

Introduction

Welcome to the Quest for Value, Product Owner!

As the product owner, it’s your job to maximize the value of the product resulting from the work of the Development Team.

Your Abilities

As a Product Owner, your abilities involve helping your team to produce the best possible product, delivering the highest amount of value to the client.

Your abilities have different costs, that you can spend your story points on every sprint.
It is not required (nor is it neccesarilly always the best use of your time) to spend all of your points each Sprint.

As a product owner, one of your abilities has a varying story point cost (denoted by the X on the ability). You chose the value of X when using the ability, which will change the depth of the outcome.
Your “Build Backlog” ability allows you to define critical work to be done by the development team, specifying a more structured way for them to work, than them discovering tasks as they work. It is recommended that you write tasks defined this way down on a post-it, or something similar!

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 ation 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! This is simply done by declaring that you’re performing an action, followed by some statement like “I call the client, asking about..., using my ability Discovery!”.

The Product Vision Table

As a product owner, you are the one with the vision for the product! When the session starts, the facilitator will ask you to create a product vision. The tables below will help you design your product vision - the *thing* your team will attempt to build over the course of the scenario. It is up to you whether you want to roll for it, or simply select the parts that you find most interesting!

You will design your product vision by making die rolls in the tables below, and filling the results into the following sentence:

In the field of (A) I want to make a (B), so that I can (C).

Table A - Domains

●	Medicine
●●	Finance
●●●	Government
●●●●	Education
●●●●●	Management
●●●●●●	Travel

Table B - Solution

●	Mobile App
●●	Video Game
●●●	Web App
●●●●	IOT Device
●●●●●	VR Experience
●●●●●●	AI

Table C - Goals

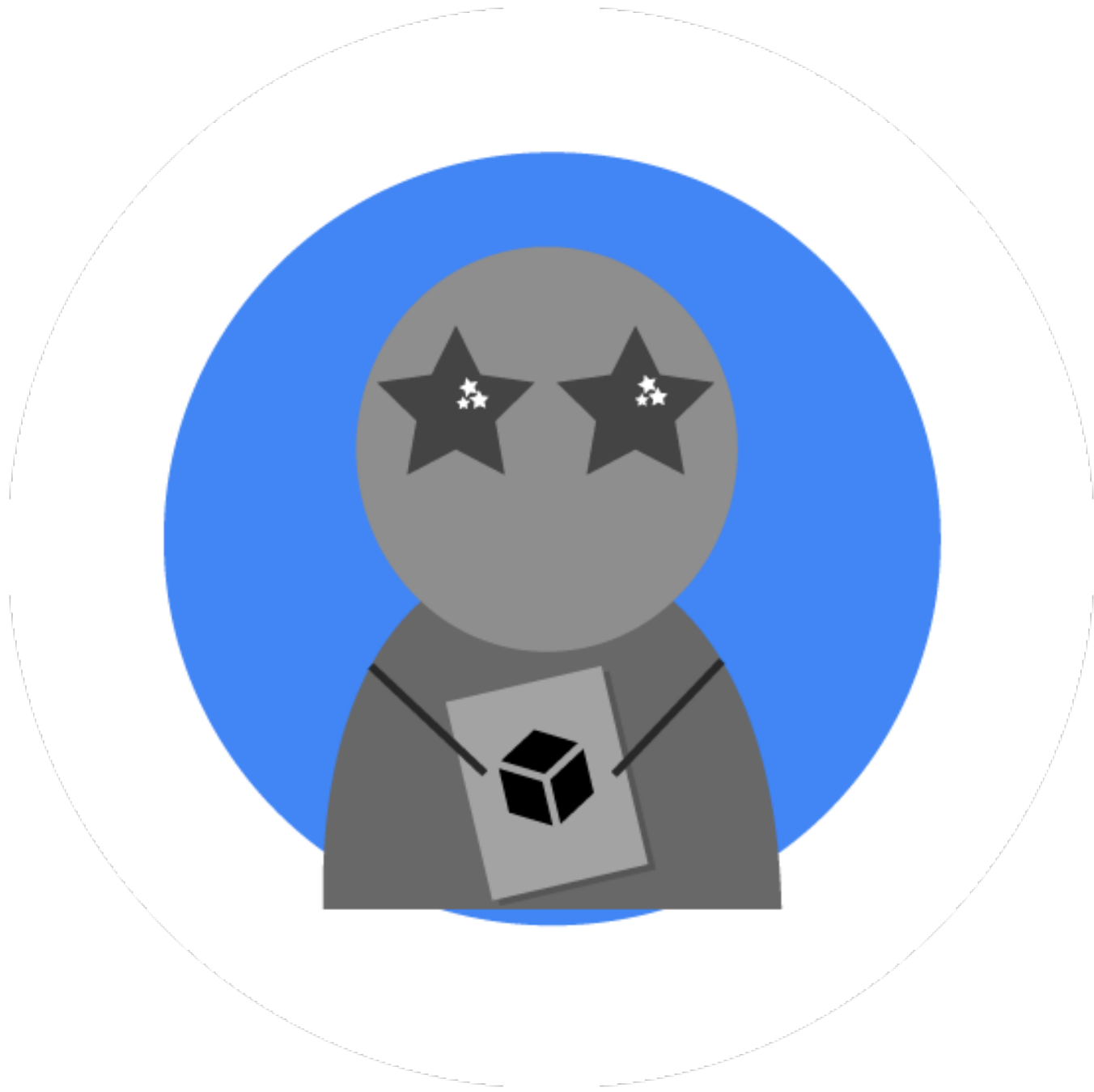
●	Change the world for the better
●●	Save people a lot of time
●●●	Make international collaboration easier
●●●●	Improve communication
●●●●●	Make the experience more fun and engaging
●●●●●●	Share information and create awareness

