

1)

Agile software development refers to a group of software development methodologies based on iterative development, where requirements and solutions evolve through collaboration between self-organizing cross-functional teams.

Scrum is a lightweight software development methodology, where a team follows a collection of values, team roles, and rituals (defined below) used in combination to create iterative work products

2)

Story points are a unit of measure for expressing an estimate of the overall effort that will be required to fully implement a product backlog item or any other piece of work.

3)

A user story is an informal, natural language description of one or more features of a software system. User stories are often written from the perspective of a user of the system that is being developed.

4)

A standup is a meeting in which attendees typically a short meeting for team member to discuss.

5)

The primary purpose of a backlog grooming session is to ensure the next few sprints worth of user stories in the product backlog are prepared for sprint planning. Regular backlog grooming sessions also help ensure the right stories are prioritized and that the product backlog does not become a black hole.

6)

Sprint planning involves a ScrumMaster, who creates the meeting, a Product Owner, who clarifies the details of the product backlog items and their respective acceptance criteria, and the Entire Agile Team, who define the work and effort necessary to meet their sprint commitment.

7)

Sprint is one time boxed iteration of a continuous development cycle
Usually it is about 3 months long.

8)

The sprint demo is invaluable for keeping customer up to speed with the progress of product development. It allows them to feedback and discuss with the team about the project.