Agile termonologies

Agile – **Agile is a software development process**

Scrum – Scrum is an **Agile methodology** in which a team works in **short bursts of work** ranging from 2-4 weeks, called sprints. At the end of the sprint, they **deliver the product** to the customers, and in turn, the customers give the developers their **feedback.**

Acceptance Criteria - Acceptance criteria are a **set of conditions** that software must meet in order to be **accepted by a customer** or stakeholder.

Backlog- It's a list of new product features, updates, bug fixes, etc. that are required by the user. At the start of every iteration, the product owner decides which backlog items the team needs to work on. After every iteration, the backlog is regularly updated with user suggestions and new features.

Product backlog - A product backlog is Scrum terminology that refers to a **list** of new features, updates, bug fixes, etc. that are required by the user. The product owner is in charge of **prioritizing items** in the product backlog. They decide every product backlog item the team needs to work on at the beginning of each iteration.

Product manager - A product manager **assists the Agile team** with the development process from start to finish.

Their main responsibilities include:

- •dealing with problems in the development process

- •ensuring the team meets project deadlines

- •collaborating with other departments of the company like sales, marketing and, customer service

Release plan - A release plan showcases all the features to be included in the next release, along with an estimated release date.

Scrum board - It's a virtual or physical board that displays tasks that need to be done in a sprint

Scrum master - The Scrum master **is the leader of the Scrum. They organize meetings, remove impediments, and work with the product owner to ensure that the product backlog is up to date.**

Scrum team - It's a cross-functional team of 5-10 individuals with different skill sets ranging from graphic design, UX, coding, etc. They work together to develop a product under the Scrum framework.

Each Scrum team usually contains 3 key roles:

- •Product owner

- Scrum master
- Developers

Sprint - s**print is a Scrum term and is usually a phrase used by Scrum teams.**

Sprint backlog - I**t's a list of features, bug fixes, user requirements, and tasks that the Scrum team needs to work on during the sprint.**

Sprint planning - **Sprint planning is a Scrum meeting where the Scrum team decides the work they need to do during the sprint**

Sprint retrospective - **A [sprint retrospective](#) is a Scrum meeting where the Scrum team analyzes their performance, at the end of the sprint.**

Sprint review - **A sprint review is a [Scrum meeting](#) where the Scrum team demonstrates a working software model to the stakeholders.**

Story point - **It's a measure of effort that your team would need to complete project task**

User story - **It's a brief description of a specific product feature or a function**

Velocity - **It's a unit of measurement that determines the amount of work your team can handle during an sprint.**

Backlog Refinement

It's a **Scrum meeting** where the Scrum team **organizes the backlog** to make sure it's ready for the next sprint or iteration. *In other words, it's like spring cleaning... but for Scrum teams!*

Burndown Chart

[A burndown chart](#) is an important chart that helps Agile project managers track:

- **The amount of work left in the project**
- **The time remaining to complete the work**

Daily Scrum-

It's a daily meeting usually hosted by the **Scrum master**. Every morning, the **Scrum team** gets together for 15 minutes to discuss their day ahead.

Each member briefly talks about the following topics:

•What they plan to do today

•What they did yesterday

•Issues they have encountered

Epics-

An epic is a **big idea** or feature that can be **broken down into smaller user stories**

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