

Rita's Agile Process Chart™

FEASIBILITY	INITIATION	RELEASE PLANNING	ITERATION	CLOSE-OUT
Project visioning takes place	Develop project charter		Perform iteration planning	Obtain final release approval
Establish business case	Create team charter	Slice user stories (decompose features)	Build features as described in user stories	Turn over maintenance of product release to another team
Create high-level user stories (features)	Hold daily standup meetings	Build a release plan	Hold daily standup meetings	Hold final retrospective
Establish high-level estimates	Build a release map	Hold daily standup meetings	Remove impediments for the team	Ensure procurement closure
	Create personas	Perform story estimation using Planning Poker®	Update burnup charts	Archive project artifacts
	Identify stakeholders and contact	Focus on how to deliver value	Identify acceptance tests for stories	
	Create backlog of features	Define "done"	Prepare acceptance tests	
	Create high-level estimates using affinity estimating	Estimate how much work can be done	Run exploratory tests	
	Create product roadmap using story maps	Calculate team velocity	Test user stories	
	Remove impediments for the team	Reprioritize the backlog	Hold iteration review	
		Define the first iteration goal	Hold retrospective	
		Ensure there is shared understanding among team members	Prepare stories of next iteration	
		Prepare stories of next iteration	Collaborate with team to answer questions and obtain story signoff	
		Remove impediments for the team		