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Agile Development Terms & Terminologies [A-C]

Acceptance Testing An acceptance test is a formal description of the behaviour of a software product, generally expressed as an example or a usage scenario. Several different notations and approaches have been proposed for such examples or scenarios. In many cases the aim is that it should be possible to automate the execution of such tests by a software tool, either ad-hoc to the development team or off the shelf. [Type – Software Testing / Product Management]

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Agile Development Terms & Terminologies [A-C] (cont)

Affinity Diagram An affinity diagram is a method used to organize many ideas into groups with common themes or relationships. Affinity diagrams are tools for analysing large amounts of data and discovering relationships that allow a design direction to be established based on the associations. [Type – Brainstorming, Agile Process, Sprint Retrospective]



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Agile Development Terms & Terminologies [A-C] (cont)

Agile C4Model	C4 Model documents the architecture of a software system, by showing multiple points of view that explain the decomposition of a system into containers and components, the relationship between these elements, and, where appropriate, the relation with its users. The viewpoints are organized according to their hierarchical level: Context Diagrams, Container Diagrams, Component Diagrams, Code Diagrams. [Type – Agile Modelling, Agile Architecture, System Design]
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Agile Development Terms & Terminologies [A-C] (cont)

Agile Unified Process Agile Unified Process (AUP) is a simplified version of the Rational Unified Process (RUP) developed by Scott Ambler. It describes a simple, easy to understand approach to developing business application software using agile techniques and concepts yet still remaining true to the RUP. The AUP applies agile techniques including Test-Driven Development (TDD), Agile Modeling (AM), Agile Change Management, and Database Refactoring to Improve Productivity. [Type – Agile Variant / Development Process]



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Agile Development Terms & Terminologies [A-C] (cont)

Anti-P- attern	Antipatterns are common solutions to common problems where the solution is ineffective and may result in undesired consequences. An antipattern is different from bad practice under certain circumstances. [Type – Patterns in Problem Solving]
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Agile Development Terms & Terminologies [A-C] (cont)

Architectural Spike An Architectural Spike is a technical risk-reduction technique popularized by Extreme Programming (XP) where you write just enough code to explore the use of a technology or technique that you're unfamiliar with. [Type – Agile Stories / Prototyping]



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Agile Development Terms & Terminologies [A-C] (cont)

Burn	The team displays, somewhere on a wall of the project room, a large graph relating the quantity of work remaining (on the vertical axis)
Down	and the time elapsed since the start of the project (on the horizontal, showing future as well as past). This constitutes an “Information
Charts	Radiator“, provided it is updated regularly. Two variants exist, depending on whether the amount graphed is for the work remaining in the iteration (“Sprint Burndown”) or more commonly the entire project (“Product Burndown”). [Type – Agile Project Management]



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Agile Development Terms & Terminologies [A-C] (cont)

Burn Up Charts By 2002, the Burndown Chart gained enough popularity among the Scrum community, as well as alternatives such as the “Burnup” which merely inverts the vertical direction, or the more sophisticated “Cumulative Flow Diagram“, which most closely resembles a Burnup but appears to be an Independent Invention. [Type – Agile Project Management]



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Agile Development Terms & Terminologies [A-C] (cont)

Capacity Capacity is how much availability the team has for the sprint. This may vary based on team members being on vacation, ill, etc. The team should consider capacity in determining how many product backlog items to plan for a sprint. [Type – Agile Project Management / Agile Estimation]

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Agile Development Terms & Terminologies [A-C] (cont)

Constraints A constraint is a restriction on the degree of freedom you have in providing a solution. Constraints are effectively global requirements, such as limited development resources or a decision by senior management that restricts the way you develop a system. Constraints can be economic, political, technical, or environmental and pertain to your project resources, schedule, target environment, or to the system itself. . Constraints are documented in a similar manner to business rules and technical requirements. [Type – Agile Development / Limitations in Development]

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Agile Development Terms & Terminologies [A-C] (cont)

