# 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

LEVEL UP

# Forming Teams