**Acceptance criteria**

A set of conditions that a product must meet to be accepted by a user, a customer, or other stakeholders. (ensure all team members what is expected, validate if the story apply correctly)

***Planning poker technique*** (each developer estimates the effort needed for each user story) [must be played on the Fibonacci sequence]

***MoSCoW prioritization*** (Must have, Should have, Could have, Won’t have) [classify user stories]

***Technical product backlog*** (consider priorities story points)

***Velocity & MVP*** (velocity is the speed at which our development team completes story points) [MVP minimum valuable product]

***Grooming & roadmap*** (refine the backlog) [release plan]

***Sprint planning*** goal of the sprint [2-3 hours]

***Spring backlog*** break down user stories into tasks (task -> in progress -> done [DoD])

***Daily scrum*** meeting

1. What did you work on yesterday?

Repeat and adapt until it is finish

1. What are you planning to work on today?
2. Are there any roadblocks hindering your progress?

***Sprint review*** collaborative meeting with the scrum team and stakeholdersreview achievements from the sprint and update the product backlog

***Sprint retrospective meeting*** scrum team reviews the previous sprint and identifies enhancements for the upcoming one

***Release*** (code review, system performance review, testing and go live)

***Face to face communication*** for exhibition

***Adapt*** new features are spot on, usability and interface need improvements (feedback)

***The MVP*** minimum valuable product (work around and technical debt)

***Adapt***

***Iterative development*** good enough for now

***Adapt*** (embrace changes in requirements)