

Name: _____ Date: _____

Agile Word Scramble

1. Expected behavior written as an example or a use case scenario
 2. A build with repeatable steps, requiring no direct human intervention, and performed at any time with no information other than what is stored in the repository
 3. An ordered list representing everything needed to deliver a specific feature
 4. Behaviour Driven Development builds a shared understanding of expectations between development and business
 5. Tracks the quantity of output (hours, story points, or backlog items) a team completed in a sprint
 6. Frequently merged code changes into a shared repository so a release is available at any moment. Requires a reproducible and automated integration process
 7. Daily opportunity for team collaboration and coordination
 8. List of the activities necessary to get a story, feature, or epic to a done state
 9. Clear criteria for a user story to meet before moving to Sprint Ready
 10. A large effort and is usually broken into features and stories
 11. Given-When-Then. Formula is a template intended to guide the writing of acceptance tests for a User Story: (Given) some context, (When) some action is carried out, (Then) a particular set of observable consequences should obtain
 12. Merging efforts to deliver a product release as a functional whole
 13. Japanese for "card". Workflow tool to visualize and limit work in progress, focus on flow, and continuously improve
 14. Two programmers sharing a development effort and workspace
 15. Maximizes the value of the product resulting from the work of the Development Team
 16. Improves existing internal source code, while preserving external behavior
- A. Daily Scrum
 - B. Definition of Done
 - C. Kanban
 - D. Scrum of Scrums
 - E. Product Owner
 - F. Development Team
 - G. User Story
 - H. TDD
 - I. Unit Test
 - J. Backlog
 - K. Refactor
 - L. Burndown
 - M. Sprint Planning
 - N. Integration
 - O. Paired Programming
 - P. Continuous Integration

17. Promotes and supports Scrum by helping everyone understand Scrum theory, practices, rules, and values	Q. Acceptance Criteria
18. A technique to scale Scrum to large groups. One representative from each team coordinates work across multiple Scrum teams	R. Scrum Master
19. A Scrum team event to determine which product backlog items to work on during a sprint	S. Gherkin
20. Test-driven development tightly couples three activities: development, testing (unit tests) and design (refactoring)	T. Velocity
21. Spanish for "Three Friends". Business, Development, and QA examine and refine requirements before, during, and after development.	U. Three Amigos
22. A test to exercise the smallest piece of code that can be logically isolated in a system	V. Epic
23. A short and simple description of a feature told from the perspective of a user	W. BDD
24. The combined quantity of effort to deliver completed user stories during a sprint. Simply a measure of how fast a team is going.	X. Definition of Ready
25. Professionals who do the work of delivering a potentially releasable Increment of "Done" product at the end of each Sprint	Y. Automation