All Agile Terms that help in software development methodology are:

1. **Acceptance Criteria-** Set of conditions that software must meet to be accepted by a customer.

2. **Acceptance Test**- It ensures that a software feature is working correctly.

3. **Agile Manifesto-** Document that sums up the 12 agile principles.

4. **Agile marketing-** Marketing Technique that borrows heavily from agile practices and values. The professionals work in sprints.

5. **Agile Mindset**- Set of attitudes that scrum team should have towards their work.

6. **Agile Principle**- Guiding practice that helps teams understand and adopt agile.

7. **Agile Release Train**- Combination of multiple agile software development teams used to tackle large enterprise scale projects.

8. **Agile Software Development**- It is a technique used 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 is a list of new product features, updates, bug fixes, etc. that are required by the user.

11. **Backlog Refinement-** It is a scrum meeting where the scrum team organizes the backlog to make sure it is ready for the next sprint or iteration.

12. **Bottleneck**- These are issues that slow down the development process.

13. **Burndown Chart**- It is an important chart that helps agile project managers track the amount of work left in the project and the time remaining to complete the work.

14. **Burnup Chart-** This chart helps project managers to visualize the total amount of work in the project and the work the scrum team has completed in the sprint.

15. **Continuous Integration**- It is an agile practice where developers constantly add their code to the main system.

16. **Daily Scrum**- It is a daily meeting usually hosted by the Scrum master. Every morning, the Scrum team gets together for 15 minutes to discuss their day ahead.

17. **DSDM**- It is a business oriented 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.

19. **Gantt Chart**- It is a horizontal bar chart that visualizes the sequence of tasks within the project timeline. Each task has a start date and end date so that your team does not exceed deadlines.

20. **Impediment**- It is an obstacle that reduces an Agile team's productivity or prevents them from completing an Agile project altogether.

21. **Iteration** – It is a period in which an agile team needs to develop working software. An iteration generally lasts for around 2-4 weeks for Kanban and Scrum teams.

22. **Kanban** – It is a highly visual agile framework. The goal of Kanban is to have a constant stream of work without any bottlenecks.

23. **Kanban Board**- A Kanban board visualizes all the work within the project. It is a physical or visual cork board that is split into 3-4 columns. Each column in a Kanban board represents a status of the task ranging from 'To Do', 'In Progress', and 'Done'.

24. **Lean**- It is a set of principles and practices that optimizes the development process.

25. **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.

26. **Refactoring**- It is an extreme programming practice. Here Agile software development teams 'clean up' the code by removing redundant pieces of code and edit out unnecessary functions.

27. **Scrum**- Scrum is an agile methodology in which a team works in short bursts of work ranging from 2-4 weeks called sprints.

28. **Sprint**- It is another term for an iteration. Sprint is a Scrum term and is usually a phrase used by Scrum teams. Another difference between the two is that sprints maintain a uniform length (2-4 weeks) during the Agile development process. Whereas, iterations can have varying lengths, depending on the nature of the work.

29. **Sprint Retrospective**- A sprint retrospective is a Scrum meeting where the Scrum team analyzes their performance, at the end of the sprint.

30. **XP**- Extreme Programming is a software development methodology in which a team has to complete a working software in 1-2 weeks, rather than the usual 2-4 week iteration.