Distributed Extreme Programming: Introduction

- Distributed project teams
- Environmental constraints
- Personnel constraints

Distributed Extreme Programming: The Planning Game

- Matches well to engagement-based projects
- Ensures involvement and commitment of stakeholders
- Facilitates smaller (read: cheaper) proposals and contracts
Distributed Extreme Programming: Small Releases

- Matches well to deliverables-based contracts
- Establishes credibility of consultants
- Building enthusiasm builds commitment (and ongoing contracts)

Distributed Extreme Programming: Metaphor

- Matches well with client desire for low overhead
- Facilitates scope redefinition and contract renegotiation
Distributed Extreme Programming: Simple Design

- Matches client perspective and desire for low overhead
- Facilitates distributing workload

Distributed Extreme Programming: Testing

- Very difficult to implement true XP testing in virtual development environment
- All the usual issues
- Requires higher level of project management
Distributed Extreme Programming: Refactoring

- Even more difficult to implement than testing
- Hard to demonstrate cost benefit to client
- One solution: build contingency into bid or rates and sell quality

Distributed Extreme Programming: Pair Programming

- Impossible to implement
- What is the underlying goal?
- Implement practices towards the goal
  - Frequent reviews
  - Rotate assignments
  - Pair when possible
Distributed Extreme Programming: Collective Ownership

- All the same issues...

Distributed Extreme Programming: Continuous Integration

- All the same issues...
Distributed Extreme Programming: 40-Hour Week

- All the same issues...

Distributed Extreme Programming: On-Site Customer

- All the same issues, plus...
- Clients often believe the consultant should do it all: that's what they're paying for
- Important to contract up front
Distributed Extreme Programming: Coding Standards

◆ Of course!