Continuous Delivery

Continuous Delivery is the ability to get changes of all types—including new features, configuration changes, bug fixes and experiments—into production, or into the hands of users, safely and quickly in a sustainable way. Our goal is to make deployments—whether of a large-scale distributed system, a complex production environment, an embedded system, or an app—predictable, routine affairs that can be performed on demand. We achieve all this by ensuring our code is always in a deployable state, even in the face of teams of thousands of developers making changes daily. We thus eliminate the integration, testing and hardening phases that traditionally followed “dev complete”, as well as code freezes. [Type – Agile Development / Agile Releases]

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Agile Development Terms & Terminologies [A-C] (cont)

Continuous Deployment Continuous deployment aims to reduce the time elapsed between writing a line of code and making that code available to users in production. To achieve continuous deployment, the team relies on infrastructure that automates and instruments the various steps leading up to deployment, so that after each integration successfully meeting these release criteria, the live application is updated with new code. [Type – Agile Development / Agile DevOps]



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Agile Development Terms & Terminologies [A-C] (cont)

Continuous Development Continuous development, “like agile, began as a software development methodology. Rather than improving software in one large batch, updates are made continuously, piece-by-piece, enabling software code to be delivered to customers as soon as it is completed and tested. Companies that can successfully implement Continuous Development throughout their organization often find dramatic strategic benefits,” as described in the Harvard Business Review. [Type – Agile Development / Agile Releases]

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Agile Development Terms & Terminologies [A-C] (cont)

Continuous Integration Continuous Integration is the practice of merging code changes into a shared repository several times a day to release a product version at any moment. This requires an integration procedure which is reproducible and automated. [Type – Agile Development / Agile Change Management]



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Agile Development Terms & Terminologies [A-C] (cont)

Cumulative Flow Diagram The Cumulative Flow Diagram (also known as CFD) is one of the most advanced Kanban and Agile analytics charts. It provides a concise visualization of the three most important metrics of your flow: Cycle Time, Throughput, Work in Progress. Its main purpose is to show you how stable your flow is and help you understand where you need to focus on making your process more predictable. It gives you quantitative and qualitative insight into past and existing problems and can visualize massive amounts of data. [Type – Agile Project Management]

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Agile Development Terms & Terminologies [D-L]

Definition of Done (DoD) The definition of done is an agreed upon list of the activities deemed necessary to get a product increment, usually represented by a user story, to a done state by the end of a sprint. [Type – Agile Management]

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Agile Development Terms & Terminologies [D-L] (cont)

Demo Demo or Sprint Demo or Sprint Review or Agile Demo (Terms with only few Subtle Differences) : [1] An activity of a sprint review where the completed (done) product backlog items are demonstrated with the goal of promoting an information-rich discussion between the Scrum team and other sprint review participants. [2.] A term that is frequently used synonymously to refer to the entire sprint review.
[Type – Agile Development]



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Agile Development Terms & Terminologies [D-L] (cont)

Disciplined Agile Delivery (DAD) Disciplined agile delivery (DAD) is the software development portion of the Disciplined Agile Toolkit. DAD enables teams to make simplified process decisions around incremental and iterative solution delivery. DAD builds on the many practices espoused by advocates of Agile Software Development, including Scrum, Agile Modeling, Lean Software Development, and Others. The primary reference for disciplined agile delivery is the book Choose Your WoW! written by Scott Ambler and Mark Lines. [Type – Agile Variant]

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Agile Development Terms & Terminologies [D-L] (cont)

Dreyfus Model The Dreyfus Model is based on the idea that different people, no matter their profession, can be divided into 5 categories - from novice to expert. In addition, each category has a specific set of skills and, most importantly, different approaches to solving problems. Newbie (Novice) or Beginner, Advanced Beginner, Competent, Proficient, Expert. It can be used in Agile for Scaling People. [Type – Agile Project Management]



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Agile Development Terms & Terminologies [D-L] (cont)

Earned Value Management Earned Value Management (EVM) is a project management technique that measures the technical performance, cost and schedule of a project against planned objectives. The result is a simple set of metrics that provides early warnings of performance issues, allowing for timely and appropriate adjustments. EVM also improves the definition of project scope and provides valuable metrics for communicating progress to stakeholders. To implement EVM, you need to measure some basic metrics like a valuation of planned work, called planned value (PV). Agile EVM is a lightweight and easy to use adaptation of the traditional Earned Value Management technique which provides the benefits of traditional Earned Value Management for Scrum. [Type – Agile Project Management / Agile Analysis]

