


The Full Stack Agency

Agile Lingo

A  **Z**

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Foreword by Nigel Baker

Backlog

A prioritised list of work still to be completed.

Backlog Grooming

See [Backlog Refinement](#).

Sam's Take: "Grooming. Hehe."

Backlog Item

A unit of work ([story](#) or [task](#)) listed on the [Project Backlog](#).

Backlog Refinement

The team go through the [Backlog](#) with the [Product Owner](#) and add information to those tasks to get to the [Definition of Ready](#).

Baseline Solution Investments (BSIs)

Costs incurred by each [Value Stream](#). (SAFe).

Batch Size

How much work has been pulled between each stage of the workflow.

Behavior Driven Development (BDD)

BDD is an exercise in which [stakeholders](#) verbally describe the desired behaviour or action, converted into tests that a developer must pass.

Benchmarking

Measuring performance against other best-in-class solutions and organisations and looking at how to improve. It can also be done by looking at your own metrics.

Benefit Hypothesis

Something that is anticipated to be of great value to the [end-user](#) or business that the team will deliver.

Big Visible Charts

A large chart(s) display that shows the team's progress.

Big Visible Information Radiator (BVIR)

A graphical display of critical data.

Blocker / Blocked

Unable to progress for reasons outside the team members control.

Sam's Take: "One of the three questions asked during standup - Is anything blocking you?. The Scrum Master is there to help unblock somehow. Speak up!".

Bottleneck

A situation at a specific stage in the workflow where too many tasks are [blocked](#).

Brainstorming

Before executing or designing something, a team will combine thoughts and ideas to calculate solutions, risks, etc. The results of which should be captured and considered for the future.

Bug

See [Issue](#).

Build Measure Learn

A model taken from Eric Ries', *The Lean Startup*. Build Measure Learn enables rapid development to learn and pivot or persevere.

Built-in Quality

The insurance that each [Solution](#) at every [Increment](#) meets a certain quality. One of the [core values in SAFe](#).

Burn-down Chart

A chart showing the rate at which [stories](#) or tasks have been completed.

Burn-up Chart

A chart showing the rate at which business value is growing.

Business (The)

See [Business owners](#).

Business Agility

Refers to the ability of a business to adapt to change quickly. In [SAFe](#), this can only be achieved at [Portfolio SAFe](#).

Business Analyst (BA)

A Business Analyst [collects requirements](#) and helps define the solution to support the [development team](#).

Business and Technology

SAFe terminology—describes how functional teams in all parts of the enterprise enable [business agility](#) by continuously exploring new ways to apply [Lean-Agile principles](#) and practices to their unique contexts.

Business case

A document reporting expenses, calculations, etc. Moreover, to assist users in presenting the requirements that affect the goal of a task or project.

Business context

An agenda item presented by a business owner describes how an existing solution works for them. Giving business context is a formal activity in [PI Planning](#).

Business Epics

Large customer-facing initiatives that encapsulate the new development necessary to realise the benefits related to some unique business opportunity.

Business owners

A group of key [stakeholders](#) who have the primary responsibility from both a technical and business perspective for compliance and return on investment (ROI) for a product or solution.

Sam's Take: "Ominously referred to as 'The business'."

Business Value

The importance or impact a specific set of requirements has on the business.

Business/IT Alignment

See [Alignment](#).

C

Cadence

The number of days or weeks in a [Sprint](#).

CALMR

A mindset framework that guides [ARTs](#) toward continuous [value](#) delivery.

Sam's Take: "CALMR is an acronym for; **C**ulture (of shared responsibility), **A**utomation (of continuous delivery pipeline), **L**ean Flow (accelerates delivery), **M**easurement (of flow, quality & value), **R**ecovery (reduces risk & preserves value)."

Capabilities

In [SAFe](#), this is an [Artefact](#) that describes higher-level solution behaviour split into multiple features.

Capacity

The amount of work that can be done in a given timeframe.

Capacity Allocation

A guardrail that helps balance the [Backlog](#) of new features, [Enablers](#), and [technical debt](#) allocated to an upcoming [Program Increment \(PI\)](#).

Cards

Tasks are tracked in the form of cards across the [Scrum board](#). They contain [user stories](#) and various requirements.

Ceremony / Ceremonies

In [Scrum](#), this is a team event. Examples of these are [Sprint Planning](#) and [Daily Standup](#).

Certified SAFe® Program Consultant (SPC)

A [change agent](#) who ensures the successful implementation of SAFe.

Champion

An informal position where someone undertakes a specific task or role. Often a champion holds a specialised skillset or passion for a given role.

Change Agent

Someone who promotes the adoption of Agile.

Sam's Take: "An 'Agent of Change', if you will, has to be the coolest job title (in Agile)."

Change management

Organises and facilitates an undertaking of change.

Change request

A formal request to change or modify the finalised project plan.

Sam's Take: "Ugh, change requests often occur and can be quite infuriating. Expect these and make sure you treat them formally."

Chaotic Domain

One of the five domains of the [Cynefin Framework](#). "The domain of rapid response". Act decisively to address the most pressing issues, sense where there is stability and where there isn't, and then respond to move the situation from chaos to complexity.

Chicken

See [Chickens and Pigs](#).

Chickens and Pigs

In [Scrum](#), this is a term used to describe the development team and their attitudes during the [Daily Standup](#). Pigs have stakes in the project and are essential to its success, whereas Chickens have no direct influence.

