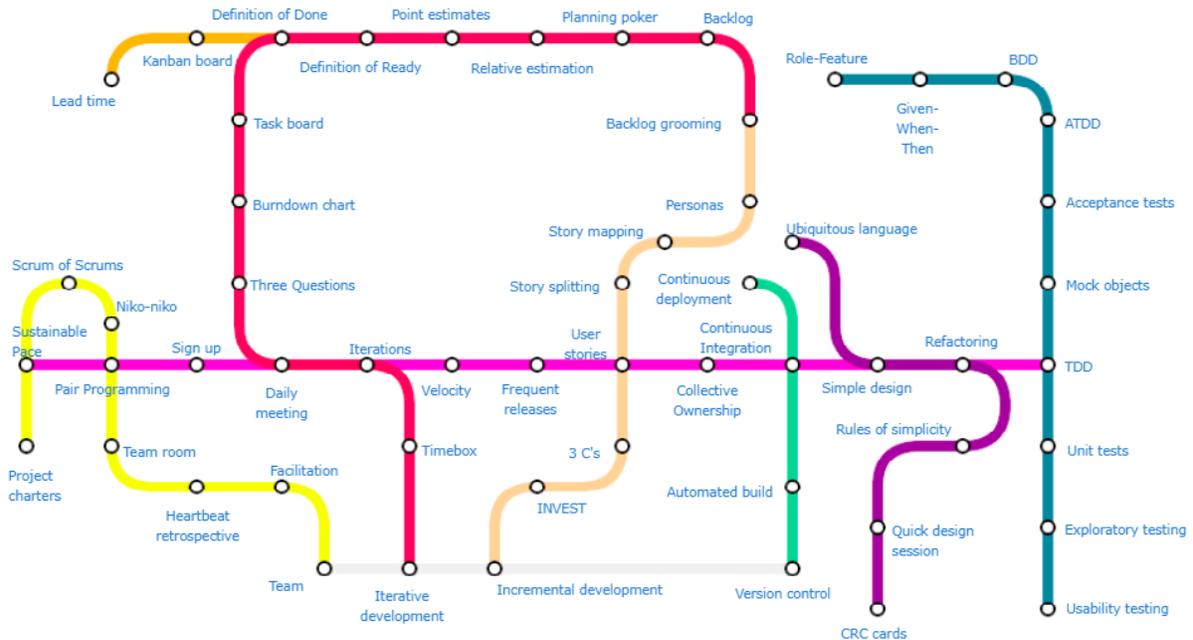




Subway Map to Agile Practices



Lines represent practices from the various Agile "tribes" or areas of concern:

- Extreme Programming
- Scrum
- Design
- Teams
- Product management
- Testing
- Lean
- Devops
- Fundamentals

3 C's Acceptance Tests ATDD Automated Build Backlog Backlog Grooming BDD Burndown Chart Collective Ownership Continuous Deployment Continuous Integration CRC Cards Daily Meeting Definition of Done	Definition of Ready Exploratory Testing Facilitation Frequent Releases Given-When-Then Heartbeat Retrospective Incremental Development INVEST Iterations Iterative Development Kanban Board Lead Time Mock Objects Niko-Niko	Pair Programming Personas Planning Poker Point Estimates Project Charters Quick Design session Refactoring Relative Estimation Role-Feature Rules of Simplicity Scrum of Scrums Sign Up for Tasks Simple Design Story Mapping	Story Splitting Sustainable Pace Task Board TDD Team Team Room Three Questions Timebox Ubiquitous Language Unit Tests Usability Testing User Stories Velocity Version Control
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