

Introduction

Welcome to the Quest for Value, Developer!

As the developer, it’s your job to deliver valuable software in incremental slices, utilizing your expert knowledge of your domain.

Your Abilities

As a Developer, your abilities involve building the blocks of the product your team is working on, while supplying expert knowledge about the technical side of things.

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.

As a developer, one of your abilities has a varying estimation point cost (denoted by the X on the ability). The value of X is determined by the Facilitator, depending on the size of the work you’re trying to complete, on a scale from 1-3, provided the task is deemed possible - attempting to build Facebook in a week might net you nothing but a questioning look from your Facilitator.

The “Domain Expert” ability is a passive ability that developers have. At the start of the session, you chose your domain of expertise. Whenever you make rolls in this domain, you get “advantage” - you roll twice, and pick the better roll.

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 want to build a search function into the app, using my ability Deliver Value!”.

Developer Example

After hearing the Product Owner’s pitch, the developer thinks for a bit, then asks a fellow developer: “In order to make that app, I think we might need to model an architecture first. I suggest we try and build a simple three-tier stack, and start out just implementing the simple shells for each.”
The other developer agrees.
The first developer tells the Facilitator that they would like to use their “deliver value” ability.
The facilitator argues that this is a medium level task, costing them 2 estimation points.
The developer rolls for success, but uses two dice rolls, since the developer chose the domain “Architecture” at the start of the session.
The developer rolls a 2 and a 5, picking the 5 as the better roll.
The developer is successful, and the Facilitator narrates how the work succeeds.

Your Role

Ability 1

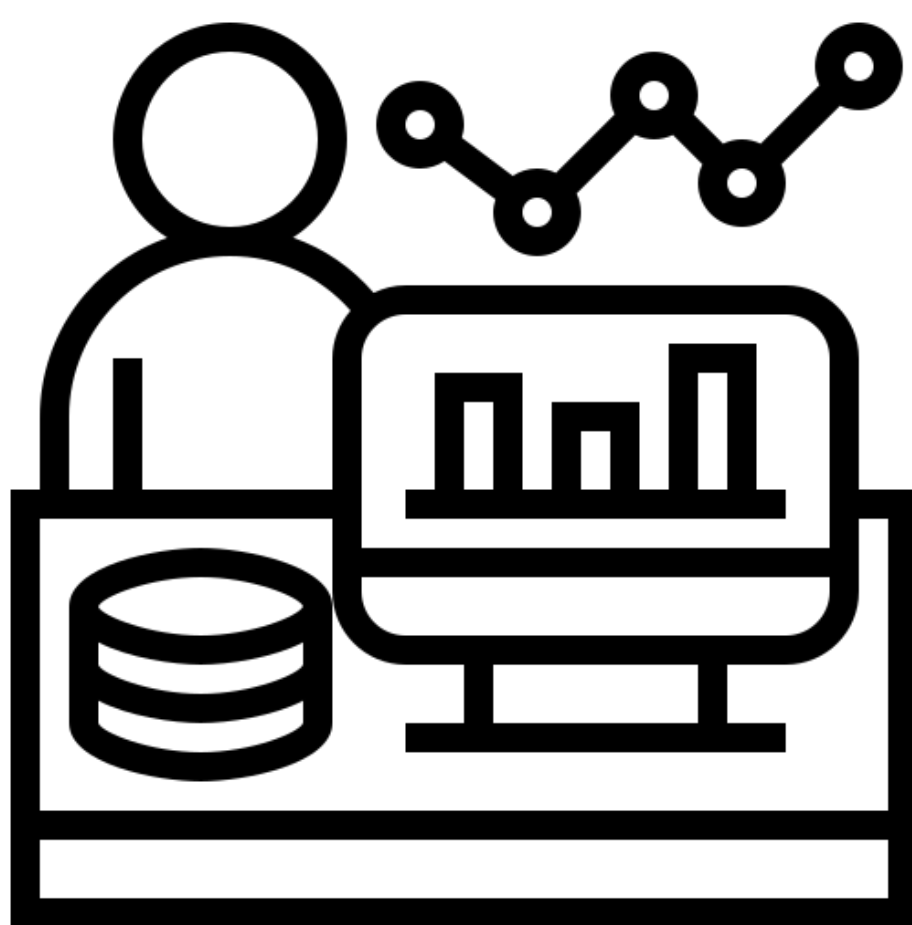
Ability 2

Developer



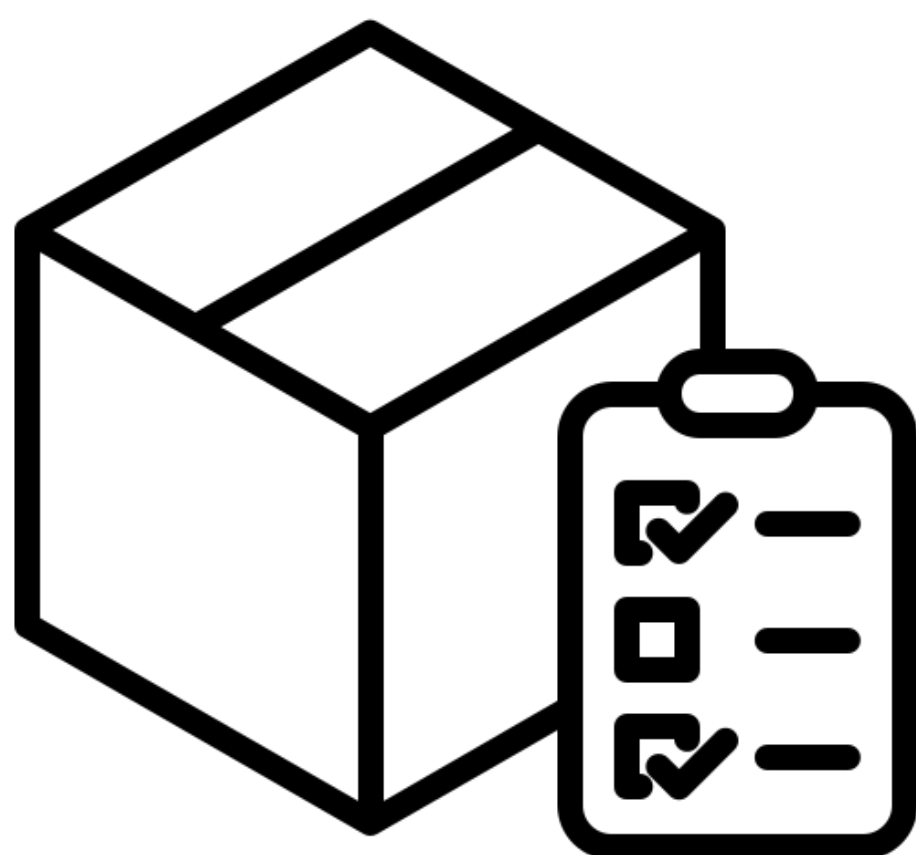
Delivering Value
Self-organizing
Expert Knowledge

Domain Expert



Developers get to chose a domain, and get advantage on rolls in that domain.

Deliver Value!



The developer produces valuable software! Roll for degree of success.

