* Planning Poker

Scrum poker is an agile estimating and planning technique which is a very popular tool in the agile software development process. It is a used for planning and predicting the amount of time and effort required to accomplish a sprint. The group member arranges their time by playing with numbered cards and presenting them to others rather than speaking. Each card has a number that represents the estimated amount of story points, 1 story point refers to 6 working hours. This game helps in correctly estimating the time required for software development. After displaying the cards, each person should explain why they chose the story points they did. Finally, all members discuss and agree on how many narrative points should be estimated for the specific user story.

* Velocity

Velocity is a measure of the amount of work a Team can tackle during a single Sprint and is the key metric in Scrum. Velocity is calculated at the end of the Sprint by totaling the Points for all fully completed user stories. The rate of progress of the agile team is represented by velocity in agile software development. It shows the maximum amount of user stories that an agile team may finish in a single sprint. It helps in the development of the sprint's burndown chart. It's used to keep the amount of work done on each sprint to a minimum. It's quantified in story points given at the end of each sprint, and it's used to show how much effort was put in, whether you worked longer hours or didn't work at all that day. Velocity may also be used to determine how many hours or story points it takes to accomplish the sprint backlog.

* User Story Mapping

A user story map helps you arrange user stories into a useful model for understanding the functionality of a system, identifying holes and omissions in your backlog, and effectively plan holistic releases that deliver value to users and business with through releases. It is based on the User Story idea, which focuses on requirements from the user's point of view. A user narrative is produced by a team or a product owner that focuses on the product's requirements.

* Sprint Retrospective

Sprint retrospectives is done at the end of each sprint after the sprint has been released in agile software development. It is done to improve the sprint's quality and efficacy. For one month, it has a maximum timebox of 3 hours. Questions such as what went well in the sprint, what might be improved, and what will we commit to improve in the next sprint are discussed during the sprint retrospective meeting. The sprint master pushes the team to enhance the process in order to make it more effective and convenient for the next sprint. It allows you to concentrate on the adaptation of successful product development techniques.