

GAME: CONNECT THE ACTIVITIES TO THE CARDS



Inspect Product Backlog and likely completion dates	Define a shared Sprint Goal
Analyze, evaluate and select items from the Product Backlog for the Sprint	Adapting the Definition of “Done” to increase product quality
Development Team creates a plan for the next 24 hours	Inspect marketplace changes and potential use of the product
The Product Owner informs the team of the velocity required for the next Sprint	Adapt the Product Backlog

<p>A daily status meeting with the Scrum Master as chairperson</p>	<p>Inspect marketplace changes and potential use of the product</p>
<p>Inspect how the Sprint went with regards to people and relationships</p>	<p>Development Team inspects their progress toward the Sprint Goal</p>
<p>The Scrum Team inspects itself</p>	<p>The steering committee decides what to do next</p>
<p>The stakeholders applaud the Development Team for their hard work</p>	<p>Figure out how to make the next Sprint more enjoyable</p>

<p>The Development Team promotes the Increment to stakeholders</p>	<p>Inspect the Increment</p>
<p>Create the Sprint Backlog</p>	<p>Adapt the Product Backlog</p>

SPRINT REVIEW

Timebox: max 4 hours

Attended by: The Scrum Team and stakeholders

SPRINT RETROSPECTIVE

Timebox: max 3 hours

Attended by: The Scrum Team

DAILY SCRUM

Timebox: max 15 minutes

Attended by: The Development Team

SPRINT PLANNING

Timebox: max 8 hours

Attended by: The Scrum Team and relevant experts