

Name: _____

Date: _____

Term Match1

1. Horizontal lanes in kanban used to group together different types of activities, teams, and classes of service. A. Artifacts
2. An agile framework that focuses on individuals and their interactions, as opposed to processes and tools. B. Definition of Ready
3. A framework for developing complex software products in an iterative and incremental fashion and is the most widely recognized agile framework. C. Impediment
4. It normally happens immediately after a feature freeze. D. Sprint Review
5. A large user story that describes a large amount of customer value and needs to be broken down into many smaller user stories. E. Triage
6. Amount of actual time the team spent working on an item. F. Cycle Time
7. Meeting to demo progress made during the iteration. G. Work in Progress
8. Is a time-box - a specific set of time. H. MOSCOW
9. Self-organizing, cross-functional group of people. I. Fibonacci
10. Team-created list of rules, expectations, and procedures. J. Framework
11. The sequence is used to size stories in agile estimation techniques such as planning poker. K. Working Agreement
12. The product backlog, the sprint backlog, and the increment. L. Scrum
13. What product owners routinely do to keep the product backlog current. M. Focus
14. You need to _____ the team to get the job done. N. Feature
15. A platform for developing software applications. O. Epic
16. Tasked with understanding the product vision. P. Empiricism
17. The theory that knowledge comes from experience. Q. Sprint
18. Simple requirements prioritization technique where you decide if you must, could, should, or won't have each requirement. R. Product Owner
19. Work that is currently being completed. S. Swimlane
20. Share lessons learned from the previous iteration. T. Sprint Retrospective

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| 21. A coherent business function or attribute of a software product or system. | U. Crystal |
| 22. Value: Treat everyone as a capable team member. | V. Respect |
| 23. Discussion of yesterday's progress, today's plan, and issues. | W. Trust |
| 24. Value: Complete the right work based on sprint goals. | X. Daily Standup |
| 25. Anything that prevents a team member from performing work as efficiently as possible. | Y. Refine |
| 26. User story contains enough details to be worked. | Z. Development Team |