GLOSSARY

Agile at Work: Planning with Agile User Stories

With Doug Rose

Use these terms and definitions below to understand concepts taught in the course.

Transcript Search: note that you can search for terms directly within the course. To search video text, switch to the *Transcripts* tab, then press Cmd/Ctrl + F on your keyboard to run a search within the active transcript.

Term	Definition
epic	A way to organize stories into groups
groupthink	The way that people tend to agree with the most popular idea
INVEST	A helpful way to figure out the challenges with your user story (independent, negotiable, valuable, estimateable, small)
Planning Poker	A card game that helps the team get the best story estimates with less than perfect information
product backlog	Ranked list of work
project charter	Includes three main sections that show the overall direction of a project—vision, mission, and success criteria
sprint	Short, completed deliverable
sprint backlog	A subset of stories from the product backlog
sprint planning	When a team scoops stories out of the product backlog and puts them into the sprint
velocity	A rolling average that increases or decreases depending on what happens with a team