

Name: _____

Date: _____

Term Matching 2

1. Simple description of a feature from a user's prospective.
 2. The kind of communication that happens when you absorb information from conversations all around you.
 3. What we do with customers.
 4. The Japanese word for continuous improvement.
 5. Vertical slice of a potentially shippable product.
 6. Discussion and commitment for the next iteration's work.
 7. A framework that takes the best of both worlds by incorporating scrum and kanban into a hybrid framework.
 8. Servant leader that removes roadblocks.
 9. Prioritized list of user stories that grows and changes.
 10. A time period of fixed length allocated to achieve some objective.
 11. Committed user stories for upcoming iteration.
 12. The total time the client is waiting for an item to be delivered.
 13. An idea with minimum risk and expense and then if required, kill it fast before further money is spent.
 14. The first practice a team needs to master when using kanban is to _____ their workflow.
 15. The smallest working product that can be built and tested and delivered in a given time that provides value to users.
 16. Value: Do the right thing and work on tough problems.
 17. Visual aid that shows trending of user stories completed.
 18. When XP teams replace their planning practice with a complete and unmodified implementation of scrum.
 19. A description of a fictional user created to identify the needs of the target user base and effectively prioritize features.
 20. Number of story points that are completed per iteration.
- A. Timebox
 - B. MVP
 - C. Courage
 - D. Kaizen
 - E. Scrumban
 - F. Product Backlog
 - G. Product Increment
 - H. Hybrid
 - I. Burndown Chart
 - J. Scrum Master,
 - K. Team Velocity
 - L. Definition of Done
 - M. User Story
 - N. Fail Fast
 - O. Sprint Planning
 - P. Sprint Backlog
 - Q. Collaborate
 - R. Refactor
 - S. INVEST
 - T. Osmotic

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| 21. Compares total user stories versus completed user stories. | U. Pull System |
| 22. When the later step gets its work from the step before it in a process. | V. Lead Time |
| 23. Common understanding of when something is complete. | W. Persona |
| 24. What you do when you run across complex code that can be simplified. | X. Burnup Chart |
| 25. The acronym stands for Independent, Negotiable, Valuable, Estimatable, Small, and Testable. | Y. Visualize |
| 26. Anything that limits progress from achieving higher performance. | Z. Constraints |