

Agile

Glossary - Foundations of Agile and Agile Frameworks



Adjourning	The stage in the Tuckman Model where the Agile team's goals have been completed, and the focus is on wrapping things up before team members get reassigned to other work
Agile Manifesto	The four paired Core Values and associated 12 Principles that set the foundation for all Agile Frameworks
Agile Mindset	The set of attitudes supporting an agile working environment
Agile Principles	Practical guidance for teams to adopt Agile
Agile Umbrella	A term that refers to the various Agile Frameworks that follow the Agile Manifesto's values and principles
Ambiguity	Ambiguity refers to a lack of clarity, such as not having a clear understanding of the genuine needs of the customer and end-users
Being Agile	When an Agile team lives & breathes Agile principles and values through Agile practices consistently every day
Blame Game	Circumstances in an Agile team where team members try to blame each other for issues and challenges rather than working together to collaboratively resolve what they are encountering
Burndown Chart	A visual representation of work left to do versus time in an iteration
Burnup Chart	A visual representation of work completed versus time in an iteration
Business Agility	The ability of an organization to adapt quickly to market changes, respond rapidly and flexibly to customer demands that make business sense, as well as adapt and lead change in a productive and cost-effective manner with no compromise to quality
Center of Excellence (COE)	The part of the organization that provides the Agile team support, best practices, guidance and perhaps even training on Agile practices
Ceremonies	Meetings that are leveraged to ultimately ensure that everyone associated with the project is in-sync
Complexity	Complexity exists when there are many interconnected parts and variables that influence each

other

Continuous Integration	A process that combines all of the coding components of a software build to verify that it compiles and works as a collective code base
Cumulative Flow Diagram	A diagram that shows the total amount of WIP and how quickly projects are being completed
Daily Stand Up	A ceremony to create a short term plan for the next 24 hours
Definition of Done	The agreed-upon deliverables that must be completed before a user story can be completed
Doing Agile	When an Agile team adopting the practices without committing to or exhibiting Agile principles and values
Enterprise Architect (EA)	A team member who ensures IT and the business units are aligned
Facilitator	The person who ensures that the Agile Team moves along at an acceptable pace towards the business objective and removes any blockages or impediments that may be slowing the team
Flow	How work items in a process move through the various stages of development
Forming	The stage in the Tuckman Model when the team is getting accustomed to each other, ground rules are being established, and everyone is informed of the goals and objectives
Four Paired Core Values	The part of the Agile Manifesto that defines the values that establishes what Agile is for teams and organizations
Growth Mindset	The mindset that an individual's abilities can grow through dedication and hard work
Incremental Product Delivery	An approach that utilizes a given number of steps, which go from start to finish following a linear path of progression
Innovation Hub	Proactively working towards continual improvement with no compromise on technical excellence and quality
Iteration Backlog	A list of clearly defined user stories, which the Agile team has committed to delivering in the iteration
Iterative Product Delivery	An approach where product development is broken into sequences of time-boxed, repeated cycles called iterations
Kanban Board	A visual representation of the Agile team's work at various stages with a separate column for each stage

Kanban	A lightweight Agile Framework that has its roots in Lean Principles
Lean Development	A process to eliminate Muda by leveraging innovative solutions to reduce cycle time and cost
Metaphor	A set of easy to remember standard naming conventions used in XP to facilitate communication
Muda	Lean principles refer to the Japanese term Muda as waste; Agile teams focus on the removal of non-value adding tasks that are seen as Muda
Norming	The stage in the Tuckman Model where a sense of trust develops among team members; interpersonal differences are taken care of now, and a sense of collaboration for the team's collective benefit arises
Performing	The stage in the Tuckman Model where the team has matured into a well-established unit with a sharp focus on collaborative value delivery
Planning Games	Another name for planning in XP, including release planning and iteration planning
Product Backlog	A prioritized list of Features that an Agile team needs to work on to achieve a specific outcome
Product Increment	The collection of backlog items to be completed during an iteration
Product Owner	A business proxy or representative of the business users who is the Voice of the Customer (VOC)
Project Vision Ceremony	A ceremony is where the business leaders identify the business need the project's product deliverable is intended to achieve; the agenda is to discuss the project goals
Release Planning Ceremony	A ceremony where the Agile Team develops a Release Plan that defines when a collection of functionality will be delivered to the customer base
Return on Investment (ROI)	Return on investment (ROI) is calculated as the ratio between net profit and cost of investment over a defined period of time
Scrum Pillars	Transparency, Inspection, Adaptation
Scrum Values	Focus, Courage, Openness, Commitment, Respect
Scrum	Scrum is one of the most popular Agile frameworks for developing complex products, with an emphasis on value delivery
Self-Directed	Team members are empowered to decide among themselves who does what and how it is to be accomplished in a collaborative manner

Self-Organized	The team determines tasks and makes technical decisions about the work to be done after being given priorities by the PO
Sequential Product Delivery	A process where a defined sequence of steps must be followed as in the Waterfall approach
Sprint Backlog	The prioritized items that the PO has designated for the Sprint
Sprint Planning Ceremony	A ceremony is where the Agile Team self-organizes and plans out the work that has been prioritized by the Product Owner
Sprint Review/Demo	A ceremony where the Agile Team demonstrates the Sprint's incremental work to the Product Owner, as well as possibly other business representatives
Sprint	A Sprint in Scrum is a repeatable fixed time-box iteration during which a minimum shippable product is delivered
Stacey Diagram	A diagram developed by Ralph Stacey to categorize the complexity of a project
Storming	The stage in the Tuckman model where the team goes through a level of chaos in which there is confusion around the goals and objectives of the project, as well as confusion around roles and responsibilities
Systems Thinking	A holistic approach which looks at the way a system's components interrelate and influence each other and how these components come together within the context of larger systems to deliver a solution
T-Shaped Skills	A strong vertical skill combined with the capability and willingness to step into other cross-functional needs
Team Member	The people who accomplish the actual work of completing and delivering a potentially shippable version of the product at the end of each iteration
Test Driven Development	A process where each small release is thoroughly tested prior to being released to production
Uncertainty	The extent to which an organization can confidently predict or forecast the future; more uncertainty makes it harder to predict
Velocity Chart	A chart that shows what the team has delivered in each iteration
Voice of the Customer	A term used to articulate the steps to capture customer's needs
Volatility	Volatility is when there are unexpected or unstable possibilities that may influence the work being done

VUCA	Volatility, Uncertainty, Complexity, Ambiguity
Waterfall Methodology	A methodology of product development which starts by breaking down project tasks into linear sequential phases or stages where each subsequent stage depends on the successful delivery of the previous ones
WIP (Work in Progress)	The work that has been started but not yet completed
XP (Extreme Programming)	An Agile Framework with a strong focus on technical excellence and best practices in software development
XP Practices	The core practices in XP, which are Whole Team, Planning Games, Small Releases, Customer Tests, Continuous Integration, Metaphor, Sustainable Pace, Code Standards, Collective Code Ownership, Test-Driven Development, Refactoring, Simple Design, and Pair Programming