Scrum Master

Accountable for the Scrum Team's effectiveness and establishing Scrum as defined in the Scrum Guide. They are often considered a coach for the team and their environment, helping everyone do the best work they possibly can.

Product Owner

Accountable for maximizing the value of the product resulting from the work of the Scrum Team. Establishes a vision of what they wish to achieve, communicating it to the Scrum Team and stakeholders.

Developers

Accountable for creating any aspect of a usable Increment each Sprint. Each developer should contribute in whatever way they can to complete the Sprint Goal of each sprint.

Responsibility

Work closely with key stakeholders across the organization to communicate, define and order the product backlog.

Responsibility

Decision maker regarding what goals and features the product will have.
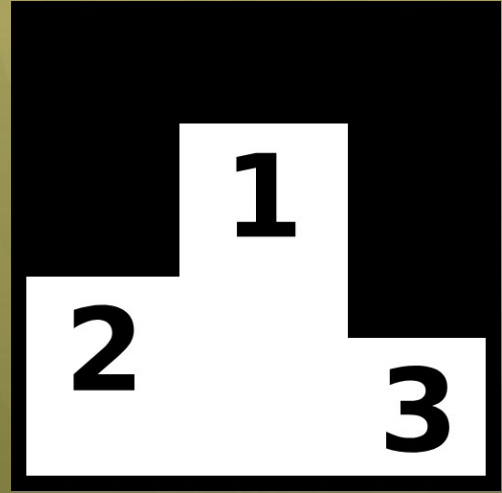
Responsibility

Orders the product backlog based on value, effort and other criteria.
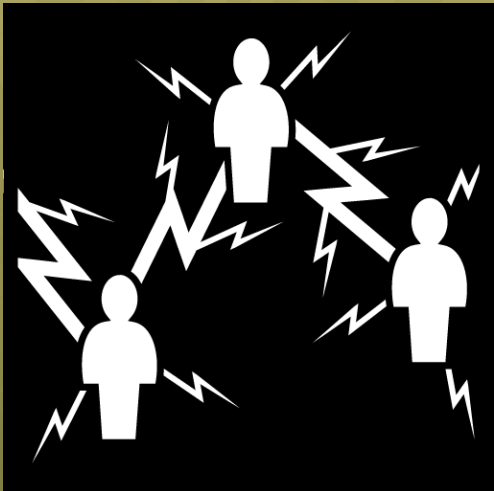
Responsibility

Does anything possible to help the team perform at their highest level.

Responsibility

Removes all impediments to progress, ensures effective meetings and helps resolve conflicts.

Responsibility

Helps the team to deal with outside distractions, so the team learns to balance focus on the goal they have set with stakeholder management and refinement activities.

Responsibility

Responsible for quality and maintainability of chosen solutions, as well as technical side of refinement.
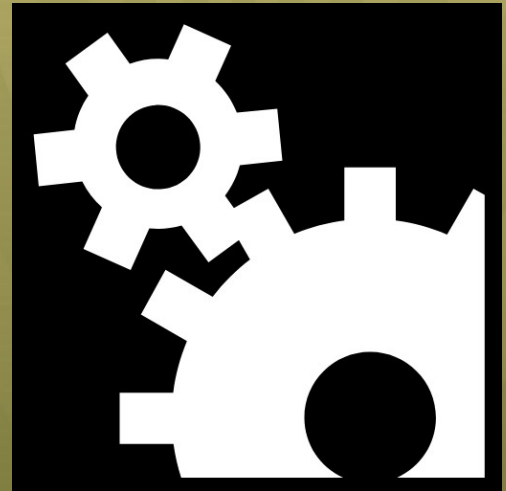
Responsibility

Have total authority how to turn a Product Backlog Item into a usable increment. This includes which tools and techniques to use, who works on which tasks and how to organize their work.

Responsibility

Implement the improvements that result from Sprint Retrospective.
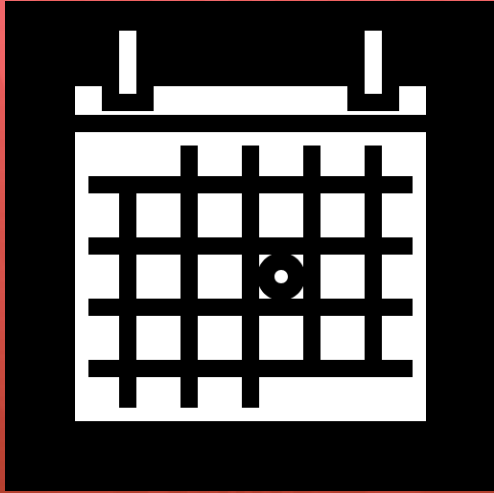
Scrum Values

