

Scrum Master



By Julio Oliveira

Responsible for making sure a Scrum Team lives by the values and practices of Scrum. He is often considered a coach for the team, helping the team do the best work it possibly can.

Product Owner



By Julio Oliveira

Responsible for the product scope. Establishes a vision of what he wishes to build, transmitting it to the Scrum Team.

Development



By Julio Oliveira

Responsible for developing the product. The Scrum framework states that each team member should contribute in whatever way they can to complete the work of each sprint.

Responsibility



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Work closely with key stakeholders across the organization to communicate, define and prioritize the product backlog.

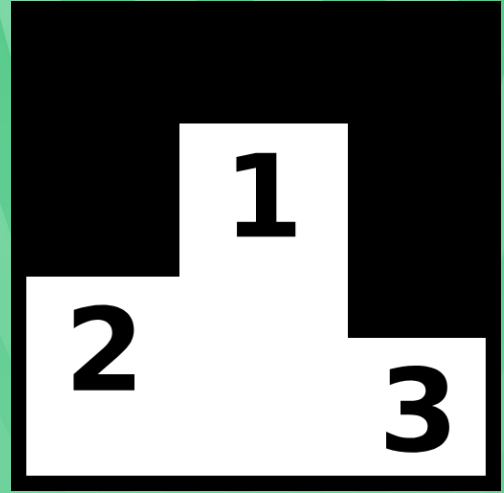
Responsibility



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Decision maker regarding what features the product will have.

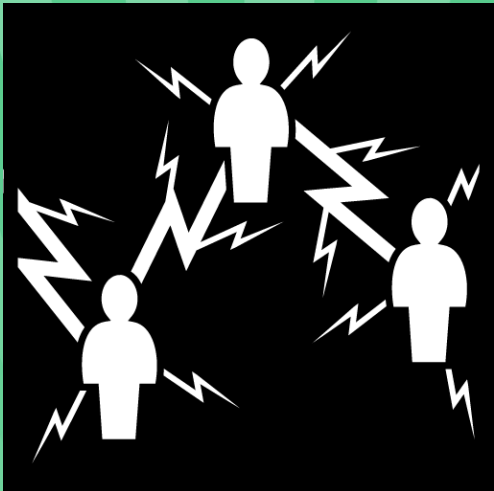
Responsibility



By Julio Oliveira

Prioritizes the product backlog during the sprint planning meeting.

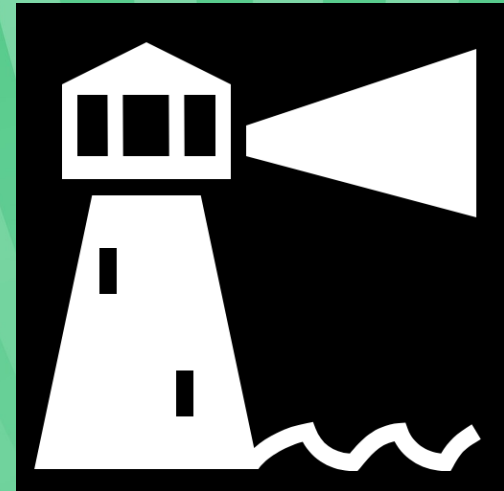
Responsibility



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Does anything possible to help the team perform at their highest level.

Responsibility



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Removes all impediments to progress, facilitates meetings and helps resolve conflicts

Responsibility



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Shelters the team from outside distractions, allowing team members to focus maniacally during the sprint on the goal they have selected.

Responsibility



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Decides which tools and techniques to use, and which persons will work on which tasks.

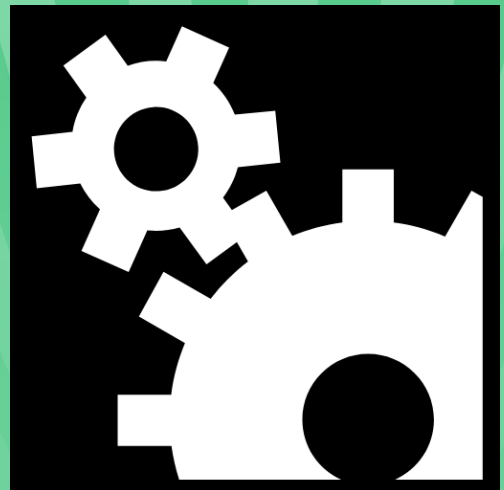
Responsibility



By Julio Oliveira

Have total authority over how the work gets done.

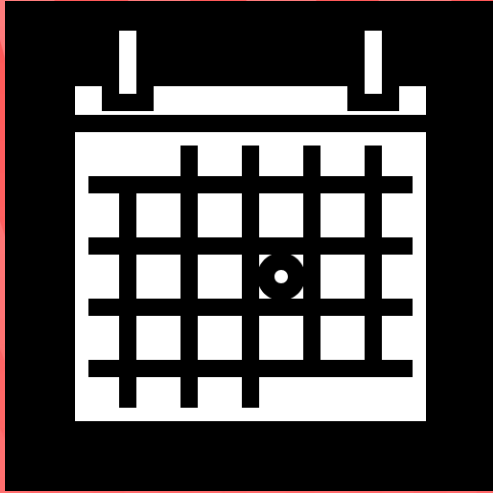
Responsibility



By Julio Oliveira

Implement the findings that result from Retrospective meetings.

