Discovery and Refinement	Design and Development	Foundations	Design Patterns and Principles
• Human Centered Design • Story Mapping • Definition of Ready • Stories • Story Splitting • Domain Models • Mockups • Specification by Example	• Definition of Done • Activity Diagrams • Communication Diagrams • Design Class Diagrams • Continuous Integration • Continuous Delivery • Acceptance TDD • Unit TDD • Test Doubles	• Lean Modeling • Lean Thinking • Systems Thinking • Agility • Whole Team • Giving and receiving feedback • Leadership	• GRASP • SOLID • Code Smells IF THERE"S TIME… Polymorphism Adapter Pattern Strategy Pattern Containers 12 Factors

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