

Checklist - Getting started with agile project management

<input type="checkbox"/> Choose the project team and allot roles.	<input type="checkbox"/> Scrum master <input type="checkbox"/> Tester <input type="checkbox"/> Product owner <input type="checkbox"/> Customer
<input type="checkbox"/> Clarify roles in the steering group.	<input type="checkbox"/> Internal recipient <input type="checkbox"/> Resource owner <input type="checkbox"/> Product owner(s) <input type="checkbox"/> Scrum master(s) (where applicable) <input type="checkbox"/> Project sponsor <input type="checkbox"/> Customer (where applicable)
<input type="checkbox"/> Plan workshops for pre-study and planning.	
<input type="checkbox"/> Perform pre-study.	<input type="checkbox"/> Stakeholder analysis <input type="checkbox"/> Product vision <input type="checkbox"/> Communication plan
<input type="checkbox"/> Decide how to make decisions in the project team.	
<input type="checkbox"/> Designate a project room.	
<input type="checkbox"/> Select the project's reference group.	
<input type="checkbox"/> Perform planning.	<input type="checkbox"/> Roadmap <input type="checkbox"/> Product backlog <input type="checkbox"/> Release plan <input type="checkbox"/> Sprint plan/Sprint backlog
<input type="checkbox"/> Schedule deliveries.	<input type="checkbox"/> Retrospectives <input type="checkbox"/> Demos <input type="checkbox"/> Handovers
<input type="checkbox"/> Schedule stand-up meetings.	
<input type="checkbox"/> Create project tools.	<input type="checkbox"/> Burn down chart <input type="checkbox"/> Wiki <input type="checkbox"/> Project board
<input type="checkbox"/> Define ground rules.	