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Agile Development Terms & Terminologies [D-L] (cont)

Epic

An epic is a large user story. [Type – Agile Estimation / Agile Product Management]

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Agile Development Terms & Terminologies [D-L] (cont)

Fibonacci Scale In Agile software development, the Fibonacci scale consists of a sequence of numbers used for estimating the relative size of user stories in points. Agile Scrum is based on the concept of working iteratively in short sprints, typically two weeks long, where the requirements and development are continuously being improved. The Fibonacci sequence consists of numbers that are the summation of the two preceding numbers, starting with [0, 1]. Agile uses the Fibonacci sequence to achieve better results by reducing complexity, effort, and doubt when determining the development time required for a task, which can range from a few minutes to several weeks. [Type – Agile Estimation / Agile Product Management]

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Agile Development Terms & Terminologies [D-L] (cont)

Fishbone Diagram The Fishbone Diagram (also called Ishikawa Diagram, Cause and Effect Diagram) got its name from its similarity of its shape to that of a fish skeleton. The Ishikawa Diagram relates to the seven basic tools of measurement, evaluation, control, and improvement of a production processes. Fishbone Diagrams are used to study, to display graphically, and analyze multiplicity of causes that influence the occurrence of a problem being solved and their impact. [Type – Agile Root Cause Analysis]



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Agile Development Terms & Terminologies [D-L] (cont)

Information Radiator “Information radiator” is the generic term for any of a number of handwritten, drawn, printed or electronic displays which a team places in a highly visible location, so that all team members as well as passers-by can see the latest information at a glance: count of automated tests, velocity, incident reports, continuous integration status, and so on. [Type – Agile Project Management]



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Agile Development Terms & Terminologies [D-L] (cont)

Kanban A Kanban Board is a visual workflow tool consisting of multiple columns. Each column represents a different stage in the workflow process. [Type – Agile Alternatives]



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Agile Development Terms & Terminologies [D-L] (cont)

Kanban Board A Kanban Board is a visual workflow tool consisting of multiple columns. Each column represents a different stage in the workflow process. [Type – Agile Alternatives]

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Agile Development Terms & Terminologies [D-L] (cont)

Kano Model The Kano Model (pronounced “Kah-no”) is an approach to prioritizing features on a product roadmap based on the degree to which they are likely to satisfy customers. ... Product managers often use the Kano Model to prioritize potential new features by grouping them into categories. [Type – Agile Product Management]



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Agile Development Terms & Terminologies [D-L] (cont)

Large Scale Scrum (LeSS) LeSS is a lightweight (agile) framework for scaling Scrum to more than one team. It was extracted out of the experiences of Bas Vodde and Craig Larman while Scaling Agile development in many different types of companies, products, and industries over the last ten years. LeSS consists of the LeSS Principles, the framework, the guides, and a set of experiments. The LeSS framework is divided into two frameworks: Basic LeSS for 2-8 teams and LeSS Huge for 8+ teams. [Type – Agile for Large Teams]



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Agile Development Terms & Terminologies [D-L] (cont)

Lean It turns out that Lean projects are quite effective if they incorporate Agile concepts into their execution. After all, Lean means lean, without excess or waste, something that meets all that the Agile methodologies propose. Lean-Agile is a set of principles and practices for working that aims to minimise waste whilst maximising value. This enables organisations to make quality a priority in their products and services. (Credits to <https://www.bluefruit.co.uk>) [Type – Agile Alternatives]



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Agile Development Terms & Terminologies [D-L] (cont)

Load Load is the team's committed value of the number of points the team intends to deliver in a sprint or PI. It is based on team capacity and the stories available in the backlog. [Type – Agile Project Management]

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Agile Development Terms & Terminologies [M-R]

