GOAL	QUESTIONS	EVALUATION	SM Player 1	PO Player 2	DT1 Player 3	DT2 Player 4	DT3 Player 5	DT4 Player 6
Learn	Q1	**1** = *no idea of the Scrum roles* **5** = *perfect knowledge of the roles and their jobs*	4	3	4	4	4	4
	Q2	**1** = *couldn't repeat the game* **5** = *could play the game as a Scrum Master by himself*	4	3	3	3	5	5
	Q3	**1** = *totally lost* **5** = *leads the game driving the other players*	3	4	1	2	5	5
Practice	Q4	**1** = *feels the game is unrepeatable* **5** = *feels the game could be played in any situation*	3	3	3	3	4	4
	Q5	**1** = *0 to 3 stories* **2** = *4 to 6* **3** = *7 to 9* **4** = *10 to 12* **5** = *13 to 15*	4	4	4	4	4	4
	Q6 **ONLY DEV TEAM**	**1** = *abnormal difference from the other players* **5** = *coherent and uniform with the group most of the time*	4	4	1	3	5	5
ooperatio	Q7	**1** = *never speaks with the other players* **5** = *talks friendly to anyone in every situation*	5	4	1	3	5	5
	Q8	**1** = *never puts effort in doing something* **5** = *every time is willing to understand what is going on*	5	5	1	2	5	5
	Q9	**1** = *never asks for an opinion* **5** = *wants to discuss about every topic*	3	3	2	2	5	5
Motivatior	Q10	**1** = *not involved by the game* **5** = *always makes sure everyone is on point*	3	4	1	3	5	5
	Q11 **ONLY FOR PO**	**1** = *poor/absent advices* **5** = *wise and helpful suggestions when is required*	4	5	2	3	5	5
	Q12	**1** = *doesn't express opinions during retrospective* **5** = *feels the retrospective fundamental to express opinions*	4	4	1	2	4	4
Problem Solving	Q13	*On the game board, if the debt pawn is on the lowest stage, the evaluation is **5**, for every higher stage it decreases by 1*	5	5	5	5	5	5
	Q14 **ONLY DEV TEAM**	*Calculate the average of tasks left for each sprint:* **1** = *21+* **2** = *16-20* **3** = *11-15* **4** = *6-10* **5** = *0-5*	3	3	3	3	3	3
	Q15 **ONLY FOR PO**	*Same evaluation as **Q14** for the PO*	3	3	3	3	3	3

SCRUMBLE
THE GAME CHEAT SHEET

AN AGILE GAME BY
PYXIS
agile know-how

GAME PHASES ORGANISATION AND DURATION

Game présentation	Product Backlog presentation and Pre-Sprint	Sprint (recurrent)			
		Planning	Development days	Review	Retrospective
~ 15 minutes	~ 15 minutes	~ 5 minutes	~ 2 minutes per developer	~ 5 minutes	~ 5 minutes

PRODUCT BACKLOG COMPOSITION AND MANAGEMENT

This table allows you to sort the Product Backlog during the game and to choose the most appropriate User Stories.

By priority \ By complexity	1 – XS		2 – S		3 – M		4 – L		5 – XL	
⊕ High	1	6			4	13	2	7		
⊗ Average	10		15	3	12		5			
⊖ Low	8		14		9				11	

NUMBER OF TASKS CALCULATION FOR A USER STORY

At each Sprint Planning, for any new User Story your team starts to develop, the number of tasks to achieve for completing it is the multiplication of **its complexity**, the current **technical debt** factor and the **number of developers**.

Technical debt factor \ User Story complexity		1 – XS	2 – S	3 – M	4 – L	5 – XL
No	x 3	3 x	6 x	9 x	12 x	15 x
Low	x 4	4 x	8 x	12 x	16 x	20 x
Average	x 6	6 x	12 x	18 x	24 x	30 x
Significant	x 9	9 x	18 x	27 x	36 x	45 x
Overwhelming	x 12	12 x	24 x	36 x	48 x	60 x

SPRINTS NOTES AND SUMMARIES

Sprint	Done Stories	★ Value points	Retrospective notes
1	4	10	BUONA SUDDIVISIONE & FORTUNA
2	4	14	SIAMO RIUSCITI A RISOLVERE I PROB. PRECEDENTI
3	4	14	
4			
5			