Agile

Glossary - Delivering Value: Agile Planning and Prioritization

Agile Planning

Acceptance Criteria

Parameters or guidelines that are necessary for user stories to function properly and be "accepted" by the customer or product owner.

Epic

A large user story that needs to be broken down to be implemented.

Feature

Functionality or sets of functionality that provide users of a product with specific capabilities.

INVEST

An acronym that stands for Independent, Negotiable, Valuable, Estimable, Small, and Testable. INVEST outlines the preferable attributes of a user story.

Minimum Viable Project (MVP)

The minimum set of functionality that product needs to have to be valuable for customers. Sometimes this called a Minimal Marketable Feature (MMF).

Product Roadmap

A high-level timeline that outlines the plan for implementing a product's key features.

Project Management Triangle of Constraints

Scope, Resources and Time all affect and impact one another for projects. If one changes then one of the other 2 must change to accommodate the first change. In Waterfall the Time and Resources are flexible and the scope is fixed. In Agile the Scope is Flexible and the resources/people and time are fixed.

User Story

The description of functionality that a user or role needs that is written in a story format. User stories are written from the perspective of the user or role requesting the functionality.

Vision

An aspirational goal statement that identifies the target audience and expected outcome or intention for a product.

Prioritization

DEEP

An acronym that stands for Detailed Appropriately, Estimable, Emergent, and Prioritized. DEEP outlines the preferable attributes of a backlog.

MoSCoW

An acronym that stands for Must Have, Should Have, Could Have, and Won't Have. MoSCoW is a prioritization technique used by Product Owners to help prioritize work for a product.

Product Backlog

The work remaining to be completed for the product. The Product Owner is the primary owner of the product backlog and is primarily responsible for owning it. In Scrum the product backlog is considered one of the three main artifacts the team uses to manage work.

Progressive Elaboration

The process of defining high priority user stories and arranging them at the top of the backlog and moving lesser defined-lower priority stories and features to the bottom of the backlog.

Scoping

Ideal Time
The amount of time it would take to complete a user story without any distractions or disruptions.

Relative Estimating
The art of estimating the size, scope, complexity, and level of effort for a user story, based on the size, scope, complexity, and level of effort of another user story.

Story Points
The numerical units of measure that agile teams use to represent the size, scope, complexity, and level of effort for user stories.

Release and Iteration Planning

Continuous Delivery
A software development practice in which developers deliver working software frequently and iteratively.

Continuous Integration
A software development practice in which developers merge code frequently into a shared code repository.

Iteration Plan
The tactical plan for completing work within a set period of time. Most iterations are 2 weeks long and the iteration plan is more detailed and tactical than the release plan.

Release Plan
The plan for releasing the latest version of the software to the customer. The release plan is tactical and communicates what will be delivered and when it will be delivered. The release plan is made up of several iterations or sprints.

Spike
A time box used by teams to do research, explore a problem, or determine the best solution. Spikes should have a goal and a definitive time box.