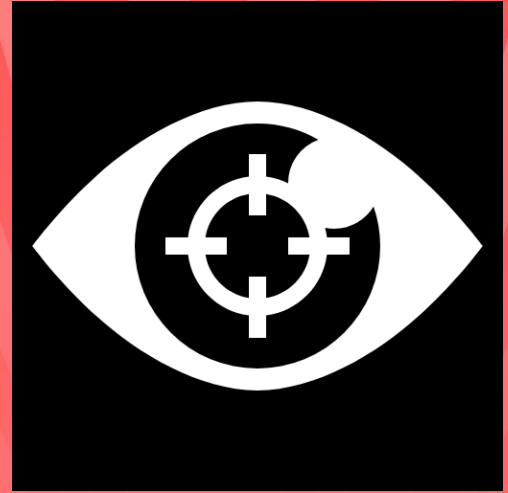
Scrum Values



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Commitment

Scrum Values



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Focus

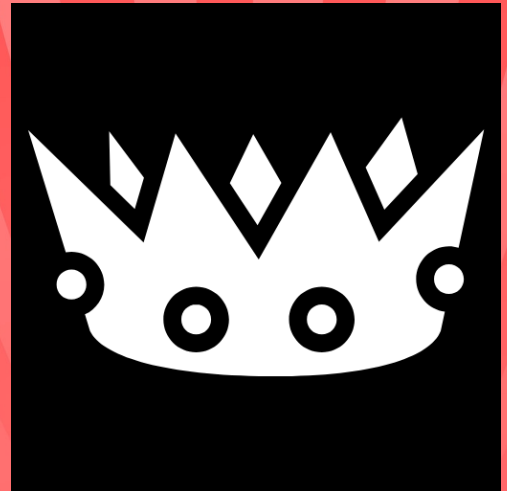
Scrum Values



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Openness

Scrum Values



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Respect

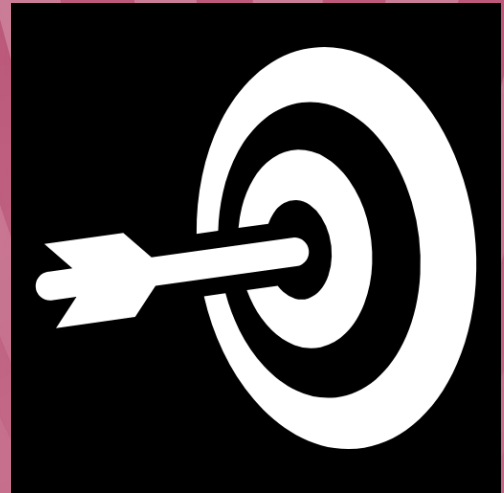
Scrum Values



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Courage

Behavior



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Willing to create realistic goals and stick to them.

