

Review II



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In this lesson you will read and remember the definitions of the Concepts we have studied so far.





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1. Achievable Development Plan
2. Defining Iterations
3. VELOCITY-Productive time
4. Backlog
5. Milestone 1.0
6. Break User Stories into tasks
7. Use estimates to track your project
8. Update your backlog
9. Standup Meetings
10. Analyze and Design
11. Modeling your Design

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- 1.-Achievable Development Plan. It is always important to align your goals with the Customer's goals. Stay focused on your Customer's requirements.
- 2.-Defining Iterations. It is important you define your Iterations with your team. Iterations should be short, about 30 work days, that way you can catch mistakes quickly.
- 3.-VELOCITY-Productive time. Velocity is how fast your team can actually work. In other words velocity is a percentage. Given X number of days, how much of that time is Productive work.
- 4.-Backlog. The backlog is actually just a big board on the wall of your office. You should Use it to keep track on what work's in the pipeline, what's in progress, and what's done.

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5.-Milestone 1.0. It is your FIRST MAJOR release, you show your Customer your working, functional Software and you expect to get paid for it.

6.-Break User Stories into tasks. Divide the work into smaller, achievable tasks. By Breaking User Stories into tasks you add confidence to your Estimates and your plan.

7.-Use estimates to track your project. Track your project from Inception to Completion, it is always smart to know exactly where you are and how you are doing.

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8.-Update your backlog. Your User Stories and tasks must be moving from the Pipeline to “in progress”, to “completed” all the time. It is important to update the Backlog daily.

9.-Standup Meetings. Small daily meeting you have with your team to inform others of your progress, general feelings and difficulties.

10.-Analyze and Design. Analyzing and designing your software , and pivoting when necessary is going to be an Integral part of the Software Development Process.

11.-Modeling your Design. Once you know you need to adjust remember you must adjust your Backlog, User Stories and Estimates too.

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We hope you liked the information. Remember you can always post your questions, should you have any.

Thank you