Managed Agile Development	The Managed Agile Development Framework described in this chapter is a project-level framework that is intended to provide a balance of agility combined with some level of predictability and control. It is intended for companies that are unable or not ready to move to a more complete top-to-bottom agile model such as the Scaled Agile Framework. It is a hybrid software development lifecycle model consisting of a blend of an adaptive agile development approach based on Scrum at the micro-level and a more traditional plan-driven approach at the macro-level, as shown below (Credits to O'Reilly Publishers) [Type – Hybrid Agile]
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Agile Development Terms & Terminologies [M-R] (cont)

Milestone An Agile milestone is a specific point in an Agile project that marks a significant stage of development. When you use milestones in Agile projects, there is a higher likelihood of your deliverables being on time — therefore they are an important feature in project management software. (Credits: www.wrike.com) [Type – Agile Project Management / Agile Product Management / Agile Development]



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Agile Development Terms & Terminologies [M-R] (cont)

Minimum Viable Product (MVP) A Minimum Viable Product is, as Eric Ries said, the “Version of a New Product which allows a team to collect the maximum amount of validated learning about customers with the Least Effort.” This validated learning comes in the form of whether your customers will purchase your product. A key premise behind the idea of MVP is that you produce an actual product (which may be no more than a landing page, or a service with an appearance of automation, but which is fully manual behind the scenes) that you can offer to customers and observe their actual behavior with the product or service. Seeing what people do with respect to a product is much more reliable than asking people what they would do. [Type – Agile Releases/Product Management]

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Agile Development Terms & Terminologies [M-R] (cont)

MoSCoW Technique The Moscow method is a prioritization technique used in management, business analysis, project management, and software development to reach a common understanding with stakeholders on the importance they place on the delivery of each requirement; it is also known as MoSCoW prioritization or MoSCoW analysis. [Type – Agile Project/Product Management]



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Agile Development Terms & Terminologies [M-R] (cont)

Pair Programming Pair programming is an agile software development technique in which two programmers work together at one workstation. One, the driver, writes code while the other, the observer or navigator, reviews each line of code as it is typed in. The two programmers switch roles frequently. [Type – Agile Development]



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Agile Development Terms & Terminologies [M-R] (cont)

Pareto Chart One of the core principles of Agile development is the Pareto Principle. It basically says 80% of the impact can be generated by focusing on 20% of the problems. Rapidly iterate on the set of problems by focusing on solving only the 20% that provide 80% impact each iteration quickly, faster and faster every time. Minimum effort maximum returns. The secret to success by achieving more with less. Do more by doing less. 80-20 rule helps move away from chaos and bring clarity part by part. Keeps you moving fast. (Credits – LinkedIn, Suhas Manangi) [Type – Agile Project Management, Agile Product Management]

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Agile Development Terms & Terminologies [M-R] (cont)

Payback Period Payback period is the amount of time required to recover the initial cost of an investment. Let's say for example you make an investment of \$100,000 and you will gain a profit of \$10,000 per month once the feature is released. Then the payback period is 10 months. (Credits to www.agilepm.se) [Type – Agile Product Management]



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Agile Development Terms & Terminologies [M-R] (cont)

Product Backlog Refinement	Product Backlog Refinement is the act of adding detail, estimates, and order to items in the Product Backlog. This is an ongoing process in which the Product Owner and the Development Team collaborate on the details of Product Backlog items. During Product Backlog refinement, items are reviewed and revised. [Type – Agile Product Management]
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Agile Development Terms & Terminologies [M-R] (cont)

Project Kick-off Project Kick-off or Product Feature Kick-off or Agile Kick-off - The Agile Project Kick-off agenda should convey the high-level project overview and overarching strategy, project vision and scope, team roles and responsibilities, as well as the Agile approach and supporting ceremonies to be used. At the end of the kick-off meeting, the team should have an action plan for next steps. (Credits to <https://tech.gsa.gov>) [Type – Agile Project Management]



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Agile Development Terms & Terminologies [M-R] (cont)

Product Owner The Product Owner (PO) is a member of the Agile Team responsible for defining Stories and prioritizing the Team Backlog to streamline the execution of program priorities while maintaining the conceptual and technical integrity of the Features or components for the team. [Type – Agile Product Management]



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Agile Development Terms & Terminologies [M-R] (cont)

