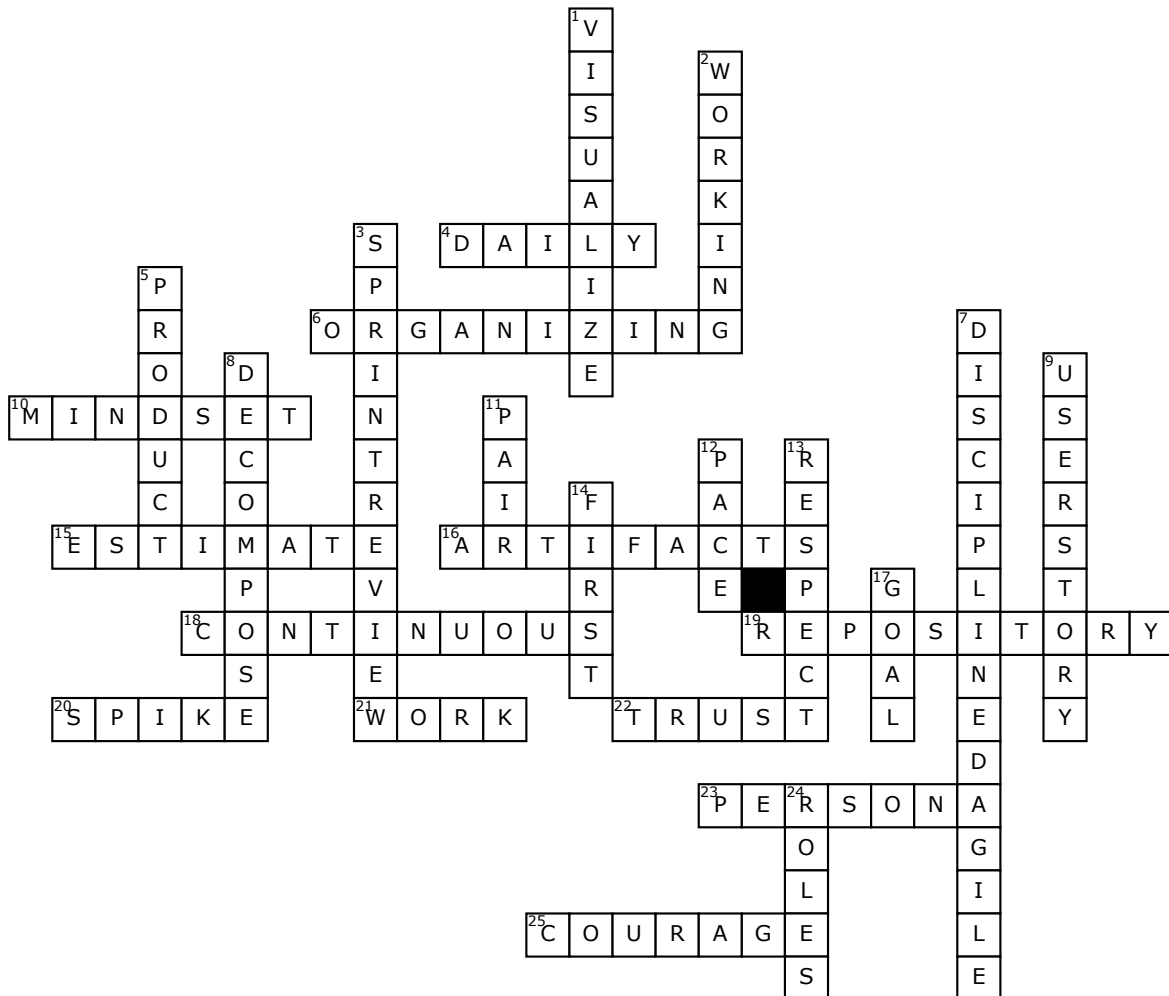


Agile Crossword



Across

- 4. How often the team meets to inspect the work by answering questions about their progress, planned work, and roadblocks.
- 6. A self _____ team decides as a team how they'll meet their goals.
- 10. Unlike scrum and XP, lean is a _____, not a methodology.
- 15. Each item in the backlog has a description, the business value, an order, and a rough _____.
- 16. The product backlog, the sprint backlog, and the increment.
- 18. The kind of delivery agile teams try to achieve.
- 19. What a version control system provides for the team to store their code.
- 20. An activity performed within an increment/sprint such as research, investigation, exploration, or prototyping where the output is improved knowledge and not customer value.
- 21. Limit _____ in progress in order to improve throughput of work items through your process.

- 22. You need to _____ the team to get the job done.
 - 23. A description of a fictional user created to identify the needs of the target user base and effectively prioritize features.
 - 25. If you agree to a deadline you know you won't meet but say nothing for the fear of conflicts, you lack this value.
- Down**
- 1. The first practice a team needs to master when using kanban is to _____ their workflow.
 - 2. Agile teams value _____ software over comprehensive documentation.
 - 3. A meeting held at the end of the sprint to inspect the increment and adapt the product backlog if required.
 - 5. A _____ backlog is a list of the new features, changes to existing features, bug fixes, infrastructure changes, or other activities that a team may deliver in order to achieve a specific outcome.
 - 7. A process decision framework that combines several agile best practices into a comprehensive model.

- 8. What the team does to turn the sprint backlog items into tasks.
- 9. A simple description of a requirement or a product feature that is written from the end-user's point of view.
- 11. An agile software development technique in which two programmers work together at one workstation.
- 12. Working at a sustainable _____ means working 40 hours a week so the team doesn't burn out.
- 13. XP and scrum value that tells team members to treat each other the way they would want to be treated themselves.
- 14. TDD means writing unit tests _____.
- 17. The sprint _____ is an objective crafted by the team when they plan the sprint.
- 24. Product owner, scrum master, and development team.