

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 neccesarily 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 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, 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!

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, gained from their “Improve Process!” ability. 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 each team member at a given time.

Scrum Master Example

John is just about to head into programming super-mode, working on a complicated task, when Simona, his Scrum Master, speaks up. Simona knows that John is prone to tunneling himself into his work, and asks if he has considered pair-programming with a developer who might have done something similar recently. Simona helps out out John’s process, and gives him a helper die!

Your Role

Ability 1

Ability 2

Scrum Master



Supporting the Process
Protecting the Team
Shared Understanding

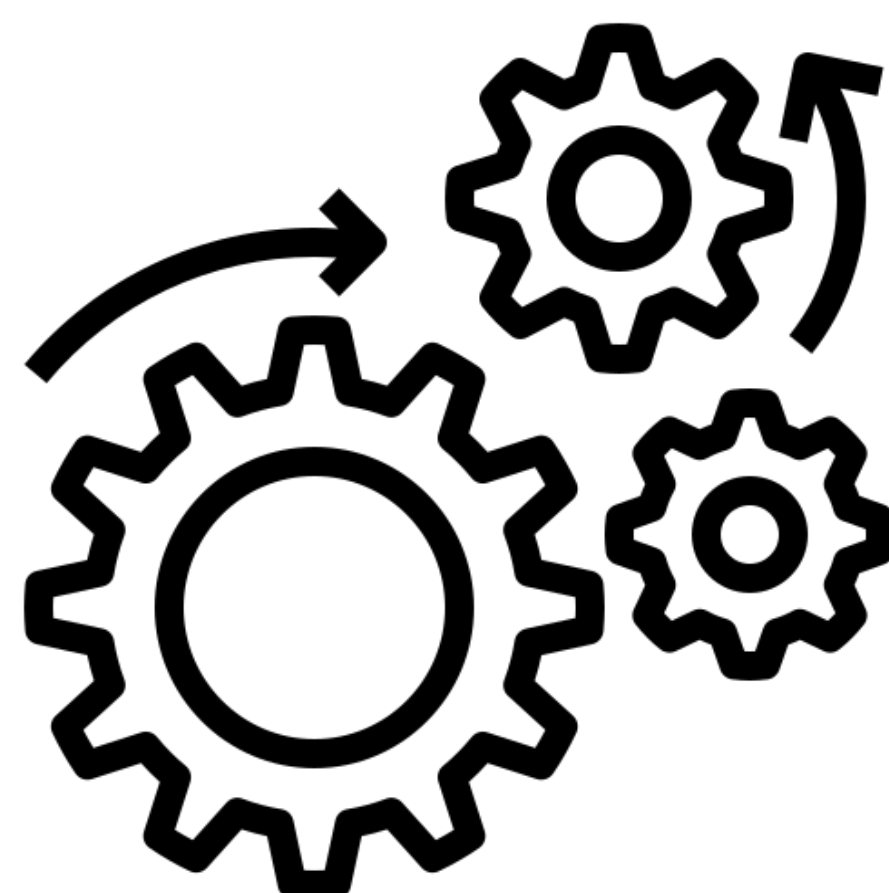
Mitigate Disaster!



The Scrum Master mitigates a disaster as it happens, lessening the impact!

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Improve Process!



The Scrum Master helps improve a team process.
Give a helper die to a team member!

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