Day 10- Hw

| Velocity - It is the sum of the | |
|--|---|
| estimates of delivered (i.e accepted) | |
| features per iteration. It is measured | |
| in the same units as feature | |
| estimates; whether this is story | |
| Points days ideal days orhours | |
| that the scrimteam delivers- | 6 |
| all of which are considered acceptable | |
| The state of the s | |
| Story Point - Story points are a | 0 |
| unit of measure for expressing | |
| an estimate of the overall effort | |
| that will be required to fully | 9 |
| implement a product backlog item | 9 |
| Ox any other piece of work. | 6 |
| | |
| Burndown Chart - It is a very | |
| fundamental metric in agile scrum. | |
| It helps team to track the progress | |
| Since it shows the progress on a | |
| daily basis it helps comm master | 0 |
| to predict if a team will be able | 0 |
| to acheive the target. | |
| The Actual Manager Control of the Co | |
| Planning Poker - It is an agile estimation | |
| technique which has become view | 7 |
| popular in last few years. | 0 |
| The Course Described to the Course of the Co | |
| | 6 |
| | |

Story Grooming- The purpose of backba refinement (grooming) is to make improvements to the product backlog. Though there is no official ceremony detailed in the Scrim guide, the activity of refining the backlog is. It is acollaborative effort of - Product Owner - Agile Delivery Team (Developers & Testers) INVEST- It is a widely accepted set of criteria ox a checklist assess the quality of user story If the story fails one criteria, the team may want to reword it or even consider a sewrite it A good user story should be Independent Negotiable Valuable Estimable Small Testable

Theme - A collection of stones by category. A backet or bucket of stories. By its nature an epic can also be a theme in itself An example theme: wishlist Epic - An epic is a big story. A requirement that is just too big to deliver in a single spoint. Epic needs to be broken into 9 smaller deliverables. This helps them support the agile principles. m908:01 User Stories - A Story is an individual feature or requirement that the business wants. It is something that is deliverable within a single spoint. A story should use the INVEST acronym. However it was also thought that a story is only a starting point for a discussion; it does not have all the information the team may need to complete the job. They written in a format :-Given: When: Then &

Tacks - The elements of a story.

Stepping stones totake - the story.

to Done: Tasks often follow the

SMIART acronymn. Specific,

Measurable Achievable Relevant.

Time-boxed.