Agile Terminology

**Roles**

There are roles that play an important part in the agile/scrum methodology. I am going to give eight examples of the roles in Agile.

The *product owners* are the stakeholders and are the voice of the customers. They prioritize the product backlog and make sure that the product aligns with their visions and goals. They usually work closely with the developers to give advice and make decisions.

The *scrum master’s* responsibility is to make sure that the agile process is understood and followed by the team. They enable effective collaboration by removing any obstacles they might come across. The scrum master helps improve the teams’ practices and cultivates a culture of self-organization.

The *development team* consists mostly of professionals who do most of the work delivering the product. It includes the developers, testers, designers, and anyone working on the actual product. A good development team can self-organize and collaborate effectively to deliver product increment at the end of each agile iteration.

*Stakeholders* are groups or individuals interested in or want to influence the product. They can be people working in the organization itself or outside parties. Stakeholders include managers, executives, customers, or end-users. They supply feedback and reviews which can influence decisions made about the product.

Like the scrum master, there are *agile coaches* who help organize and guide the team. However, they are more focused on making sure the team adopts the agile system. The coach helps with training, mentoring, and helps with the agile process. They help with the framework, agile principles, and best practices so that the team can become self-sufficient.

There is also the *UX designer* also known as a user experience designer. They focus on understanding the needs of the user so that they can create an enjoyable experience for them. A UX designer works closely with the development team and the stakeholders to gather requirements and conduct research on the users to create wireframes and prototypes.

Another role that is like the scrum master and the agile coach is the *agile team lead.* While they also supply coaching and mentorship to team members, they specialize in team collaborations. The agile team lead interacts with other teams and even stakeholders to coordinate and align efforts.

Finally, the *DevOps Engineers,* who play a crucial role in agile software development by closing the gap between development and operations. By streamlining the delivery process of the software, they enable continues delivery and efficient deployment of software.

**Ceremonies**

Ceremonies are meetings or events that take place during the project. Their purpose is to supply continuous collaboration and promote continuous improvement. There are different meetings for

*Sprint planning* is a meeting that marks the beginning of the scrum framework. The product owner supplies a list of prioritized items. The development team decides how much can be done with the deadline provided. Afterwards, the product owner and the development team agree on goals or tasks to add and/or remove.

*Daily stand up,* also known as daily scrum, are short meetings that occur every day during a “sprint”. It’s to supply updates every day on their progress, to discuss challenges and plan activities for the day.

*Sprint review* is a meeting held at the end of each “sprint” to show completed work and to receive feedback from stakeholders or higher ups/bosses. The development team presents product increments and receives suggestions, input, and gets asked questions to make changes as needed.

*Sprint retrospective* is a meeting that takes place after a sprint review . It helps reflect on their work and find areas of improvement. It’s dedicated time to discuss what was done right and what needs to be improved. Teams usually create actionable steps to enhance performance.

*Backlog Refinement/Grooming* is an ongoing activity where the product owner and the development team come together to discuss items in the production backlog. It helps prioritize items and break down stories into smaller tasks, ensuring that the team is well organized.

**Artifacts**

Artifacts are visible documents that serve various purposes in a project. It helps the team to plan, ensure transparency, and track progress.

*Product backlog* is a list of items in the backlog that are prioritized. The items are usually of user stories, features, or bug fixes that mold the requirements of the product. The product backlog is kept by the product owner and is seen by the development team. It changes over time as items are added or removed.

*Sprint backlog* is related to the product backlog. It contains user stories and tasks that the development team implements during a sprint. A sprint backlog is created during a spring planning meeting and is a detailed plan for items that need to be completed.

*User stories* are simple and short descriptions of a feature from the user’s perspective. It includes sentences written by the user themselves to understand their needs. This helps the development team prioritize and breakdown tasks during planning.

*Burndown chart* is a visual representation of the progress made by the development team. It helps visualize the amount of time and work that is left. It’s a convenient way to track progress to show any deviations from the original plan and make changes accordingly.

An *Increment* is a summary of all user stories, features, enhancements that have been tested and completed. It’s used to show the stakeholders the result of the work performed by the development team and can even increase the overall value of the product.

Lastly, the *Definition of Done (DoD)* is an agreement the development teams agree on to outline the criteria that must be met for user stories and tasks. It helps define requirements, quality standards, and documentation needed for a project to be considered complete.