

Burn down Chart

Shows the amount of work which remaining in the current backlog. Time is displayed on the horizontal axis and work remaining in the backlog is shown on the vertical axis. Over time, items are pulled from the backlog, a plot line reveals work remaining. Burn down charts can be used in Sprint Backlogs and Product Backlogs.

Burn up Chart

Shows the amount of work completed. Time is displayed on the horizontal axis and work remaining in the backlog is shown on the vertical axis. Over time, as the project progresses and items are pulled from the backlog, a plot line showing the completed work will rise.

Daily Scrum

Time-boxed event of 15 minutes for the Development Team to discuss what they did since the last Daily Scrum, what they'll work on today, and to identify and impediments that are preventing progress.

Definition of Done (DoD)

A common understanding of the Scrum Team's expectations that the Increment must create to be releasable into production. Everyone must agree upon the DoD.

Development Team

The developer role within a Scrum Team. These are the people completing the work within an iteration and are accountable for creating a releasable increment of product each Sprint.

Empiricism

Scrum is an empirical process framework, meaning work and decisions are based on observation, experience and experimentation. Scrum Empiricism has three pillars: inspection, transparency, and adaptation.

Forecast of functionality

Development Team's selection of items from the Product Backlog they deems possible to complete in a Sprint.

Increment

The end result of a Sprint is a piece of working software added to previously created Increments. The sum of all project increments equate to the project's product.

Product Backlog

Prioritized, ordered list of the user stories to be completed by the Development Team to create, maintain and sustain a product. The Product Owner manages and maintains the Product Backlog for a Scrum Project.

Product Backlog Refinement

The Product Owner and the Development Teams add granularity, detail, and prioritization to the the stories within the Product Backlog.

Product Owner

Scrum role that is accountable for maximizing the product's value by managing and expressing business and functional expectations for a product to the Development Team. This role is the Value Optimizer.

Scrum

A project management framework that defines the rules and roles required in complex product development. Scrum consists of three roles: Scrum Master, Product Owner, and the Development Team.

Scrum Board

A poster or collection of posters to visualize communication for and by the Scrum Team. Sometimes called an information radiator.

Scrum Master

Scrum role that guides and coaches the Scrum Team and the organization to proper understanding and implementation of Scrum.

Scrum Team

Self-organizing team consisting of a Product Owner, Development Team and Scrum Master.

Self-organization

Management principle where teams organize their work. Self-organization happens within the Scrum framework. Self organizations means the development team will determine how to accomplish work, rather than being directed by a project manager or management.

Sprint

An iteration within Scrum. Sprints are a time boxed event typically lasting four weeks or less.

Sprint Backlog

The selected stories from the Product Backlog become the Sprint Backlog. The Sprint Goal is based on the Sprint Backlog.

Sprint Goal

Defines the purpose of a Sprint, often a business problem that is addressed. It's the theme of the current sprint and what the Development Team aims to accomplish.

Sprint Planning

A meeting that is time-boxed to eight hours to start a Sprint. This meeting allows the Scrum Team to inspect the work from the Product Backlog that's most valuable to be done in the next Sprint. The Sprint Backlog is selected during Sprint Planning.

Sprint Retrospective

A meeting held towards the end of a sprint. This meeting is a time-boxed event of 3 hours and serves for the Scrum Team to inspect the past Sprint and plan for improvements to be enacted during the next Sprint. This is a learning lessons opportunity.

Sprint Review

A time-boxed meeting of four hours held at the end of the development work of a Sprint. The Scrum Team will demonstrate what they've created for the stakeholders. Stakeholders will inspect the Increment and assess the impact of the work performed on overall progress and update the Product backlog with any changes.

Stakeholder

These are people external to the Scrum Team with a vested interest in the product that that the project is created. Stakeholders are represented by the Product Owner.

Technical Debt

The overhead of maintaining the product caused by poor design decisions, code refactoring, and the total cost of ownership.

Velocity

An indication of the average amount of Product Backlog the Development Team completed during an iteration.