Your Role

Ability 1

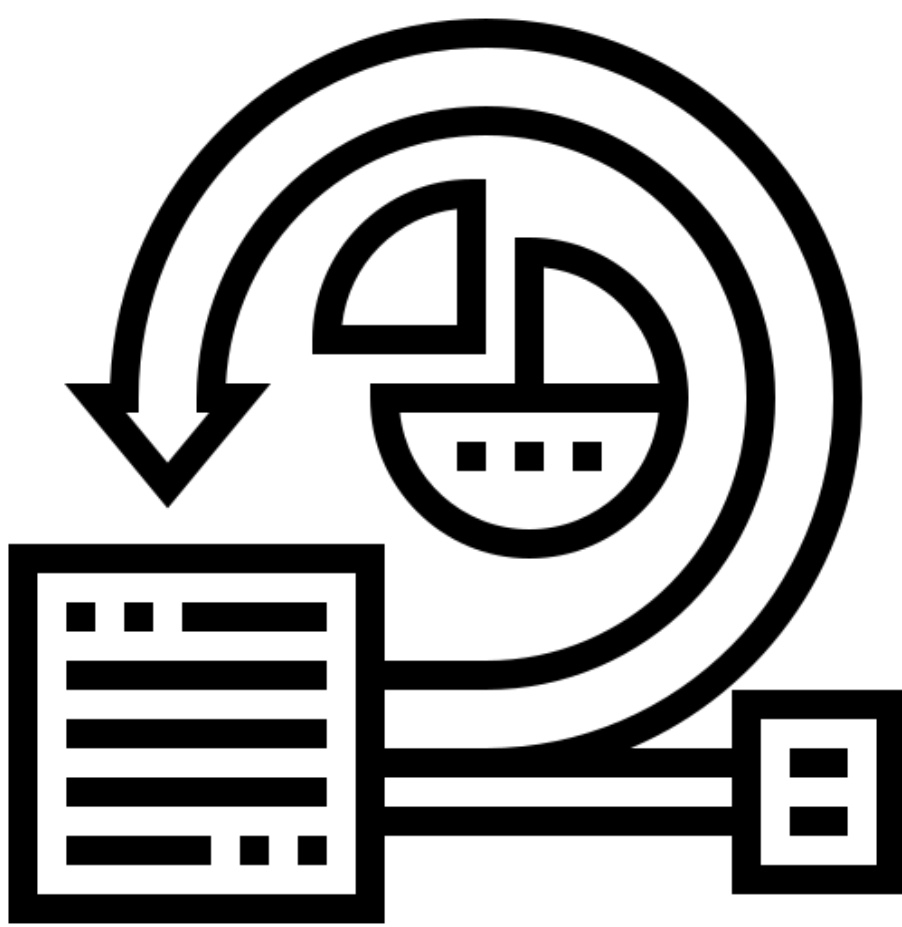
Ability 2

Product Owner



Maximizing Value
Prioritizing Work
Directing the Vision

Build Backlog



Define a critical task for your team to undertake! Backlog tasks cost 1 less story points to complete.

1

Discovery!



The Product owner discovers new value in the product vision. This can for example stem from talking with customers/users.

X