

**PROJECT PMP**

# Nontechnical PM

10 technical terms decoded, smart questions,  
and a sprint review walkthrough.

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## SECTION 1

# 10 Technical Terms, Decoded

*You don't need to code. You need to know what these mean when an engineer says them in a meeting.*

| Term                   | What It Actually Means                                                                                                                                                              |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| API                    | How two pieces of software talk to each other. Think of it as a waiter taking your order to the kitchen and bringing back the food -- you don't need to know how the kitchen works. |
| Sprint                 | A fixed time block (usually 1-2 weeks) where a team commits to finishing a set chunk of work.                                                                                       |
| Backlog                | The full list of work that could be done, ranked by priority. Not everything in it gets built.                                                                                      |
| Tech Debt              | Shortcuts taken to ship faster now, which will cost extra time to fix properly later.                                                                                               |
| Deploy                 | Releasing new code to a live environment so real users can use it.                                                                                                                  |
| Staging vs. Production | Staging = a practice environment that mimics real life. Production = the real, live product users see.                                                                              |
| Regression             | A bug where something that used to work breaks after a new change was made.                                                                                                         |
| QA                     | Quality Assurance -- testing work before it ships to catch problems early.                                                                                                          |
| Stand-up               | A short daily check-in: what I did, what I'm doing, what's blocking me.                                                                                                             |
| MVP                    | Minimum Viable Product -- the smallest version of something that's still useful enough to release and learn from.                                                                   |

## SECTION 2

# Smart Questions for Every Situation

*You don't need the technical answer yourself -- you need the question that gets the room to the technical answer.*

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### **In a planning meeting**

- "What's the riskiest part of this build -- what could go wrong first?"
- "What are we assuming that we haven't actually confirmed?"
- "If we had half the time, what would we cut?"

### **In a daily stand-up**

- "Is that blocker something I can help clear, or does it need [specific person]?"
- "Is this still on track for the sprint, or should we flag it now?"

### **When something breaks in production**

- "How many users are affected, and is there a workaround right now?"
- "What do you need from me to unblock the fix?"
- "Once it's fixed, can we do a quick retro on why it happened?"

### **When the timeline is at risk**

- "What's driving the delay -- scope, complexity, or capacity?"
- "What's the smallest version of this we could ship on time?"
- "Who needs to know this might slip, and how soon?"

### **When you don't understand something technical**

- "Can you explain that like I'm managing the project, not building it?"
- "What's the plain-English version of that risk?"

## SECTION 3

# Sprint Review Walkthrough

*What actually happens in this meeting, and what your job is during each part of it.*

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### 1. Recap the sprint goal

The team restates what they committed to at the start of the sprint. Your job: confirm everyone agrees on what "done" meant.

### 2. Demo the finished work

Engineers show what was actually built, live. Your job: watch for stakeholder reactions and note any follow-up questions or concerns.

### 3. Review what didn't get finished

Be direct about anything that carried over. Your job: understand why (scope, blockers, estimation) without assigning blame.

### 4. Gather stakeholder feedback

This is the moment to surface new requests or concerns. Your job: capture it all, but don't commit to changes on the spot.

### 5. Update the backlog

New feedback and unfinished work get triaged back into the backlog. Your job: make sure nothing said in the room gets lost afterward.

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