Scrum	Increment
Focus	potentially releasable
Courage	servant-leader
Openness	coaching
Commitment	time-boxed
Respect	one month or less

The Scrum Team	time-box of 8 hours or less
Scrum Master	capacity
Product Owner	velocity
Stakeholders	time-box of 15 minutes
Development Team	24 hours
Impediment	complexity

Facilitation	time-box of 4 hours or less
Definition of Ready	time-box of 3 hours or less
Definition of Done	framework
Backlog	improvement
Product Backlog	feature
Sprint Backlog	Product Backlog refinement

Backlog Refinement	10% of Dev Team capacity
Ordered (Backlog)	estimate
Burndown Chart	Agile Manifesto
Potentially Shippable (Releasable)	Individuals and interactions
Planning Poker	processes and tools
Team Estimation Game	Working software

Sprint	comprehensive documentation
Sprint Goal	Customer collaboration
Daily Scrum	contract negotiation
Sprint Planning	Responding to change
Sprint Goal	following a plan
The Scrum Guide	Demo

Scrum Values	Business value
Empiricism	Business risk
Transparency	Continuous Delivery
Inspection	Continuous Integration
Adaptation	Technical Debt
Daily Scrum	Code review

Sprint Review	Ken Schwaber & Jeff Sutherland
Sprint Retrospective	User Story
self-organizing	Story Points
cross-functional	Communication
priority	Agile