Program Increment A Program Increment (PI) is a timebox during which an Agile Release Train (ART) delivers incremental value in the form of working, tested software and systems. PIs are typically 8 – 12 weeks long. The most common pattern for a PI is four development iterations, followed by one Innovation and Planning (IP) iteration. [Type – Scaled Agile Framework]



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Agile Development Terms & Terminologies [M-R] (cont)

Relative Sizing in Agile Relative estimation is one of the several distinct flavors of estimation used in Agile teams, and consists of estimating tasks or user stories, not separately and in absolute units of time, but by comparison or by grouping of items of equivalent difficulty. [Type – Agile Estimation]



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Agile Development Terms & Terminologies [M-R] (cont)

Retrospective An Agile retrospective is a meeting that's held at the end of an iteration in Agile software development. During the retrospective, the team reflects on what happened in the iteration and identifies actions for improvement going forward.

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Agile Development Terms & Terminologies [M-R] (cont)

Release Train The Agile Release Train (ART) is a long-lived team of Agile teams, which, along with other stakeholders, incrementally develops, delivers, and where applicable operates, one or more solutions in a value stream. [Type – Agile Product Management]



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Agile Development Terms & Terminologies [M-R] (cont)

Risk Based Technique	This refers to a testing strategy that uses 'defined risk' to determine testing goals. In other words, the risk-based testing approach organizes testing efforts in ways that lower the residual level of product risk when the software goes into production. (Credits to BrowserStack) [Type – Agile Testing]
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Agile Development Terms & Terminologies [M-R] (cont)

Roadmap A product roadmap is a plan of action for how a product or solution will evolve over time. When used in agile development, a roadmap provides crucial context for the team's everyday work and should be responsive to shifts in the competitive landscape. Multiple agile teams may share a single product roadmap. [Type – Agile Leadership]



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Agile Development Terms & Terminologies [S-Z]

Satisf-action Histogram Use this activity to set the stage and/or gather data in an iteration retrospective. Highlight how satisfied team members are with a focus area. Provide a visual picture of status in a particular area to help the team have deeper discussions and analysis. Acknowledge differences in perspective among team members. [Type – Agile Project Management]



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Agile Development Terms & Terminologies [S-Z] (cont)

Scaled Agile Framework (SAFe) The Scaled Agile Framework® (SAFe®) is a system for implementing Agile, Lean, and DevOps practices at scale. The Scaled Agile Framework is the most popular framework for leading enterprises because it works: it's trusted, customizable, and sustainable. (Credits to www.scaledagile.com) [Type – Scaled Agile Framework / Large Scale Agile]



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Agile Development Terms & Terminologies [S-Z] (cont)

Schedule Variance The schedule variance, SV, is a measure of the conformance of the actual progress to the planned progress: $SV = EV - PV$. A major criticism of the standard EVM is that the schedule variance is measured in cost units, not time. (Refer to Earned Value Management Above, Credits to www.pmi.org) [Type – Agile Project Management]



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Agile Development Terms & Terminologies [S-Z] (cont)

Scrum Scrum is a process framework used to manage product development and other knowledge work. [Type – Agile Project Management / Agile Development]

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Agile Development Terms & Terminologies [S-Z] (cont)

Scrum Master The scrum master is responsible for ensuring the team lives agile values and principles and follows the practices that the team agreed they would use. [Type – Agile Project Management / Agile Development]

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Agile Development Terms & Terminologies [S-Z] (cont)

Scrum of Scrums A technique to scale Scrum up to large groups (over a dozen people), consisting of dividing the groups into Agile teams of 5-10.
[Type – Large Scale Agile / Scaled Agile Framework]

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Agile Development Terms & Terminologies [S-Z] (cont)

Spaghetti Diagram A spaghetti diagram is defined as a visual representation using a continuous flow line tracing the path of an item or activity through a process. As a process analysis tool, the continuous flow line enables process teams to identify redundancies in the work flow and opportunities to expedite process flow. [Type – Agile Root Cause Analysis / Agile Project Management]

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Agile Development Terms & Terminologies [S-Z] (cont)

