

## More Terminology Used in Scrum:

- **Sprint burn down chart:** Daily progress for a Sprint over the sprint's length.
- **(User) Story:** A feature added to the backlog is commonly referred to as a story; has a specific suggested structure.
- Done so development team can identify user, action and required result in a request; simple way of writing requests anyone can understand.
- **Example:** As a wiki user I want a tools menu on the edit screen so that I can easily apply

## More Terminology Used in Scrum:

- A **story** is an
  - *independent*,
  - *negotiable*,
  - *valuable*,
  - *estimatable*,
  - *small*,
  - *testable requirement*
- Despite being **independent**, stories have no direct dependencies with other requirements.
- Stories may be clustered into epics (a group of related stories) when represented on a product roadmap or further down in the backlog.



## More Terminology Used in Scrum:

- **Tasks:** Added to story at beginning of a sprint and broken down into hours.
  - Each task should not exceed 12 hours, but it's common for teams to insist that a task take no more than a day to finish.
- **Definition of Done (DoD):** The **exit-criteria** used to determine whether a product backlog item is complete.
- In many cases the DoD requires that all **regression tests** should be successful.

## More Terminology Used in Scrum:

- **Velocity:** The total effort a team is capable of in a sprint. The number is derived by adding all the **story points** from the last sprint's stories/features.
- This is a **guideline** for the team and assists them in understanding **how many stories** they can do in a sprint.
- **Impediment:** Anything that prevents a team member from performing work as efficiently as possible.