

Key concepts

User Stories

- As a <user> (who) I want... <what> so that... <why>
- + story points + acceptance criteria. Should be independent, negotiable, valuable, estimable, sized appropriately, testable (INVEST).

Story points

- Story points are a relative unit of measure to assess whether a user story is big or small. You can use different scales for story points (e.g. 1, 3 or 5 ; t-shirt sizes s, m, l, xl, xxl).

Product Backlog

- An ordered list of everything that might be needed in the product (also known as Master Story List).

Sprint Backlog

- The set of Backlog items selected to be delivered over a period of time.

Key concepts



Velocity

- The number of story points delivered over a sprint.

Swimlanes

- A visual representation of stories (y axis) vs. status on the kanban/agile board: To Do; Doing; Done (x axis). Swimlanes let the team see progress on individual stories, while highlighting specific areas that need attention.

Minimum Viable Product (MVP)

- The bare minimum product that meets the client's expectations. Includes all must haves and excludes all nice to haves (no bells and whistles).

Release

- Comprised of several iterations or sprints.

Sprint

- A period of time in which the team will work on a defined set of user stories.