Tip 11

- DRY - Don't Repeat Yourself
- Choose one of the four *i*'s of duplication and give an example
  - Imposed, Inadvertent, Impatient, Interdeveloper

Orthogonality

- Orthogonality sounds a lot like coupling
  - Are they different and how?

- How orthogonal are your teams?
  - How do you balance orthogonality with risk?
    - E.g. risk that someone gets sick for two weeks

Reversibility

- What decisions have you made on the project already that would be difficult to reverse?

Tracer Bullets

- How is the concept of tracer bullets different from horizontal and vertical prototypes?