**deployment (wdrożenie), track (śledzić) , keep up (być na bieżąco), stay behind (zostać w tyle), susceptible to (podatny na), bottleneck (wąskie gardło), deliverable (produkt projektu), iterations (iteracje, powtórzenia), incremental (przyrostowy),**

…Deployment…………………………..of the whole system will take about 2 years

It is advisable to……………track………………………down progress uninterruptedly

It is vital to ……keey up…………………….the pace of market development and changes not to ……stay behind……………………….competitors

Our system is …susceptible ………………..to frequent disruptions and ……bottleneck…………………………..

Each step produces a ………deliverable……………………… either a document, code, or a test report.

Project is divided into a numer of …iterations………………………….

Changes inside project are ………incremental…………………..not sudden

, **agreed upon (uzgodnione wczesniej), throwaway (niepotrzebne), validate (potwierdzić), elaboration (opracować w szczegołach), inception (rozpoczęcie), comprehensive (całościowy), overlooked (przeoczyć)**

……Inception……………………….At this stage the development team conducts the analysis of the problem to be solved, assesses feasibility

………Elaboration………………………………At this point the project team designs a baseline architecture of the system

During transition stakeholders and intended users accept final version and ………validate……………….the product

…Comprehensive……………………….documentation can be meaningless and …throwaway…………………………task as project is subjected to various changes

Documentation shouldn’t be ……overlooked………………………as it may come in useful

…Agreed upon……………………………feature set must be delivered on schedule

**backlog grooming (doskonalenie wymagań produktu), shippable (gotowy do wydania), sprint (przedzia, przebieg), scrum (codzienne spotkanie), reprioritize (zmienić priorytety), embrace (zawierać), evolves (zmieniać, rozwijać, się), timebox, sprint retrospective (retrospektywa sprintu), address (adresować), velocity (prędkość)**

Changes should be ……………………………without ado

Project ……………………………all the time and initial assumptions may …reprioritize……………….

is designers, developers and testers, work on iteration of the product over fixed time periods called ……timebox…………………………..

………scrum……………………….is a project framework divided into ……sprint………………….which usually take one month

During each sprint team has to ……address……………………….many issues

………………………………is working on client requirements

During each sprint, the team creates so called potentially ……shippable……………………product

After that and prior to the next Sprint Planning………sprint retrospective…………………………. takes place. It is an opportunity for the Scrum Team to inspect the results of its work and talk about the improvement

……velocity………………………is the speed a particular team works with during sprint



Misunderstanding

Inflexibility

Unchanged

Disadventage

Unresponsiveness

Unpupular

Disregard

Overlooked

Unavailable

invalid