Sprint Backlog A sprint backlog is the subset of product backlog that a team targets to deliver during a sprint to accomplish the sprint goal and make progress toward a desired outcome. The sprint backlog consists of product backlog items that the team agreed with their product owner to include during sprint planning. The team owns the sprint backlog and can determine whether new items are added, or existing items are removed. This allows the team to focus on a clear scope for the length of the sprint. Some teams may allow the inclusion of a new product backlog item if it replaces a product backlog item of equal or greater size that already exists on the sprint backlog. [Type – Agile Project/Product Management]

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Agile Development Terms & Terminologies [S-Z] (cont)

Sprint Planning	Sprint planning is an event that occurs at the beginning of a sprint where the team determines the product backlog items, they will work on during that sprint. [Type – Agile Project/Product Management]
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Agile Development Terms & Terminologies [S-Z] (cont)

Sprints In Agile product development, a sprint is a set period during which specific work has to be completed and made ready for review. Each sprint begins with a planning meeting. ... Traditionally, a sprint lasts 30 days. After a sprint begins, the product owner must step back and let the team do their work. [Type – Agile Development]



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Agile Development Terms & Terminologies [S-Z] (cont)

Story A user story is a tool in Agile software development used to capture a description of a software feature from a user's perspective. ... A user story helps to create a simplified description of a requirement. The purpose of a user story is to write down how a project will deliver value back to the end user. [Type – Agile Product Management]



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Agile Development Terms & Terminologies [S-Z] (cont)

Story Mapping Story Mapping or User Story Mapping is a technique used in product discovery: outlining a new product or a new feature for an existing product. The result is a Story Map: all the user stories arranged in functional groups. This helps you keep your eye on the big picture while also providing all the details of the whole application. The main purpose of Story Mapping is to facilitate product discovery and prioritization of development work. You achieve this by putting user activities and tasks on a map that serves to keep them in context. [Type – Agile Product Management]

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Agile Development Terms & Terminologies [S-Z] (cont)

Story Points Agile teams generally prefer to express estimates in units other than the time-honored “man-hours.” Possibly the most widespread unit is “story points.” [Type – Agile Estimation]

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Agile Development Terms & Terminologies [S-Z] (cont)

Technical Product Owner The technical product owner manages the technical aspects of the product development. Not all product owners are technically sound and don't have the necessary technical skills because a product owner is responsible for backlog management and maximizing product value. It isn't necessary to have technical skills. A product owner needs a technical resource to deal with the technicalities of the development process. A technical product owner manages technical aspects of the development process.
(Credits To <https://productmanagerhq.com/>) [Type – Agile Product Management]

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Agile Development Terms & Terminologies [S-Z] (cont)

Technical Spike Spikes are a type of exploration Enabler Story in SAFe. Defined initially in Extreme Programming (XP), they represent activities such as research, design, investigation, exploration, and prototyping.

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Agile Development Terms & Terminologies [S-Z] (cont)

Test Driven Development “Test-driven development” refers to a style of programming in which three activities are tightly interwoven: coding, testing (in the form of writing unit tests) and design (in the form of refactoring). [Type – Agile Development]

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Agile Development Terms & Terminologies [S-Z] (cont)

Test First Development

It is a different name for Test Driven Development (Refer Above)

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Agile Development Terms & Terminologies [S-Z] (cont)

Velocity At the end of each iteration, the team adds up effort estimates associated with user stories that were completed during that iteration. This total is called velocity. [Type – Agile Project Management]

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Agile Development Terms & Terminologies [S-Z] (cont)

XP (Extreme Programming) is an agile software development framework that aims to produce higher quality software, and higher quality of life for the development team. XP is the most specific of the agile frameworks regarding appropriate engineering practices for software development. [Type – Agile Development]



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Agile Development - Management Software & Tools

Asana Asana helps you plan, organize, and manage Agile projects and Scrum sprints in a tool that's as flexible and collaborative as your team. From Boards to Timelines and custom fields to dependencies, Asana has the features your team needs to build fast and ship often. [Type – Agile Project/Product Management]

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Agile Development - Management Software & Tools (cont)

