

Scrum metaphors

DevTeam as a Soccer Team

Do you watch or play a Soccer game? Have you noticed how different players do their “job” and their tactics change during the game depending upon opposing team irrespective of what they thought of before of start the game?



DevTeam is like a soccer team where some members are specialized for certain type of tasks (e.g. defender or forward or even super specialized like a goalie) but almost everyone can play each other's position. The team has a coach who helps the team to lay down the strategy to win the game but during the play, it is the team which makes the decision.

Team Manager's role is to collect all resources and make available to the team, so the team can do the best – soccer game.

The team as a whole win or lose, not the individuals even the coach and manager. A consistently winning team has members who gel with each other and in the team for a long time. Almost each team member understands each other – professionally as well as psychologically.

Each member pursues its specialization but also learns how to fill the gap if some team mate is not available due to some reason.

Product Owner as a lead wagon driver

A Product Owner is like a lead wagon driver who is leading a convoy of gypsies to its ever eluding final destination. In his wagon devTeam is traveling and Scrum Master is working as a conductor. The other vehicles are following the lead wagon in which stakeholders are enjoying their ride and eager to reach next halt. Our wagon driver regularly checks out with wisest and older members of the convoy to get wisdom and direction. The lead wagon driver also consults young and restless of the convoy to get their views and incorporate them in his journey of the pursuit of happiness and well-being of the tribe.



As in gypsy lifestyle, there is no final destination only desire and efforts to discover betterment of tribe, so as for Product Owner.

Scrum Master as a General Family Physician

Scrum Master is like old fashioned General Family physician who keeps a tab on the general health of the family. He takes care of common medical conditions and advises on healthy practices to keep the family healthy. Family members regularly visit him as well for special reasons. As the family physician is with the family for a long duration, a trust gets developed between family and him. This trust enables him to become an adviser to the family.



As a family physician is a general practitioner, he may refer family members to specialists if a need arises. He also keeps himself well aware in the field of general medicine by education and training.

Information Radiator as Billboard

The information radiators are like billboard which represent the team and its work and is available to any passerby if someone needs more information, contact team.



Information radiators help a team to remain honest to the world and to itself and announce that information is not only available on demand but available just look into it. We as a team has nothing to hide.

Sprint Review as town council meeting

Sprint Review meeting is like town council meeting where council members (team members) listen to town residents and even sometimes outsiders about their work, performance, and suggestions for future work. The discussion in town council meeting is centered on famous three questions:

- What did the council do for the betterment of the town?
- What impediments were faced by the council?
- What are the future plans?

Though questions in Sprint Review meeting are very similar to Retro but here focus is on views of town residents not the views of the council. Residents also air their grievances and suggestions for the betterment of town as per their worldview.



Council (team) collects information from deliberations and take up with relevant stakeholders which may result in Product Backlog Item. The interaction among team members and stakeholders generally happen after the Sprint Review meeting.

Demo as Cat Walk

A demo is like Cat Walk where designers show off their creations to potential and current customers. In this case, PO is a designer and devTeam is like tailor and craftsmen who work under the guidance of designer to realize his vision of the product.



People watching the cat walk are potential and current customers even who come to learn about latest designs. Designer (Product Owner) collects feedback from audiences to improve his creation and so the craftsmen. It is possible designer may not show off all of his creations in cat walk only the best. Depending upon the interest of an audience, he can take that person on the detailed tour.

Retro as Family Meeting

Retro is one of the most important ceremonies in scrum framework. In retro team members should speak freely without any fear of retribution and judging. Retro is like Family Meeting.

As the name suggests, in family meeting only family members are allowed to participate, who can watch the back of each other. Similarly, in retro only team members who can back up each other (devTeam) and Scrum Master (after all he is a servant leader for the team) and Product Owner (is your PO part of the family?) should participate. Like family meeting, retro should be conducted in a closed-door environment where everyone expresses his or her opinion, grievances can share freely without fear of judgment by others.



In a family meeting, the family can discuss a lot of things but the family may decide to share few selective bits of information with the external world, so the retro. In the family meeting, all are discussed – good, bad, and worst. The family decides what to share with the external world but family work as collective to improve overall capability of the family.

Family meeting works like a mirror to family and helps family members to remain trustworthy to each other and become better over time.