design up front to create strong foundations
  - Take an iterative approach to building all products
  - Build customer feedback into each iteration to converge on an effective business solution
  - Accept that most detail emerges later rather than sooner
  - Embrace change – the right solution will not evolve without it
  - Be creative, experiment, learn, evolve

7. Communicate continuously and clearly
- Communication and cooperation among all project stakeholders is required to be efficient and effective.
  - Run daily team stand-up sessions
  - Use facilitated workshops
  - Use rich communication techniques such as modelling and prototyping
  - Present iterations of the evolving solution early and often
  - Keep documentation lean and timely
  - Manage stakeholder expectations throughout the project
  - Encourage informal, face to face communication at all levels

8. Demonstrate control
- Use an appropriate level of formality for tracking and reporting
- Make plans and progress visible to all
- Measure progress through focus on delivery of products rather than completed activities
- Manage proactively
- Evaluate continuing project viability based on the business objectives
Main emphases

Inspiration: More projects fail due to people issues rather than technology issues.

- Keep people involved
- Budget
- Deadlines
How it works...

3 Phases:
- Pre-project: Get candidate projects and do some basic research
- Project life-cycle
- Post-project: Maintenance and possible additional iterations
Project life-cycle - 5 main stages

1. Feasibility study
2. Business study
3. Functional model iteration
4. Design & build iteration
5. Implementation
Feasibility study

- First thing: is DSDM the right choice?
- Does the project solve an existing need?
- What are the risks and constraints of the project?
- Are the dev team given enough independence?
- Enough cooperation from client/management?
- Dev team skills? size? stability?
Business study

- Meet with client, management, and professionals to set priorities: must haves, should haves, and could haves
- Business Area Definition: document that describes the context of the project
- Update risks
Functional Model Iteration

- Prototyping of features/functions
- Functional Model -> Functional Prototype
- Schedule tasks
- Implement prototype
- Test and review/revise prototype
System Design and Build Iteration

- Identify work needed to integrate functional prototypes into a system/product
- Schedule tasks
- Implement system prototype
- Review and test design and implementation
Ship!

- Get client/end-user approval
- Provide documentation for end user
- Get end-user on board
- Review the business impact, how well it meets the goals, and document new issues/problems
Advantages

- Evaluation of team and appropriateness of DSDM in the beginning of the process
- Before development stage, requirements are decided
- Dev team gets independence from management and given chance to work fluidly together
Criticism/disadvantage

- Large projects with lots of integrations can be hard
- Although iterative cycles are short/quick, once in the cycle, requirements are rigid and not easily changed
- Clients/end-users must be available to help with deciding on requirements, priorities, and testing
When you might want to use DSDM

- With smaller projects with need for fast iterations
- Clients are agile and willing to spend time working with your team
- Product with high modularity/simple integration
Sources


http://agileintro.wordpress.com/2008/01/07/agile-introduction-for-dummies-%E2%80%93-part-ii/

http://geometrybag.wordpress.com/2006/05/09/the-development-process/