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Agile Crossword

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| **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. |