Sam's Take: "The old fable goes; One day, the chicken suggests to his friend, the pig, that they should open a restaurant. The pig agrees and asks what the name of the restaurant should be. The chicken suggests Ham and Eggs. The pig objects, feeling that the restaurant will be a much bigger commitment for him; he will be slaughtered while the chicken only lay eggs."

Chief Product Owner

The assigned role of having to make product decisions and setting the project's strategic direction with the business objectives in mind.

Sam's Take: "It's so important to have a single Product Owner. That product owner can seek advice for making final decisions, but as far as the development team are concerned, the decision can only come from one person."

Clean code

Code that can be worked on or extended easily.

Client / Customer

An individual who will directly benefit from a product (see also [User Persona](#)).

Code of Debts

See [Technical debt](#).

Code refactoring

Structurally modify a program's source code to improve and update the logic and organisation or conform to new technology.

Collaboration

Working together to form a solution.

Collective Ownership

The explicit [Extreme Programming](#) convention that every [developer](#) can change any code file as required.

Co-location

Working and operating in the same physical space.

Commitment

The absolute dedication or assurance to the completion of an action or task.

Committed PI Objectives

A status given to a [PI Objective](#) that indicates it has enough information to complete the task. ([SAFe](#))

Communities of Practice (CoPs)

Organised groups of people with common interests share ideas and improve processes through knowledge sharing and feedback. In [SAFe](#), these are introduced at [Large Solution SAFe](#).

Complex Domain

One of the five domains within the [Cynefin Framework](#). “The domain of emergence”. A system that is more unpredictable than predictable.

Complexity Points

See [Story point](#).

Compliance

The insurance that a task will reach specific regulatory or industry requirements while maintaining high quality.

Complicated-subsystem team

A team responsible for building and supporting an area of the system that requires specific expertise.

Complicated Domain

One of the four domains within the [Cynefin Framework](#). “The domain of experts”. Assess the situation, analyse what is known, and decide the best response.

Component team

A team that focuses on a given component of a larger product.

Conditions of Satisfaction

A [Product Owner](#) would define conditions where a [product backlog item](#) is considered "Done" (See [Definition of Done](#)).

Confidence Vote

An activity in the [Program Increment Planning](#) session to signify the teams level of confidence on the [PI Objectives](#). ([SAFe](#)).

Constraint

A restriction on a project. Among other things, conditions may be monetary or primarily based on time or resource availability.

Continuous delivery

See [Continuous Deployment](#).

Continuous Delivery Pipeline (CDP)

The workflows and automation needed to oversee and process new functionality from conception to final [value](#) implementation.

Continuous Deployment (CD)

Aims to reduce the time between writing a line of code and making that code readily available to individuals in production.

Sam's Take: "This methodology is not just about the technical undertakings but also the dynamics and process within a team or organisation. It's the holy-grail of development workflows and difficult to achieve."

Continuous Exploration (CE)

To constantly assess market and customer needs to decide what should be built.

Continuous Flow

To complete tasks through the entire [Kanban](#) lifecycle in an uninterrupted and continuous manner.

Continuous Improvement

Constantly assessing the current project's performance and what could be improved, whether processes, team performance, relationships, or technology. This is commonly addressed during a [Retrospective](#); teams should drive for improvement at any given time.

Continuous Integration (CI)

A software engineering practice that enables the consistent application of working code into the main codebase by automated testing.

Continuous Learning Culture

[Values](#) and practices that encourage the business to increase knowledge, ability, and performance continually. A [core competency](#) introduced by [Essential SAFe](#).

Core Competency

In [SAFe](#), core competencies are [Organisational Agility](#), [Lean Portfolio Management](#), [Agile Product Delivery](#), [Team and Technical Agility](#), [Continuous Learning Culture](#), and [Enterprise Solution Delivery](#). Each is introduced at different [levels](#).

Corrective movement

A step or action taken to bring order and function to a system, process or plan.

Cost of Delay

The cost impact of a given event that causes a project to slow down or stop.

Cost of Quality

The cost is related to making sure the project is first-rate. This cost may additionally mean the distinction between unacceptable and proper venture effects.

Cost-benefit analysis

A cost-gain evaluation will weigh project prices against anticipated project benefits to make decisions.

CRC Cards (Class, Responsibilities, Collaborators)

A teaching method and analysis technique used in the designing and modelling process.
([XP](#))

Cross-Functional team

A multidisciplinary team that can support each other on any given task.

Crystal

A flexible Agile methodology that is designed around people and not tools.

Cumulative Flow Diagram (CFD)

See [Burn-up](#)/[Burn-down](#) chart.

Customer

The recipient of the product, system or service. See also, [User](#).

Customer Centricity

Focuses solely on creating products, services or features with the customers' satisfaction in mind.

Customer Development

Customer development is a four-step framework that validates assumptions about your product and enterprise.

Customer Journey Map

An illustration of the experiences a [customer](#) encounters while achieving a goal.

Customer Satisfaction

A positive result that the product or service delivers to the end-user.

Customer Unit

The people that are acting as the 'Voice of the Customer'. They help set the vision and roadmap towards completion and communicate it to the developer unit.

Cycle Time

A cycle refers to the total time it takes a task to be completed.

Cynefin Framework

A sense-making framework to help understand the situation and respond appropriately to it.

Sam's Take: "Cynefin is pronounced 'ku-nev-in' and is a Welsh word that translates to 'place' or 'habitat'."

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