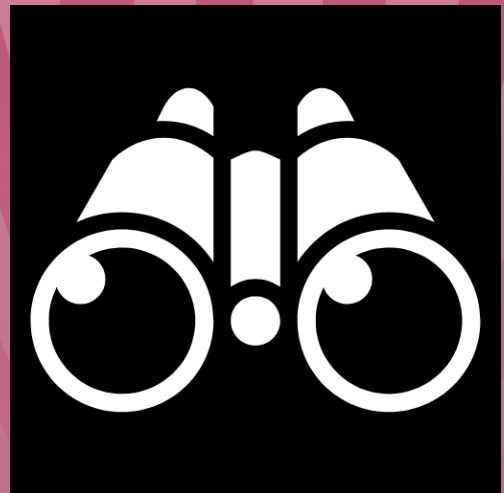
Behavior



By Julio Oliveira

Be present on the meetings

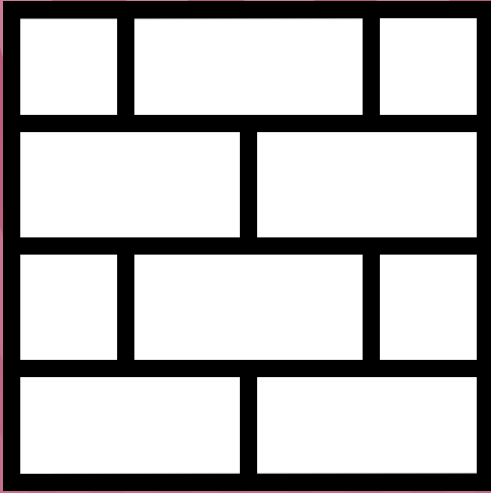
Behavior



By Julio Oliveira

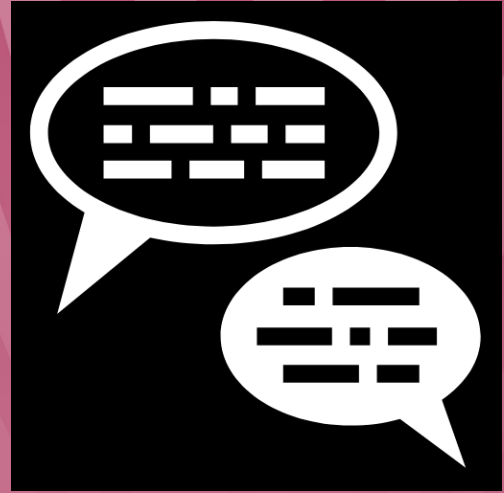
Have a clear role and clear goals within that role.

Behavior



Few things at a time.

Behavior



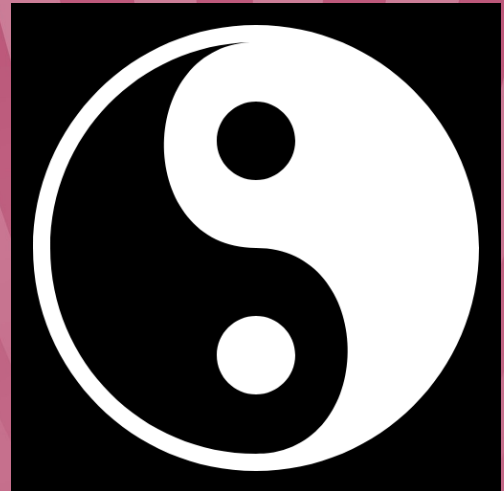
Be open about the work, the progress, the learning and the problems.

Behavior



To collaborate across disciplines and skills, also sharing feedback and learning from one another.

Behavior



Harmony is created by each role syncing and thereby creating a development rhythm as the project progresses

Behavior



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Individuals are shaped by their background and their experiences. It is important to accept the different people who comprise a team.

Behavior



By Julio Oliveira

To trust the Scrum process to guide the work needed to satisfy the requirements of the product.

Behavior



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Not to fear to raise impediments on a daily basis.

Anti-Pattern



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Adding new features to the Sprint Backlog

Anti-Pattern



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Helping other teams

Anti-Pattern



By Julio Oliveira

Keep relevant knowledge to yourself

Anti-Pattern



By Julio Oliveira

Reworking the code for your colleague

Anti-Pattern



By Julio Oliveira

I have always done it that way

Faculty Card Responsibilities

Product Owner

Card 4 = "Work closely with key stakeholders across the organization to communicate, define and prioritize the product backlog."

Card 5 = "Decision maker regarding what features the product will have."

Card 6 = "Prioritizes the product backlog during the sprint planning meeting."

Scrum Master

Card 7 = "Does anything possible to help the team perform at their highest level."

Card 8 = "Removes all impediments to progress, facilitates meetings and helps resolve conflicts."

Card 9 = "Shelters the team from outside distractions, allowing team members to focus maniacally during the sprint on the goal they have selected."

Scrum Team

Card 10 = "Decides which tools and techniques to use, and which persons will work on which tasks."

Card 11 = "Have total authority over how the work gets done."

Card 12 = "Implement the findings that result from Retrospective meetings."

Faculty Card Behavior

Commitment

Card 18 = "Willing to create realistic goals and stick to them."

Card 19 = "Be present on the meetings."

Focus

Card 20 = "Have a clear role and clear goals within that role."

Card 21 = "Few things at a time."

Openness

Card 22 = "Be open about the work, the progress, the learning and the problems."

Card 23 = "To collaborate across disciplines and skills, also sharing feedback and learning from one another."

Respect

Card 24 = "Harmony is created by each role syncing and thereby creating a development rhythm as the project progresses."

Card 25 = "Individuals are shaped by their background and their experiences. It is important to accept the different people who comprise a team."

Courage

Card 26 = "To trust the Scrum process to guide the work needed to satisfy the requirements of the product."

Card 27 = "Not to fear to raise impediments on a daily basis."

Faculty Card Anti-Patterns

Commitment

Card 28 = "Adding new features to the Sprint Backlog"

Focus

Card 29 = "Helping other teams"

Openness

Card 30 = "Keep relevant knowledge to yourself"

Respect

Card 31 = "Reworking the code for your colleague"

Courage

Card 32 = "I have always done it that way"

Game Credentials / References

- **Julio Oliveira**
<http://gameagile.com/>
- **Game Icons Project**
<http://game-icons.net/>
- **nanDECK Software for Card Games Designers**
<http://www.nand.it/nandeck/>
- **Scrum Alliance**
<https://www.scrumalliance.org/>
- **Scrum.org**
<https://www.scrum.org/>
- **Mountain Goat Software**
<https://www.mountaingoatsoftware.com/>
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- **Dirk Visser**
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