

Welcome to Quest for Value!

Quest for Value is a tabletop-inspired Scrum game, that involves participants going on an imaginative journey into the world of project work. Throughout the game, your team will possess different roles, with different abilities and responsibilities, hoping to complete the best project you can dream up!

Quest for Value is designed to be played with 3-6 participants, and takes around 2 hours, with setup and introduction included.

The following pages include the rules for the game, as well as the individual rules for the three Scrum roles; The Scrum Master, the Product Owner, and the Developers.

If you have questions about the game, feel free to contact the creator at magc@itu.dk.

If you're new to tabletop games...

Tabletop games are board games wherein players explore an imaginative world, described by the Facilitator (sometimes called Dungeon Master in traditional tabletop games), where the rules merely exist to help them determine the success of their adventures, instead of defining what they are able to do.

Tabletop games do not have turns or winners. Instead, players play together to overcome challenges, and achieve a common purpose, through any means they can imagine!

Do you want to slay the dragon? Run away from it? Sneak in and steal its treasure? Make friends with it?

Only your imagination is the limit!

You can watch a short video on Quest for Value in action here, if you want an example:

https://youtu.be/_sLlxWVgoBk

If you're new to Scrum...

Scrum is a cooperative framework for developing, delivering, and sustaining complex products.

It involves participants taking on different roles to work together in iterations (sprints), completing their project in increments.

While Quest for Value is not made to test your knowledge of Scrum, having a basic understanding of how Scrum works, what sprints are, and the roles that participants take on, will be helpful.

You can read more about Scrum at:

<https://www.scrumguides.org/scrum-guide.html>