Mobber
Level 0

Help the team overcome the challenge

XP: ☐☐

Actions:

- Contribute an idea

- Ask questions until you understand

- Point out that someone else has earned an XP

Earn experience points (XP) by taking an action, telling your team, and marking an XP box. Level up when all boxes are full.

Mobber
Level 1

Help the team overcome the challenge

XP: ☐☐☐

Actions:

- Contribute an idea

- Ask questions until you understand

- (New) Support an idea from a lower-level Mobber

Earn experience points (XP) by taking an action, telling your team, and marking an XP box. Level up when all boxes are full.

Mobber
Level 2

Help the team overcome the challenge

XP: ☐☐☐☐

Actions:

- Contribute an idea

- Ask questions until you understand

- Support an idea from a lower-level Mobber

- (New) Identify a refactoring opportunity

Earn experience points (XP) by taking an action, telling your team, and marking an XP box. Level up when all boxes are full.

Mobber
Level 3

Help the team overcome the challenge

XP:

Actions:

- Contribute an idea

- Ask questions until you understand

- Support an idea from a lower-level Mobber

- Identify a refactoring opportunity

- (New) Celebrate a moment of excellence

Earn experience points (XP) by taking an action, telling your team, and marking it above. Every fourth XP earns your team a bonus point.

Driver
Level 0

Write code according to the Navigator's directions

XP: □□

Actions:

- Ignore a direct instruction from someone who isn't the Navigator

- Run all the tests after a change

- Use a new keyboard shortcut or tooling feature

Earn experience points (XP) by taking an action, telling your team, and marking an XP box. Level up when all boxes are full.

Driver
Level 1

Write code according to the Navigator's directions

XP: ☐☐☐

Actions:

- Ignore a direct instruction from someone who isn't the Navigator

- Run all the tests after a change

- Use a new keyboard shortcut or tooling feature

- (New) Type something you disagree with

Earn experience points (XP) by taking an action, telling your team, and marking an XP box. Level up when all boxes are full.

Driver
Level 2

Write code according to the Navigator's directions

XP: ☐☐☐☐

Actions:

- Ignore a direct instruction from someone who isn't the Navigator

- Run all the tests after a change

- Use a new keyboard shortcut or tooling feature

- Type something you disagree with

Earn experience points (XP) by taking an action, telling your team, and marking an XP box. Level up when all boxes are full.

Driver
Level 3

Write code according to the Navigator's directions

XP:

Actions:

- Ignore a direct instruction from someone who isn't the Navigator

- Run all the tests after a change

- Use a new keyboard shortcut or tooling feature

- Type something you disagree with

Earn experience points (XP) by taking an action, telling your team, and marking it above. Every fourth XP earns your team a bonus point.

Navigator
Level 0

Provide direction to the team

XP: ☐☐

Actions:

- Ask the mob for ideas about what to do next

- Filter the mob's ideas, telling the Driver what to type

- Describe a desirable, failing unit test—the "Red" in "Red–Green–Refactor"

Earn experience points (XP) by taking an action, telling your team, and marking an XP box. Level up when all boxes are full.

Navigator
Level 1

Provide direction to the team

XP: □□□

Actions:

- Ask the mob for ideas about what to do next

- Filter the mob's ideas, telling the Driver what to type

- (New) Hold the team to the appropriate step of "Red–Green–Refactor"

Earn experience points (XP) by taking an action, telling your team, and marking an XP box. Level up when all boxes are full.

Navigator
Level 2

Provide direction to the team

XP: ☐☐☐☐

Actions:

- Ask the mob for ideas about what to do next

- Filter the mob's ideas, telling the Driver what to type

- Hold the team to the appropriate step of "Red–Green–Refactor"

- (New) Use the environment (whiteboard, index cards, *etc.*) to track alternatives, describe the current task, or express an idea

Earn experience points (XP) by taking an action, telling your team, and marking an XP box. Level up when all boxes are full.

Navigator
Level 3

Provide direction to the team

XP:

Actions:

- Ask the mob for ideas about what to do next

- Filter the mob's ideas, telling the Driver what to type

- Use the environment (whiteboard, index cards, *etc.*) to track alternatives, describe the current task, or express an idea

- (New) Complete a "Red–Green–Refactor" cycle

Earn experience points (XP) by taking an action, telling your team, and marking it above. Every fourth XP earns your team a bonus point.