* **Fundamentals**
* **Agile Terminologies:**
* **Acceptance criteria to Epic:**

1. **Acceptance Criteria**: It ensures that the software meets the requirements of customers.
2. **Acceptance Test**: It ensures that a software feature is working correctly and meets the acceptance criteria.
3. **Agile manifesto:** The Agile Manifesto is a document that sums up the 12 Agile principles that guide the Agile framework.
4. **Agile marketing:** It’s a marketing technique that borrows heavily from Agile practices and values.
5. **Agile Mindset:** An Agile mindset is a set of attitudes that an Agile or Scrum team should have towards their work.
6. **Agile Principle:** An Agile principle is a guiding practice that helps teams understand and adopt Agile.
7. **Agile Release Train:** An Agile Release Train is a **c**ombination of multiple Agile software developmentteamsused to tackle large enterprise-scale projects.
8. **Agile Software Development:** Agile Software Development is a project management technique that allows developers to create a working software model in just a few weeks.
9. **Agile transformation:** Agile transformation is the process of transitioning your entire organization to adapt to the Agile mindset.
10. **Backlog:** It’s a list of new product features, updates, bug fixes, etc. that are required by the user.
11. **Backlog Refinement:** It’s a [Scrum meeting](https://clickup.com/blog?p=8075) where the Scrum team organizes the backlog to make sure it’s ready for the next sprint or iteration.
12. **Bottleneck:** Bottlenecks are issues that can completelyslow down the development process.
13. **Burndown Chart:** [A burndown chart](https://clickup.com/blog/agile/burndown-charts/) is an important chart that helps Agile project managers track the amount of work left in the project.
14. **Burnup Chart:** A burnup chart an important chart that helps project managers visualize the work the Scrum team has completed in the sprint
15. **Continuous Integration (CI):** Continuous integration is an Agile practice where developers constantly add their code to the main system.
16. **Daily Scrum:** It’s a daily meeting usually hosted by the [Scrum master](https://clickup.com/blog/agile-scrum-terms/#scrum-master).
17. **DSDM (Dynamic systems development method):** It’s a business-oriented [Agile framework](https://clickup.com/blog/agile-scrum-terms/#agile-framework) that focuses on the entire project from start to finish.
18. **Epics:** An epic is a big idea or feature that can be broken down into smaller user stories.

* **Gantt Chart to Iteration**

1. **Gantt Chart:** It’s a horizontal bar chart that visualizes the sequence of tasks within the project timeline.
2. **Impediment:** It’s an obstacle that reduces an Agile team’s productivity or prevents them from completing an Agile project altogether.
3. **Iteration:** It’s a period in which an Agile team needs to develop working software.

* **Kanban to Lean**

1. **Kanban:** It’s a highly visualAgile framework.
2. **Kanban board:** A Kanban board visualizes all the work within the project.
3. **Lean:** It’s a set of principles and practices that optimizes the development process.

* **Product backlog to Task board**

1. **Product backlog:** A product backlog is Scrum terminology that refers to a **list** of new features, updates, bug fixes, etc. that are required by the user.
2. **Product manager:** A product manager assists the Agile team with the development process from start to finish.
3. **Product owner:** They are the **key members** of an Agile or Scrum team.
4. **Refactoring:** Refactoring is an extreme programming practice.
5. **Release plan:** A release plan showcases all the features to be included in the next release, along with an estimated release date.
6. **Scaled Agile Framework:** It’s an Agile methodology that allowslarge companies to implement Lean and Agile practices throughout the organization.
7. **Scrum:** Scrum is an Agile methodology in which a team works in short bursts of work ranging from 2-4 weeks, called sprints.
8. **Scrumban:** It has the structure of Scrum and the continuous workflow of Kanban.
9. **Scrum board:** It’s a virtual or physical board that displays tasks that need to be done in a sprint.
10. **Scrum master:** The Scrum master is the leader of the Scrum. They organize meetings, remove impediments, and work with the product owner to ensure that the product backlog is up to date.
11. **Scrum meeting:** A Scrum meeting is an essential part of the Scrum framework. Without them, the sprint would haveno structure.
12. **Scrum of Scrums:** It’s a special Scrum meeting for large Scrum teams.
13. **Scrum team:** It’s a cross-functional team of 5-10 individuals with different skill sets ranging from graphic design, UX, coding, etc.
14. **Sprint:** sprint is a Scrum term and is usually a phrase used by Scrum teams. It’s another term for an iteration.
15. **Sprint backlog:** It’s a list of features, bug fixes, user requirements, and tasks that the Scrum team needs to work on during the sprint.
16. **Sprint goal:** The sprint goal is the desired result the Scrum team wants to achieve during the sprint. In most cases, the result is a working model of the software that can be shown to the stakeholders.
17. **Sprint Planning:** [Sprint planning](https://clickup.com/blog?p=13826) is a Scrum meeting where the Scrum team decides the work they need to do during the sprint.
18. **Sprint retrospective:** A sprint review is a Scrum meeting where the Scrum team demonstrates a working software model to the stakeholders.
19. **Sprint review:** A sprint review is a Scrum meeting where the Scrum team demonstrates a working software model to the stakeholders.
20. **Stakeholder:** It could be an investor, account manager, sales team, or the client.
21. **Story points:** It’s a measure of effort that your team would need to complete project tasks.
22. **Task board:** It’s a generic Agile term that can refer to either a Kanban board or Scrum board.

* **User story to XP:**

1. **User story:** It’s a brief description [of a specific product](https://clickup.com/blog?p=63106) feature or a function that customers would find helpful.
2. **Work item:** A work item is an Agile term referring to the different types of work that must be done in the project.
3. **Velocity:** It’s a unit of measurement that determines the amount of work your team can handle during an iteration.
4. **XP (Extreme programming):** It is a software development methodology in which a team must complete a working software in 1-2 weeks, rather than the usual 2–4-week iteration.