HOW TO USE

Print a copy of the Scoring and Charting pages for each team playing the game.

The Scoring sheet: Follow the instructions in the rules for tracking new value, technical debt, and investments in TD-reducing measures for each sprint.

The Tracking sheet: Optionally, track the Net New Value created in each sprint on this sheet. The Baseline shows the average NNV created, if you do not invest in any TD-reducing measures.





SPRINT 3 5 6 9 10 **HOW** 4 MANY **# OF NEW VALUE DICE** (8 to start) DICE **# OF TECHNICAL DEBT DICE** (4 to start) DO I **# OF DICE INVESTED IN TD-REDUCING MEASURES** ROLL? **EFFECT:** Remove 2 dice from the TD pool, add them Reduced to the NV pool for the rest of the game. complexity **COST:** 2 NV dice, 3 turns **EFFECT:** Remove 1 die from the TD pool, add it to the NV Code Check for pool for the rest of the game. review each turn COST: 3 NV dice, 2 turns. of **EFFECT:** Re-roll once any TD dice each turn. Continuous investing COST: 1 NV dice, 2 turns. integration **EFFECT:** Subtract 3 from the TD total rolled each turn for **Increased test** the rest of the game. coverage **COST:** 1 NV dice, 3 turns. **TOTAL DICE** 12 12 12 12 12 12 12 12 12 12 **NEW VALUE CREATED** Roll all the dice in the NV pool. HOW **MUCH TECHNICAL DEBT CREATED** Roll all the dice in the TD pool. **VALUE** Subtract the TD total from the NV total. **NET NEW VALUE THIS TURN** DID I **CREATE? CUMULATIVE VALUE CREATED** How much net value created so far?

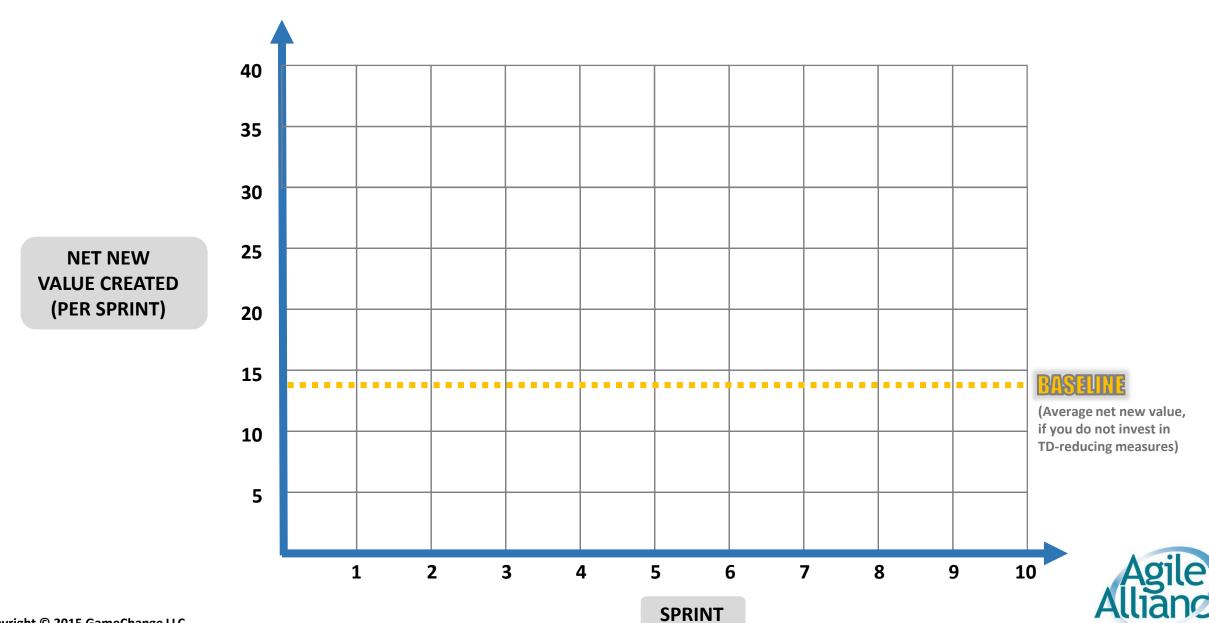








TRACKING SHEET



VARIANT CONTENT FOLLOWS

If you are playing the "Uncertain Outcomes" variant, print and use the scoring sheet that follows. Also, you will need to print and assemble the Effectiveness cards. See the rules for the "Uncertain Outcomes" variant for details.

We have provided some blank cards, in case you want to create your own TD-reducing measures.





