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Agile Terminology

Roles:

Product Owner: Represents the customer or stakeholders, responsible for defining and prioritizing product backlog items.

Scrum Master: Facilitates the Scrum process, ensures adherence to Scrum principles, and removes any impediments or roadblocks.

Development Team: Cross-functional individuals responsible for delivering the potentially releasable product increment.

Stakeholders: Individuals or groups with an interest in the project, who provide feedback and guidance throughout the development process.

Agile Coach: Provides guidance and coaching on Agile practices, helping the team embrace and optimize their Agile journey.

UX/UI Designer: Collaborates with the development team to create intuitive and user-friendly product interfaces.

QA Engineer: Ensures the quality of the product by performing testing, writing test cases, and assisting in automation efforts.

Technical Writer: Creates documentation and user guides to aid in understanding and using the developed software.

Ceremonies:

Sprint Planning: A collaborative meeting where the team determines the work to be done in the upcoming sprint.

Daily Standup: A short, daily meeting for the team to synchronize their work, discuss progress, and identify any obstacles.

Sprint Review: A demonstration of the increment of work completed during the sprint, where stakeholders provide feedback.

Sprint Retrospective: A reflection on the previous sprint to identify areas of improvement and plan adjustments for future sprints.

Backlog Refinement: A regular session where the team and the Product Owner review, prioritize, and refine items in the product backlog.

Artifacts:

Product Backlog: A prioritized list of features, enhancements, and bug fixes that constitute the product requirements.

Sprint Backlog: A subset of the product backlog items selected for a specific sprint, containing tasks to be completed.

Increment: The sum of all the completed product backlog items at the end of a sprint, potentially releasable to stakeholders.

Burndown Chart: A graphical representation of the work remaining in the sprint backlog, helping to track progress.

Definition of Done: A shared understanding of the criteria that must be met for a product backlog item to be considered complete.

User Stories: Concise, user-centric descriptions of functionality or requirements, often written on index cards or in digital formats.