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 standup meetings

Identify acceptance tests for stories

Define first iteration goal

Build a release plan

Create product roadmap using story maps

Establish a 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

Build a release map

Remove impediments for the team

Project visioning takes place

Prepare stories of next iteration

Calculate team velocity

Hold daily standup meetings

Remove impediments for the team

Archive project artifacts

Create backlog of features

Hold retrospective

Create personas

Build a release plan

Turn over maintenance of product release to another team

Create team charter

Perform story estimation using Planning Poker®

Perform iteration planning

Prepare acceptance tests

Obtain final release approval

Hold daily standup 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

Remove impediments for the team

Build features as described in user stories