

We're going to cover a LOT

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

Agile Software Development Toolbox



Our goal is that you are aware of the tools in it, have an educated guess on how and when to use them, and are inspired to get REALLY good at a few of them.