Few Terms (Agile)

- **Sprint/Iteration:** A set period of time during which specific work has to be completed and made ready for review. Typically 30 days

- **Velocity** : the amount of work done during a sprint.

- **Point estimate** = Power of 2, (1,2,4,8) and but In real time total contact hours = Points estimated

- **Backlog:** panel where upcoming user stories are prioritized. Tracker lists a project's Backlog (and Current) stories in priority order.

Few terms:

- **Epic:** An [epic](#) can be used to describe, discuss, and visualize the progress of features or themes that can't be captured in small, individual stories. – Overarching initiatives with multiple stories live here.

Few Dashboard terms:

- **Burndown(chart):** how much work remains on your project or release and indicates whether you will meet your deadline based on your velocity.

- **BurnUp (chart):** A Burnup chart shows the amount of planned work and how much of the planned work has been completed.

Few terms:

- **Current:** all in-progress (started) stories, and stories that are prioritized to be worked on for the current iteration.
  - At the start of each iteration, Tracker automatically fills the Current panel with stories from the Backlog based on your velocity.
  - When a developer clicks to Start a story, it will automatically move to Current. S
  - Stories accepted within the current iteration will move to the Done panel at the end of the iteration, while those that haven't will remain until accepted.
  - Stories in the Current iteration can have states of unstarted, started, finished, delivered, accepted, and/or rejected.

Few terms:

- **Label:** You can tag a Tracker story with one or more [labels](#) to link related stories together or indicate something special about the story (e.g., that it "needs design")

- **My Work:** panel shows all the stories of which you are an [owner](#). It also shows stories you requested that are delivered and ready to accept.