



Get Agile! | Templates | Tools | Resources

This toolkit contains everything you need to learn and master the agile methodology. In a waterfall software development project, the vast majority of requirements are gathered at the start of the project. This takes an extraordinary amount of time, and results in a collection of documents, diagrams, and flow charts that become stale before the project is ever delivered. Said succinctly, this is the wrong way to gather software requirements. Open the Agile Requirements Gathering document to learn more.

Click on each link below, download and print your personal Transformation Success Kit now!

Agile Requirements Gathering

Let's Get Started. Much ink has been shed discussing the many ways in which requirements should be gathered. Read this introductory document to gain a better understanding of a waterfall approach and agile.

Agile Backlog Grooming

Grooming You For Success. An Agile project plan is based on features, and that plan is always changing based on your backlog. Grooming the backlog helps you integrate the latest insights into your upcoming development iterations, also known as sprints. Open the Agile Backlog Grooming document to learn more.

Agile Daily Scrum Agenda

Your Daily Commitment to Agile. The purpose of a daily Scrum is not to problem-solve. Although all team members are required to attend, only those who are committed to the project are allowed to speak. This keeps the meeting short and to-the-point. Review the Agile Daily Scrum Agenda to get started.

Agile Definition of Ready

Bringing User Stories to Life. Having a strong definition of ready will substantially improve the Scrum team's chances of successfully meeting the goals of their sprints. From Ready to Done. A user story is "ready" when the team agrees they can get it "done." User stories must meet a set of criteria before they are considered ready for inclusion in the work of the next sprint.

Agile Definition of Done

Agile Scrum Gets it Done. A key principle of Agile software development is 'done means done.' In other words, a feature isn't considered done until it is ready for release. That means it has been tested, styled, and accepted by the product owner. From Done to Shipped. A user story is "ready" when the team agrees they can get it "done." A user story is "done" when it's ready to be shipped. The Definition of Done document below will get you up to speed.

Agile Sprint Planning

Establish and Commit to Your Goals. Sprint planning is when the team comes together and commits to a set of goals. Goals are identified by evaluating the user stories in your backlog and determining the tasks that will satisfy the team's definition of done for each user story.

Agile Sprint Review Meeting Agenda

Assess Each Sprint Against Your Goals. In Agile Scrum software development, the team is required to deliver a shippable product in increments. At the end of each sprint, the team has coded and tested a set of usable features. At the end of each sprint, a sprint review meeting is held. Oftentimes, this takes the form of a demo.

Agile Transformation Cheat Sheet

Agile Transformation Cheat Sheet. Read about all of the critical principles to make Agile a success in your organization. Transform your organization by focusing on agility.

Case Studies

Review our [case studies](#) and see how we have helped companies conquer business projects and challenges.

Next Steps...

Contact one of our line of business or sales specialists. Let's have a business conversation about your key challenges. Our qualified staff is skilled at moving quickly to develop a scope of work and align the best resources for the job. We will spend 15 minutes identifying your needs, business goals, budget, timeline and start date.

Need more information? Send us a message!

Name *

Email *

Message *

Website

Send Message
