

Introduction

Welcome to the Quest for Value! Your team will over 6 sprints attempt to create the most valuable product, relying on the roles and abilities of the members of your scrum team.

Your Team

Your team will consist of members across the three Scrum roles - the Product Owner, the Scrum Master, and several members of the development team. Each role will have different abilities and focuses, and it’s up to your team to find the best way to work together to produce the best product!

Sprints

Your project will run for 6 sprints. Each sprint will move you closer to finishing your product.
Every sprint your team will spend story points to complete tasks (see below). Each team member has 4 points per sprint.
Abilities that cost points can only be used during sprints.
When a sprint ends, a review, retrospective and planning phase begins.

Review, Retrospective, Planning

Between sprints, three phases will occur.

In the review phase, the Facilitator summarizes incremental progress

In the retrospective phase, you will talk about process, either in-game or off-game.

In the planning phase, you will plan a goal for the next upcoming sprint.

Review
Retro
Plan

Tasks

In order to progress your project, your team will discover tasks along the way. Tasks will naturally come up as your team attempts to do things. Your facilitator will let you know when you’re encountering a task, and your team will have to try to complete it successfully, in the best way you can think of!
In principle, any task can be undertaken by anyone, but the abilities of each role might help you complete them.

Completing Tasks

Work doesn’t always go the way we would like it to! Whenever your team attempts to complete a task, whoever is completing the task must roll for task success.

When deciding to take on a task, your facilitator will identify the estimated size of the task, low (1), medium (2), or high (3). Should you decide to attempt to complete the task, your character will lose that amount of story points for the current sprint.

A task roll succeeds on a die roll of 4 or higher. If a task roll fails, a disaster occurs!

+1 can be added to the roll when using an appropriate skill (as given by your role).

Overworking

If a team member runs out of points to complete work, they can overwork themselves, by borrowing points from the next sprint.
A team member that is overworking gets -1 to die rolls, and will have fewer story points in the next sprint, equal to the amount spent on overworking.

An Example!

*John decides to try and implement a search feature on the web-site the team is building.
The facilitator tells John that this is a task, and that it has an estimate of 2 story points.
John spends 2 of his points for the Sprint, in order to work on the task.
John rolls a 2, but uses his “deliver value” ability, to add 1 to the roll, because John is working on exactly that - delivering value. He succeeds!*

Optional!

Plan Changes

During a sprint, your team might want to complete tasks that don’t align with your decided sprint goal. This is decided by the facilitator, when your team attempts to take on a task.
In order to complete these tasks, your team must first make a change of plan roll, before rolling for the task.
A change of plan roll costs the entire team 1 story point each (coordination is hard!), and is initially rolled with 6 dice, requiring any die to land on a 5 or 6 to succeed. If the roll succeeds, your team comes up with a new plan that fits the task. If the change of plans fails, you cannot complete the task.
But plans get harder to change as the project moves along! Your team rolls with 1 less die per iteration.