

GOAL	QUESTIONS	EVALUATION	Nicolò Buscaroli	Gabriele Fogu	Sofia Gavanelli	Erika Lena	Daniele Morotti	Dario Mylonop
Learn	Q1	1 = no idea of the Scrum roles 5 = perfect knowledge of the roles and their jobs	4	5	5	3	3	3
	Q2	1 = couldn't repeat the game 5 = could play the game as a Scrum Master by himself	3	3	5	3	3	5
	Q3	1 = totally lost 5 = leads the game driving the other players	3	3	5	3	5	4
Practice	Q4	1 = feels the game is unrepeatable 5 = feels the game could be played in any situation	3	2	3	3	3	2
	Q5	1 = 0 to 3 stories 2 = 4 to 6 3 = 7 to 9 4 = 10 to 12 5 = 13 to 15	3	3	3	3	3	3
	Q6 <u>ONLY DEV TEAM</u>	1 = abnormal difference from the other players 5 = coherent and uniform with the group most of the time	4		4	4	4	4
Cooperation	Q7	1 = never speaks with the other players 5 = talks friendly to anyone in every situation	4	4	5	4	4	4
	Q8	1 = never puts effort in doing something 5 = every time is willing to understand what is going on	4	4	5	4	4	4
	Q9	1 = never asks for an opinion 5 = wants to discuss about every topic	3	4	5	3	4	4
Motivation	Q10	1 = not involved by the game 5 = always makes sure everyone is on point	4	4	4	4	5	5
	Q11 <u>ONLY FOR PO</u>	1 = poor/absent advices 5 = wise and helpful suggestions when is required		4				
	Q12	1 = doesn't express opinions during retrospective 5 = feels the retrospective fundamental to express opinions	3	4	4	5	3	3
Problem Solving	Q13	On the game board, if the debt pawn is on the lowest stage, the evaluation is 5, for every higher stage it decreases by 1	3	3	3	3	3	3
	Q14 <u>ONLY DEV TEAM</u>	Calculate the average of tasks left for each sprint: 1 = 21+ 2 = 16-20 3 = 11-15 4 = 6-10 5 = 0-5	4	4	4	4	4	4
	Q15 <u>ONLY FOR PO</u>	Same evaluation as Q14 for the PO		4				