#1

STORY

Users can exchange emails securely with predefined recipients.

24

#2

STORY

Users can send large files securely.

21

#3

STORY

Users can set time limits on emails for reading.

27

#4

STORY

Users can send emails securely to unspecified recipients.

30

#6

STORY

Each organization can set security policy and define recipients groups.

24

#7

STORY

Users can manage their emails effectively.

43

#8

STORY

Users and administrators can backup emails securely.

23

#9

STORY

Users and administrators can delete emails completely.

36

#5 STORY
16

Administrators of organizations can monitor emails.

#10 STORY
68

Users can access emails from mobile.

#11 STORY
28

Users can send short messages securely to each other.

#12 STORY
24

Users don't want to receive spam-letters.

EVENT

GOOD RECRUIT

New recruit is good.
You may roll 2 dice now and add these to the last roll.

EVENT

HOME OFFICE

You worked well at home.
Add 2 points to the last roll.

EVENT

BROWN BAG MEETING

Discussion during lunch time led to a splendid idea. Work on the current card is instantly resolved.

add-on

EVENT

GURU

A guru visited your office. You may immediately remove one problem card from the current story.

EVENT

DOING WELL

Things are going incredibly well. Add 4 to the last roll.

EVENT

VISIBLE EFFORT

The boss acknowledges your effort. You may add 3 points to the previous result.

EVENT

HEALTH PROBLEM

Health problem. Skip you next turn.

EVENT

BIRTHDAY

It's your birthday today. Subtract 1 point from everybody's next result.

EVENT

HARD DRIVE CRASHED

Hard drive crashed. Remove all progress from a card in progress.

EVENT

EMERGENCY CALL

An emergency call. Everyone skips next turn.

EVENT

BUSINESS TRIP

You are sent on a business trip. Skip next turn.

EVENT

REQUIREMENTS CHANGE

PO decided to make changes to the project. So this story will take 4 hours more.

EVENT

EXTRA COST

Your work costs more than planned. Add 6 hours to the story estimation.

SOLUTION

GET SOME REST

Get some rest to refresh you mind.

SOLUTION

EXTRA MEMBER

Add another member to the team. Throw dice at any moment you want.

SOLUTION

SPECIALIST

Engage a specialist.

EVENT

OVERTIME

You worked overtime. Draw another card and follow its instruction.

SOLUTION

SKILLED MEMBER

Involve skilled team member from other team.

SOLUTION

COMMUNICATION

Enhance communication.

SOLUTION

AUTOMATED TESTING

Introduce automated testing.

SOLUTION

INVOLVE BOSS

Your boss is ready to take a part of the work.

SOLUTION

SHARE GOALS

Get the team together and share the key project goals.

SOLUTION

INSIGHT

Apply your insight.

SOLUTION

COLLABORATION

Get the team together with PO and exchange information.

SOLUTION

PAIR PROGRAMMING

Apply pair programming.

SOLUTION

ENHANCE SKILLS

Training for raising the level of your skill.

PROBLEM

TECHNICAL OBSTACLE

Your work is blocked by a technical obstacle.

PROBLEM

BAD QUALITY

You cannot finish the story because the quality is inadequate.

⚠ PROBLEM

UNCLEAR SPEC

The specification is not clear enough for you.

⚠ PROBLEM

DATA IS MISSING

You can't work with the story, as you don't have important data from PO.

⚠ PROBLEM

POOR SKILLS

You are not skilled enough to finish the work.

⚠ PROBLEM

BAD MOOD

Today you are upset. So you are too lazy to work.

⚠ PROBLEM

UNSATISFIED USERS

You feel that users are not satisfied.

⚠ PROBLEM

BAD COMMUNICATION

You cannot communicate well with other team members. They just don't get you.

⚠ PROBLEM

UNSTABLE SYSTEM

System is very unstable. You test with major difficulties.

⚠ PROBLEM

INTEGRATION ISSUES

Your colleague provided you with the component, which is different from what you expected. You can't proceed.

EVENT

FAIRY

A fairy helped you. A card *in Progress* is instantly finished.

Scrum Card Game - EN