JIRA Jira Software is an agile project management tool that supports any agile methodology, be it scrum, kanban, or your own unique flavor. From agile boards, backlogs, roadmaps, reports, to integrations and add-ons you can plan, track, and manage all your agile software development projects from a single tool. The product name is a truncation of Gojira, the Japanese word for Godzilla. [Type – Agile Project/Product Management]



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Agile Development - Management Software & Tools (cont)

Mingle Mingle, an Agile Project Management product, was originally created at ThoughtWorks in 2007. In July 2018, its retirement was announced. In June 2020, the Mingle codebase was made available. It is now at <https://github.com/mingle/mingle> . [Type – Agile Project/Product Management]

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Agile Development - Management Software & Tools (cont)

Trello Trello is an amazing Scrum and Agile solution. It works like a traditional whiteboard but in a digital form. The flexibility of Trello boards is perfectly aligned with the Scrum framework, as it gives you full visibility into project stages, roles, and deadlines. [Type – Agile Project/Product Management]



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Agile Development - Management Software & Tools (cont)

Yoco Board :-)
Track time spent on Asana tasks, monitor productivity across multiple projects, and easily automate payroll calculations. [Type – Agile Project Management]

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Agile Development - Management Software & Tools (cont)

Zoho Sprints Zoho Sprints is a free online tool that is used for agile planning and tracking. It helps in creating effective user stories, scheduling agile meetings, using timesheets, and adding estimation points for tracking the work hours. The main purpose of Zoho Sprints is to bring agility to the project development lifecycle. Being agile is a project management method that helps in building an iterative process where teams can quickly react to changes. This is an approach that is entirely different from the traditional waterfall model which is much more focused on testing only after the final product is built. [Type – Agile Project/Product Management]



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Agile Development - Management Software & Tools (cont)

Rally Rally is one of the most comprehensive agile project management tools, and it helps you track your projects' progress iteratively, assign stories to iterations, split stories to tasks, tag defects to stories etc. The tool also helps you monitor your teams' progress. [Type – Agile Project/Product Management]

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<https://www.agilealliance.org/agile101/agile-glossary/>

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<https://staragile.com/blog/affinity-diagram>

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<http://www.agilemodeling.com/>

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<https://searchsoftwarequality.techtarget.com/>

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"Intelligence is the Ability to Adapt to Change." ~ Stephen Hawking ~

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Apt Quotes - Agile Development (cont)

"Learn from Yesterday, Live for Today, Hope for Tomorrow. The Important thing is Not to Stop Questioning." ~ **Albert Einstein** ~

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Apt Quotes - Agile Development (cont)

"To improve is to change; To be perfect is to change often." ~ **Winston Churchill** ~

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Apt Quotes - Agile Development (cont)

"I can't change the direction of the wind, but I can adjust my sails to always reach my destination." ~ Jimmy Dean ~

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Apt Quotes - Agile Development (cont)

"Change is the law of life, and those who look only to the past and present are certain to miss the future"~ John F. Kennedy ~

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Apt Quotes - Agile Development (cont)

"You build on failure. You use it as a stepping stone. Close the door on the past. You don't try to forget the mistakes, but you don't dwell on it. You don't let it have any of your energy, or any of your time, or any of your space." -Johnny Cash Just take any step, whether small or large. And then another and repeat day after day. It may take months, maybe years, but the path to success will become clear"* ~ **Aaron Ross** ~



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Apt Quotes - Agile Development (cont)

"You build on failure. You use it as a stepping stone. Close the door on the past. You don't try to forget the mistakes, but you don't dwell on it. You don't let it have any of your energy, or any of your time, or any of your space." ~ Johnny Cash ~

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Apt Quotes - Agile Development (cont)

"Change is not pleasant, But change is constant. One when we can change and grow, We'll see a world we never know."~ **Wisdom Of The**

Orange Woodpecker ~



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Apt Quotes - Agile Development (cont)

"Times change, people change, situations change, relationships change... the only thing constant is change." ~ Unknown ~

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Apt Quotes - Agile Development (cont)

"Your success in life isn't based on your ability to simply change. It is based on your ability to change faster than your competition, customers, and business." ~ Mark Sanborn ~

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