## Discovery and Refinement

- Human Centered Design
- Story Mapping
- Definition of Ready
- Stories
- Story Splitting
- Domain Models
- Mockups
- Specification by Example

## Design and Development

- Definition of Done
- Activity Diagrams
- Communication Diagrams
- Design Class Diagrams
- Continuous Integration
- Continuous Delivery
- Acceptance TDD
- Unit TDD
- Test Doubles

## Foundations

- Lean Modeling
- Lean Thinking
- Systems Thinking
- Agility
- Whole Team
- Giving and receiving feedback
- Leadership

## Design Patterns and Principles

- GRASP
- SOLID
- Code Smells

IF THERE"S TIME…

Polymorphism

Adapter Pattern

Strategy Pattern

Containers

12 Factors

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# 3-3-5

Of what we've learned so far…what tools do you think will be helpful? What ones will you struggle to apply?

LEVEL UP
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