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

This article complements information in *Rita Mulcahy's™ PMP® Exam Prep* book, 11th edition. If you are preparing for the PMP®, consider contacting RMC Learning Solutions® at info@rmcls.com to find the best prep strategy for you.
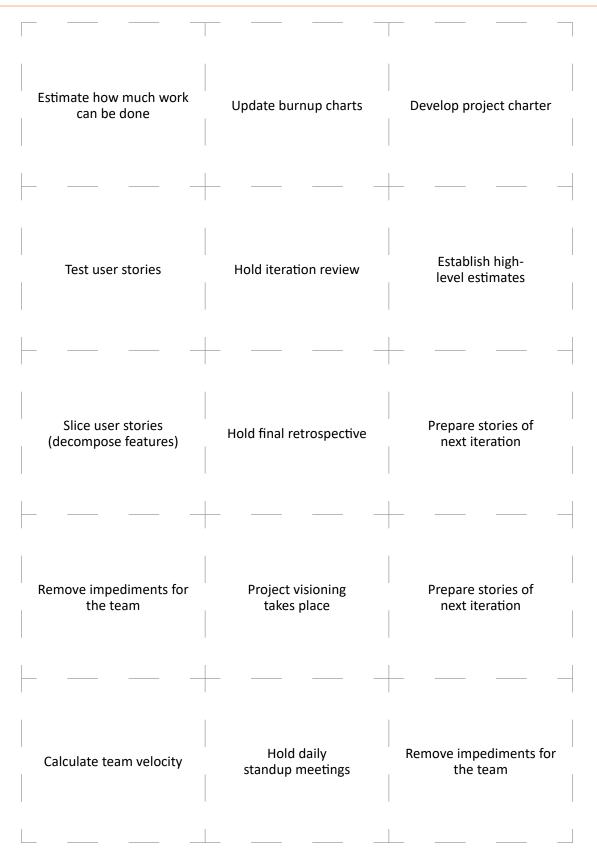
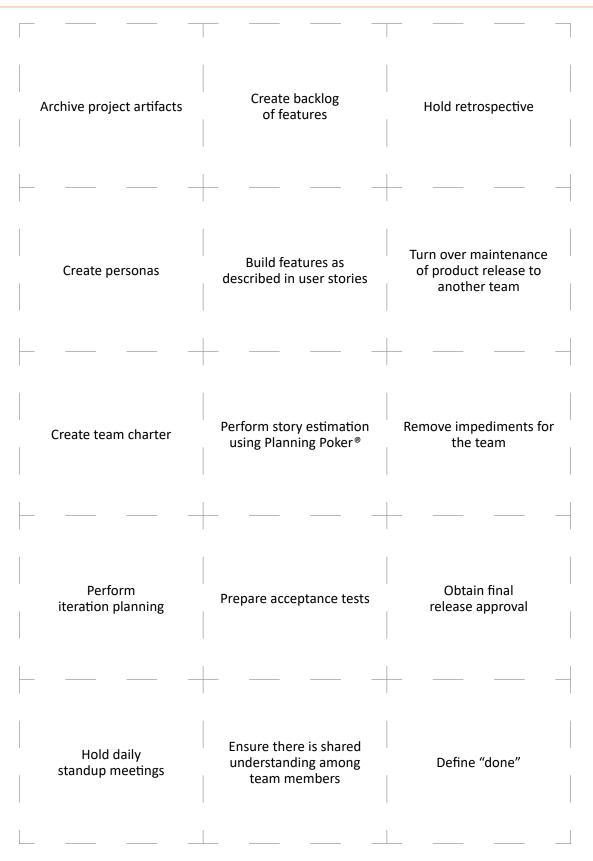|		
Estimate how much work can be done	Update burnup charts	Develop project charter
Test user stories	Hold iteration review	Establish high-level estimates
Slice user stories (decompose features)	Hold final retrospective	Prepare stories of next iteration
Remove impediments for the team	Project visioning takes place	Prepare stories of next iteration
Calculate team velocity	Hold daily standup 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 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

Build release map