

Introduction

Welcome to the Quest for Value, Scrum Master!

As the Scrum Master, it's your job to guide the process of the team, ensuring teamwork and communication, while protecting the team from outside intervention.

Your Abilities

As a Scrum Master, your abilities involve helping your team to meet their goals, through well thought out and effective team work.

Your abilities have different costs, that you can spend your estimation points on every sprint.

It is not required (nor is it necessarily always the best use of your time) to spend all of your points each Sprint.

Using an ability depends on the context. Abilities should not be seen as rules for what you can do, but as support for what you want to do. As a player, you can take any action you deem useful in the given situation - however, if the action you take might be backed up by one of your abilities, you're probably better off using it, reaping its benefits! This is simply done by declaring that you're performing an action, followed by some statement like "I suggest we ..., using my ability Improve Process".

You will likely find that the retrospective phase is where you have the most obvious role - don't let this hold you back! The role of Scrum Master is one that has a little hand in everything, so feel free to interact and guide the others, whether you're using an ability or not!

Rolling for Success

Some of your skills, or attempts at performing other tasks, might require a success roll, in order to succeed. This works exactly like completing tasks successfully, requiring a roll of 3 or higher on a six-sided die.

Helper Dice

The Scrum Master is all about supporting the process of the rest of the team. One of the ways in which they can do this, is through helper dice. A helper die is a die that can be given to a team member, allowing them to use (and roll) it for any future roll they might encounter, adding the helper die to their normal roll. Only one helper die can be held by any one team member at a given time.

Scrum Master Example

The Scrum master looks at their team and goes: "Team, it seems like some people are quicker than others to just grab at the tasks - maybe we should let everyone pick one task for the start of the sprint, before everyone does their work?" The team agrees, and after improving their process, the Scrum Master gives a helper die to John, which he can use for an upcoming roll.

Mitigate Disaster!



The Scrum Master mitigates a project disaster!
Halved disaster effect on a successful roll.

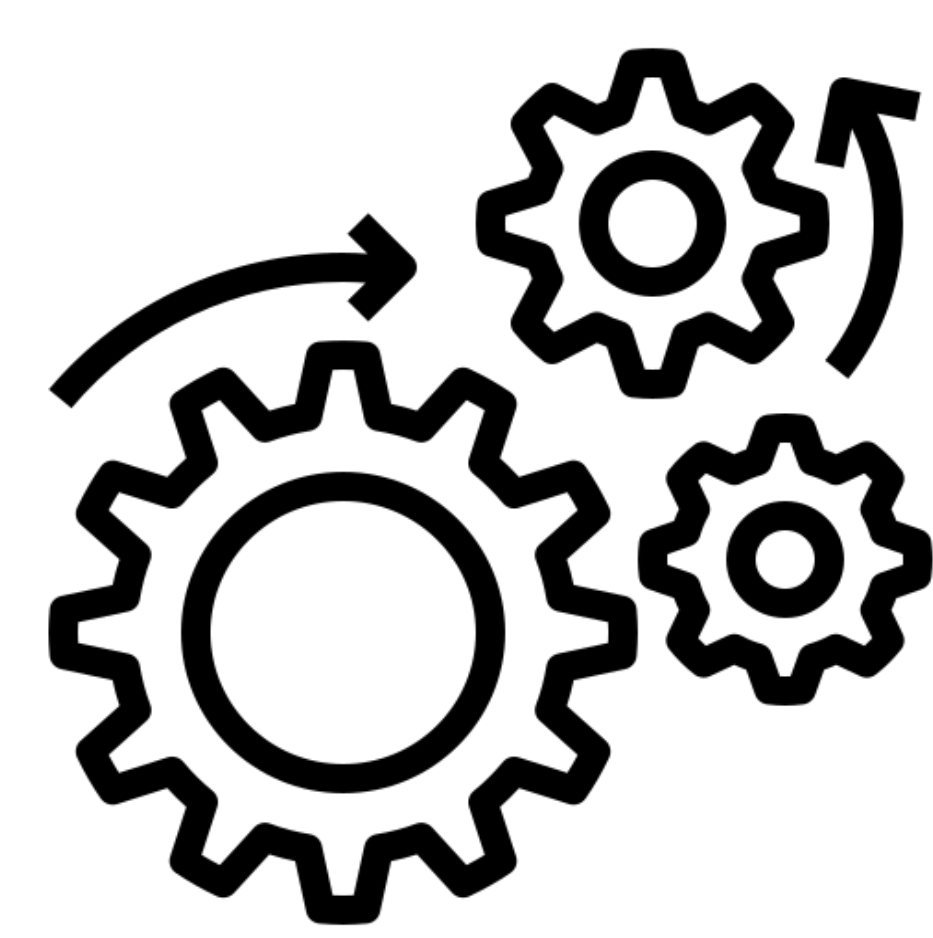
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Scrum Master



Improve Process!
Mitigate Disaster!

Improve Process!



The Scrum Master helps improve a team process.
Give a helper die to a team member on a successful roll.

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