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	We t were	will rely on the synergies between simple practices, practices that often abandoned decades ago as impractical or naïve.	ı

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Chapter 11 How Could This Work?				
The practices support each other. The weakness of one is covered by the strengths of others.				
Chapter 12 Management Strategy				
We will manage the overall project using business basics—phased delivery, quick and concrete feedback, clear articulation of the business needs of the system, and specialists for special tasks.				
Chapter 13 Facilities Strategy				
We will create an open workspace for our team, with small private spaces around the periphery and a common programming area in the middle.				
Chapter 14 Splitting Business and Technical Responsibility				
One key to our strategy is to keep technical people focused on technical problems and business people focused on business problems. The project must be driven by business decisions, but the business decisions must be informed by technical decisions about cost and risk.				
Chapter 15 Planning Strategy				
We will plan by quickly making an overall plan, then refining it further and further on shorter and shorter time horizons—years, months, weeks, days. We will make the plan quickly and cheaply, so there will be little inertia when we must change it.				
Chapter 16 Development Strategy				
Unlike the management strategy, the development strategy is a radical departure from conventional wisdom—we will carefully craft a solution for today's problem today, and trust that we will be able to solve tomor- row's problem tomorrow.				
Chapter 17 Design Strategy				
We will continually refine the design of the system, starting from a very simple beginning. We will remove any flexibility that doesn't prove useful.				
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Certain roles have to be filled for an extreme team to work—programmer, customer, coach, tracker.				
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Even though the individual practices can be executed by blue-collar programmers, putting all the pieces together and keeping them together is hard. It is primarily emotions—especially fear—that make XP hard.				
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