

Rita's Agile Process Chart™ Game

Instructions: To practice with the Rita's Agile Process Chart™ Game, put each item from Rita's Agile Process Chart™ into the correct groupings. When you think the items are all sorted into the correct groups, put the feasibility efforts in order. Check your answers using Rita's Agile Process Chart™.

FEASIBILITY	INITIATION	RELEASE PLANNING
ITERATION	CLOSE-OUT	Identify stakeholders and contact
Focus on how to deliver value	Run exploratory tests	Create high-level user stories (features)
Hold daily coordination meetings	Identify acceptance tests for stories	Define the first iteration goal
Build a release plan	Create product roadmap using story maps	Establish business case

Estimate how much work can be done	Update burnup charts	Develop project charter
Test user stories	Hold iteration review	Establish high-level estimates
Slice user stories (decompose features)	Hold final retrospective	Prepare stories of next iteration
Remove impediments for the team	Project visioning takes place	Prepare stories of next iteration
Calculate team velocity	Hold daily coordination meetings	Remove impediments for the team

Archive project artifacts	Create backlog of features	Hold retrospective
Create personas	Build features as described in user stories	Turn over maintenance of product release to another team
Create team charter	Perform story estimation using Planning Poker®	Remove impediments for the team
Perform iteration planning	Prepare acceptance tests	Obtain final release approval
Hold daily coordination meetings	Ensure there is shared understanding among team members	Define “done”

Collaborate with team to answer questions and obtain story signoff	Ensure procurement closure	Reprioritize the backlog
Create high-level estimates using affinity estimating	Build a release map	Build a release plan