SAY IT IN AGILE!
a vocabulary cheat sheet

A Scrum Team includes a…

Product Owner who represents the business yet works closely with the team and is the owner of the…

Product Backlog, consisting of features stated as…

User Stories, usually hand-written index cards that say things like "As a user, I need X to accomplish Y" and are sized in…

Story Points stated as numbers or even T-Shirt sizes (S, M, L, XL). The PO chooses which stories will be included in the…

Sprint Backlog, the to-do list for the next…

Sprint, or iteration, a 1-4 week development cycle. The sprint is shepherded (not "managed") by the…

ScrumMaster, a team member whose role is to take care of and run interference for the…

Self-Organized Team of developers, who independently decide which tools and processes to use, often including…

Unit Testing, developer-written tests that are the cornerstone of…

Test-Driven Development. Teams may also use…

Extreme Programming practices like…

Pair Programming, in which two developers work side by side at a single machine, and…

Refactoring, or the continual improvement of a design over many iterations. Another common practice is the…

Daily Stand-Up, a brief meeting in which team members say what they've done, what they're working on, and what's stopping them, referring to their…

Task Board, which is always on a wall (not a spreadsheet!), alongside other "information radiators" like a…

Burn Up Chart to track work accomplished or a…

Burn Down Chart to track work yet to be done. These charts are essential in determining the…

Velocity of the team, or how many story points they can accomplish per sprint. These are a big part of the…

Sprint Retrospective. This is the team's opportunity to "inspect and adapt" by identifying best practices and future action items. The retrospective is separate from the…

Sprint Review, in which the team demonstrates working software to the business' stakeholders. That's right, it's all about…

Working Software!

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