HOW MANY DICE DO I ROLL?	SPRINT	1	2	3	4	5	6	7	8	9	10
	# OF NEW VALUE DICE (8 to start)										
	# OF TECHNICAL DEBT DICE (4 to start)										
	# OF DICE INVESTED IN TD-REDUCING MEASURES										
Check for each turn of investing	Reduced EFFECT:										
	complexity COST:										
	Code EFFECT:										
	review COST:										
	Continuous EFFECT:										
	integration COST:										
	Increased test										
	TOTAL DICE	12	12	12	12	12	12	12	12	12	12
11014	NICIAL VALLE COLATED Dell all the dies in the NIV need										
HOW MUCH VALUE DID I CREATE?	NEW VALUE CREATED Roll all the dice in the NV pool.										
	TECHNICAL DEBT CREATED Roll all the dice in the TD pool.										
	NET NEW VALUE THIS TURN Subtract the TD total from the NV total.										
	CUMULATIVE VALUE CREATED How much net value created so far?										FINAL SCORE







TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE
REDUCED COMPLEXITY	CONTINUOUS INTEGRATION	INCREASED TEST COVERAGE	CODE REVIEW	
LIKELY COST / High BENEFIT:	LIKELY COST / Medium BENEFIT:	LIKELY COST / LOW BENEFIT:	LIKELY COST / LOW BENEFIT:	
DICE OF DEBT	DICE OF DEBT	DICE OF DEBT	DICE OF DEBT	DICE OF DEBT
TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE
REDUCED COMPLEXITY	CONTINUOUS INTEGRATION	INCREASED TEST COVERAGE	CODE REVIEW	
LIKELY COST / High BENEFIT:	LIKELY COST / Medium BENEFIT:	LIKELY COST / LOW BENEFIT:	LIKELY COST / LOW BENEFIT:	
DICE OF DEBT	DICE OF DEBT	DICE OF DEBT	DICE OF DEBT	DICE OF DEBT

REDUCED COMPLEXITY

CONTINUOUS INTEGRATION

INCREASED TEST COVERAGE

CODE REVIEW

BENEFIT:

Move 2 dice from the TD pool to the NV pool for the rest of the game.

BENEFIT:

Re-roll any 1 TD die once per sprint.

BENEFIT:

Subtract 3 from the TD total rolled per turn (minimum 0), for the rest of the game.

BENEFIT:

Move 1 die from the TD pool to the NV pool for the rest of the game.

COST:

2 NV dice for 3 turns

COST:

1 NV die for 2 turns

CONTINUOUS

INTEGRATION

COST:

3 NV dice for 2 turns

1 NV die for 3 turns

REDUCED COMPLEXITY

BENEFIT:

Move 2 dice from the TD pool to the NV pool for the rest of the game.

BENEFIT:

Re-roll any 1 TD die once per sprint.

BENEFIT:

Subtract 3 from the TD total rolled per turn (minimum 0), for the rest of the game.

INCREASED

TEST COVERAGE

BENEFIT:

Move 1 die from the TD pool to the NV pool for the rest of the game.

CODE

REVIEW

COST:

2 NV dice for 3 turns

COST:

1 NV die for 2 turns

COST:

3 NV dice for 2 turns

1 NV die for 3 turns

2

TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE
REDUCED COMPLEXITY	CONTINUOUS INTEGRATION	INCREASED TEST COVERAGE	CODE REVIEW	
LIKELY COST / High BENEFIT:	LIKELY COST / Medium BENEFIT:	LIKELY COST / LOW BENEFIT:	LIKELY COST / LOW BENEFIT:	
DICE OF DEBT	DICE OF DEBT	DICE OF DEBT	DICE OF DEBT	DICE OF DEBT
TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE	TD-REDUCING MEASURE
REDUCED COMPLEXITY	CONTINUOUS INTEGRATION	INCREASED TEST COVERAGE	CODE REVIEW	
LIKELY COST / High BENEFIT:	LIKELY COST / Medium BENEFIT:	LIKELY COST / LOW BENEFIT:	LIKELY COST / LOW BENEFIT:	
DICE OF DEBT	DICE OF DEBT	DICE OF DEBT	DICE OF DEBT	DICE OF DEBT

REDUCED COMPLEXITY

CONTINUOUS INTEGRATION

TEST COVERAGE

CODE **REVIEW**

BENEFIT:

Move 3 dice from the TD pool to the NV pool for the rest of the game.

BENEFIT:

Re-roll any 2 TD dice once per sprint.

BENEFIT:

Ignore the lowest die roll for TD. If two or more dice are tied for lowest, select only one.

INCREASED

BENEFIT:

Move 1 die from the TD pool to the NV pool for the rest of the game.

COST:

4 NV dice for 2 turns

COST:

1 NV die for 3 turns

COST:

3 NV dice for 2 turns

2 NV die for 2 turns

REDUCED COMPLEXITY

BENEFIT:

Move 2 dice from the TD pool to the NV pool for the rest of the game.

COST:

3 NV dice for 3 turns

CONTINUOUS INTEGRATION

BENEFIT:

Move 1 die from the TD pool to the NV pool for the rest of the game.

COST:

1 NV die for 3turns

INCREASED TEST COVERAGE

BENEFIT:

Subtract 2 from the TD total rolled per turn (minimum 0), for the rest of the game.

COST:

2 NV dice for 2 turns

CODE **REVIEW**

BENEFIT:

Move 1 die from the TD pool to the NV pool for the rest of the game.

1 NV die for 2 turns