Commitment

Scrum Values
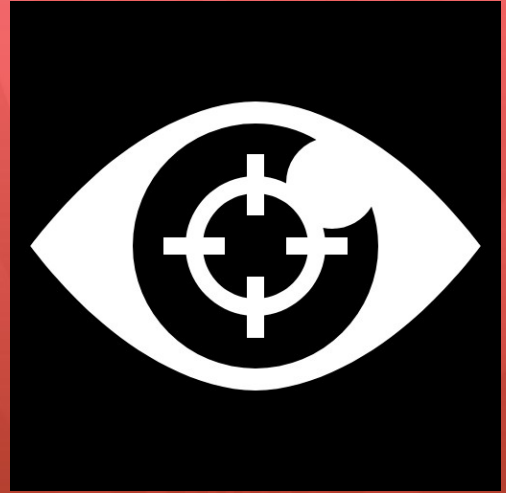
Focus

Scrum Values

Openness
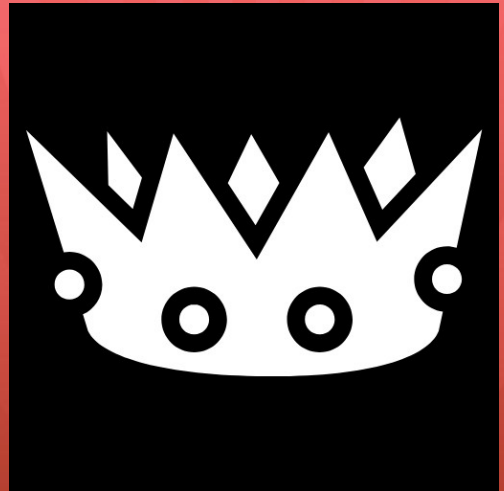
Scrum Values

Respect

Scrum Values

Courage
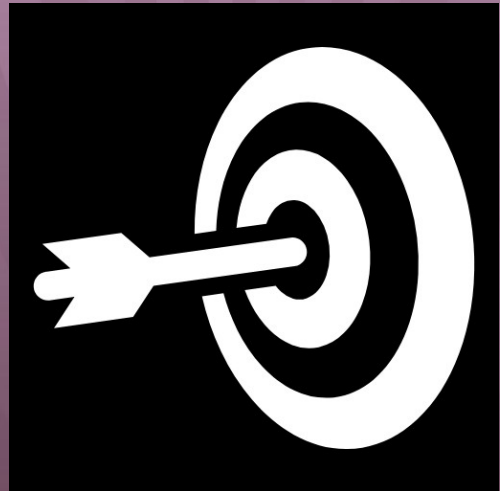
Behavior

Willing to create realistic goals and stick to them as a team.

Behavior

Be present in the meetings
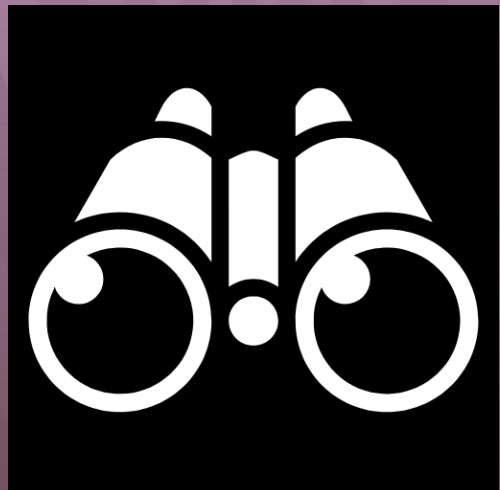
Behavior

Have a clear accountability within the Scrum Team and clear goals within that accountability.
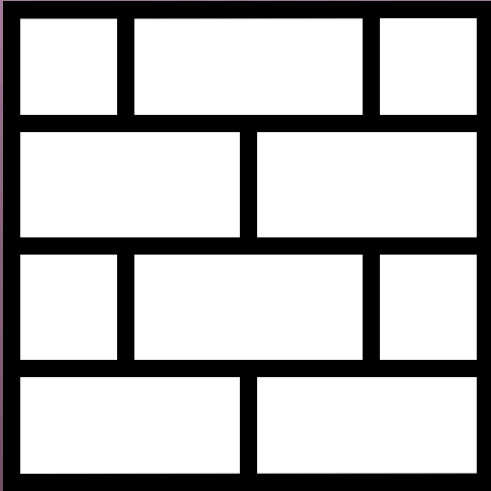
Behavior

Few things at a time. One Product Goal, one Sprint Goal.
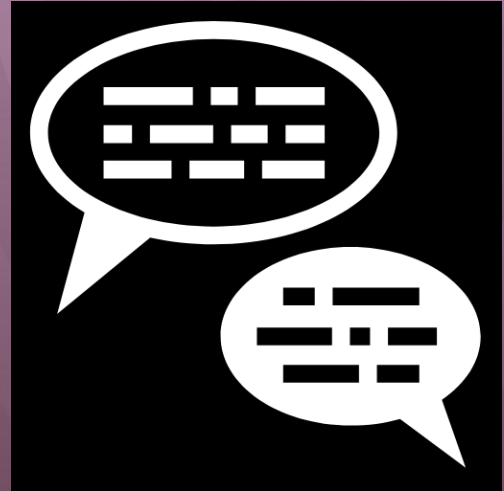
Behavior

Be open about the work, the progress, the learning and the problems.

