Software development methodology widely used in the majority of fast-growing and interactive companies - **AGILE**  
  
Software development methodology with specific roles, artifacts and types of meetings - **SCRUM**  
  
Iteration for development of ready feature that usually lasts 2-4 weeks - **SPRINT**  
  
Expert in product and developed features in Scrum is called - **OWNER**  
  
Project facilitator between developers/testers and Product Team is called - **MASTER**   
  
Group of people who work together and develop one functionality - **TEAM**  
  
Chart that displays “done” and “to be done” amount of work - **BURNDOWN**  
  
Type of meeting where finished part of functionality developed during current iteration is presented to stakeholders - **DEMO**  
  
Type of meeting where team members ask questions to business analysts and other responsible people - **GROOMING**  
  
One of Scrum artifacts that contains functionalities being developed in current iteration with their respective statuses - **BORD**  
Type of ticket that is created for more productive and/or parallel development or testing – **TASK**  
  
Type of ticket containing information about functionality that can be developed and tested within one development iteration - **STORY**  
  
Type of meeting where three main questions need to be answered by each team member - **STANDUP**  
  
Software development methodology which is preferred to be used in serious spheres like medicine - **WATERFALL**  
  
List of requirements divided into separate tickets arranged according to their priorities - **BACKLOG**  
  
Type of meeting where tickets from future iteration are being estimated - **PLANNING**  
  
Something that stakeholders want to receive when development is over - **PRODUCT**  
  
Process of Development of stakeholder's ideas - **PROJECT**  
  
Values used to estimate tickets for development iteration - **POINTS**  
  
Joker: **RETRO**