Agile Software Development Life Cycle (SDLC) has become the go-to methodology for development and design jobs in many companies today. Agile, often implemented using Scrum, is a collaborative approach that prioritizes iterative development, adaptability, and effective communication. Understanding the vocabulary associated with Agile is crucial for success within an Agile team. This paper aims to provide an in-depth overview of the roles, ceremonies, and artifacts that are integral to Agile SDLC. By familiarizing yourself with these key components, you will be better equipped to contribute as a working member of an Agile team.

In an Agile team there are several roles that play a part in the success of the team. There are four main roles: Product Owner, Team Lead/Scrum Master, Development Member, and the Stakeholders. Four more additional roles that can be found on an Agile team are: Integrator, Independent Testing and Audit Team, Tech/Domain Expert, and Architect Owner.

In an Agile team, there are four main roles that play an important part in the success of a project. The Product Owner represents stakeholders and is responsible for defining the product backlog, outlining the features and requirements. The Team Lead or Scrum Master manages the Agile process, ensuring that the team follows the Scrum framework. Development Members, also known as developers or engineers, work closely with the Product Owner to add the features and ensure functionalities. They are responsible for delivering high-quality work during each iteration.

Stakeholders are individuals or groups with an interest in the project's outcome. They give feedback, prioritize features, and ensure the project follows the guidelines set. In addition to the main roles, four other roles can be found in an Agile team. The Integrator is responsible for integrating different components developed by the team. The Independent Testing and Audit Team focuses on testing and auditing the product and checking the quality. The Tech/Domain Expert brings guidance to the team in specific areas. Lastly, the Architect Owner manages the overall design and direction of the project.

Agile ceremonies are key meetings or events that provide structure within Agile teams. Five common Ceremonies on an Agile team include:

1. Sprint Planning: Collaborative meeting at the start of each sprint where the Product Owner defines priority items, and the Development Team determines what they can complete during the sprint cycle. In this ceremony, everyone's tasks are defined and a backlog is created.
2. Daily Stand-up: A daily meeting where the Development Team provides updates on the project, shares any obstacles they’re facing, and discusses their plan for the day. This ceremony is used as a chance for the teams to communicate with each other.
3. Sprint Review: A meeting at the end of the sprint cycle where the Development Team shows any completed work to the stakeholders. This is a chance for them to receive any feedback or praise.
4. Sprint Retrospective: Reflective meeting held at the end of each sprint to identify successes, challenges, and chances for improvement. The team discusses ways to improve performance or productivity.
5. Backlog Refinement: Continuous activity where the Product Owner and Development Team review and refine the product backlog. Requirements are clarified, user stories are broken down, and backlog items are prioritized for upcoming sprints.

An “artifact” refers to the information that stakeholders and the scrum team use to describe developing products to others. 6 examples of these “artifacts” are as follows:

1. Product Vision: The product vision is the long-term goal of the project and should provide a clear direction of the product. It sets the overall purpose of the project and acts as a constant reference point throughout the entire project.
2. Product Backlog: The product backlog is a list of features, improvements, and requirements for the product. It represents everything that needs to be achieved and is the priority for the product owner. The backlog can change over time as new information arises.
3. Sprint Vision: The sprint vision is not seen as a formal artifact, but still plays a vital role in sprint planning. It represents the purpose for the upcoming sprint and provides guidance to the Scrum team on where to invest their time and effort.
4. Sprint Backlog: The sprint backlog is the specific part of the product backlog that the team commits to completing. It serves as a to-do list for the sprint and is broken down into different tasks.
5. Definition of Done (DOD): The definition of done is a shared understanding within the Scrum team of when the product or work is considered done. It serves as a checklist to ensure the criteria is met before a product increment is considered done. The DOD is created during sprint planning and can change throughout the project.
6. Product Increment: The product increment is the sum of all completed product backlog items during a sprint. It represents the outcome of the team's work and should meet the definition of done. Each sprint potentially produces a shippable product increment, contributing to the overall progress of the project.