Behavior

To collaborate across disciplines and skills. Sharing feedback and learning from one another.
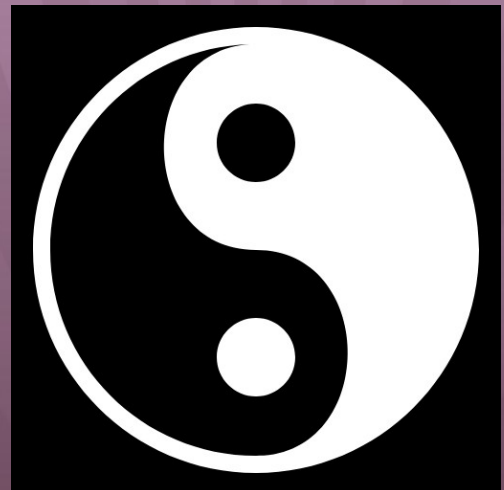
Behavior

Collaborative flow is created by each Scrum Team member syncing and thereby creating a development rhythm as the project progresses.

Behavior

Individuals are shaped by their background and their experiences. It is important to see the added value of diversity when collaborating as a team.

Behavior

Work on tough problems and challenge assumptions inside and outside the team.

Behavior

Not to fear to raise impediments on a daily basis.

Anti-Pattern

Adding new features to the Sprint Backlog that do not relate to the current goal.

Anti-Pattern

Helping other teams (resulting in own team goals not met).

Anti-Pattern

Keep relevant knowledge to yourself.

Anti-Pattern

Changing the work of your colleague without communication.

Anti-Pattern

I have always done it that way

Faculty Card
Responsibilities

Product Owner
Card 4 = "Work closely with key stakeholders across the organization to communicate, define and prioritize the product backlog."
Card 5 = "Decision maker regarding what goals and features the product will have."
Card 6 = "Orders the Product Backlog based on value, effort and other criteria."

Scrum Master
Card 7 = "Does anything possible to help the team perform at their highest level."
Card 8 = "Removes all impediments to progress, facilitates meetings and helps resolve conflicts."
Card 9 = "Helps the team to deal with outside distractions, so the team learns to balance focus on the goal they have set with stakeholder management and refinement activities."

Developers
Card 10 = "Responsible for quality and maintainability of chosen solutions, as well as technical side of refinement."
Card 11 = "Have total authority how to turn a Product Backlog Item into a usable increment. This includes which tools and techniques to use, who works on which tasks and how to organize their work."
Card 12 = "Implement the improvements that result from Sprint Retrospective."

Faculty Card
Behaviors

Commitment
Card 18 = "Willing to create realistic goals and stick to them as a team."
Card 19 = "Be present in the meetings."

Focus
Card 20 = "Have a clear accountability within the Scrum Team and clear goals within that accountability."
Card 21 = "Few things at a time. One Product Goal, one Sprint Goal."

Openness
Card 22 = "Be open about the work, the progress, the learning and the problems."
Card 23 = "To collaborate across disciplines and skills. Sharing feedback and learning from one another."

Respect
Card 24 = "Collaborative flow is created by each Scrum Team member syncing and thereby creating a development rhythm as the project progresses."
Card 25 = "Individuals are shaped by their background and their experiences. It is important to see the added value of diversity when collaborating as a team."

Courage
Card 26 = "Work on tough problems and challenge assumptions inside and outside the team."
Card 27 = "No fear to raise impediments on a daily basis."

Faculty Card
Anti-Patterns

Commitment
Card 28= "Adding new features to the Sprint Backlog that do not relate to the Sprint Goal."

Focus
Card 29 = "Helping other teams (resulting in own teams goal not met)."

Openness
Card 30 = "Keep relevant knowledge to yourself"

Respect
Card 31 = "Changing the work of your colleague without communication."

Courage
Card 32 = "I have always done it that way."

Game
Credentials / References

Julio Oliveira (original game v1 & v2)
http://gameagile.com/
Game Icons Project
http://game-icons.net/
nanDECK Software for Card Games Designers
http://www.nand.it/nandeck/
Scrum Alliance
https://www.scrumalliance.org/
Scrum.org
ttps://www.scrum.org/
Mountain Goat Software
https://www.mountaingoatsoftware.com/
Peter Buijs
https://www.linkedin.com/in/pbbuijs/
Dirk Visser
https://www.linkedin.com/in/dtavisser/
Sjoerd Kranendonk(v3)
https://www.linkedin.com/in/sjoerdkranendonk/

This game is version 3.1 This version was created by Sjoerd Kranendonk, to be more in line with the 2020 update of the Scrum Guide and my own understanding and teaching of Scrum. Any feedback is welcome!