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.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

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.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

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.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Responsibility

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

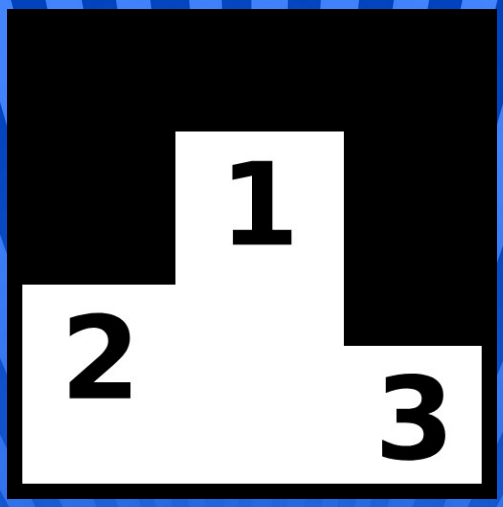
Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Responsibility

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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

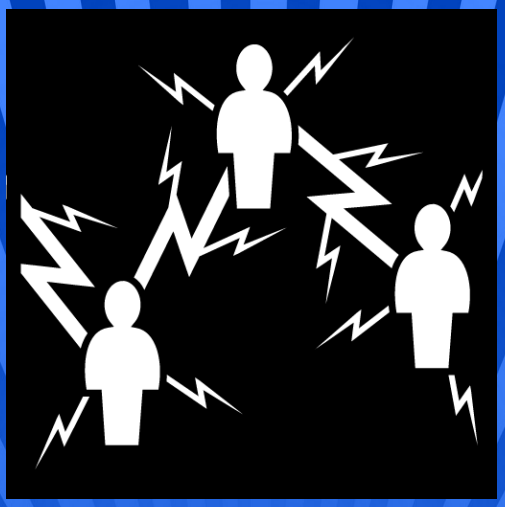
Responsibility



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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Responsibility



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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Responsibility

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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

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.

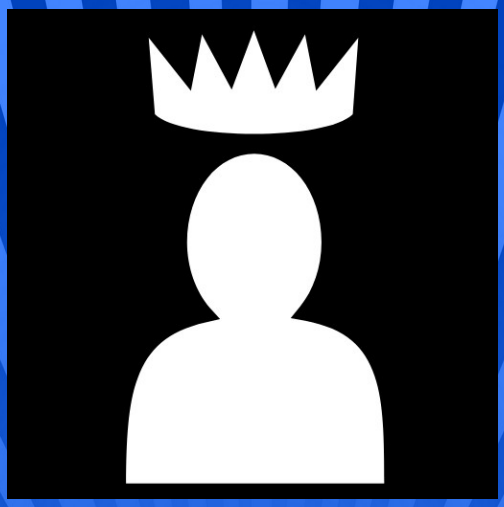
Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Responsibility

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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

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.

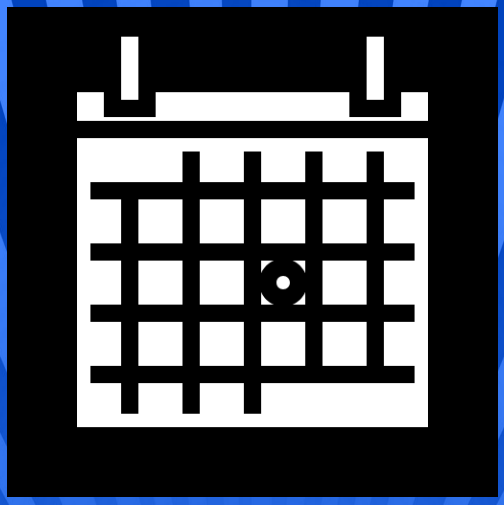
Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Responsibility

Implement the improvements that result from Sprint Retrospective.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

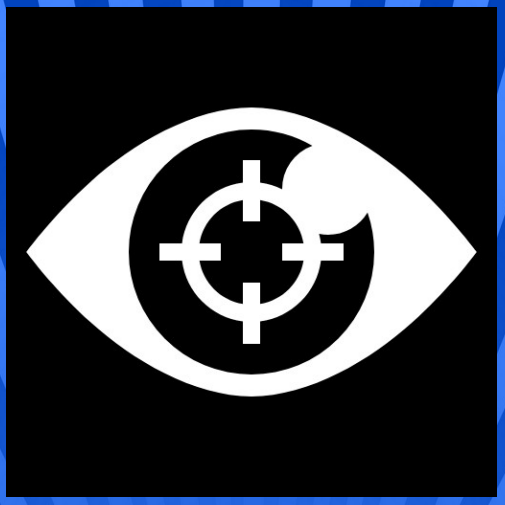
Scrum Values



Commitment

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Scrum Values



Focus

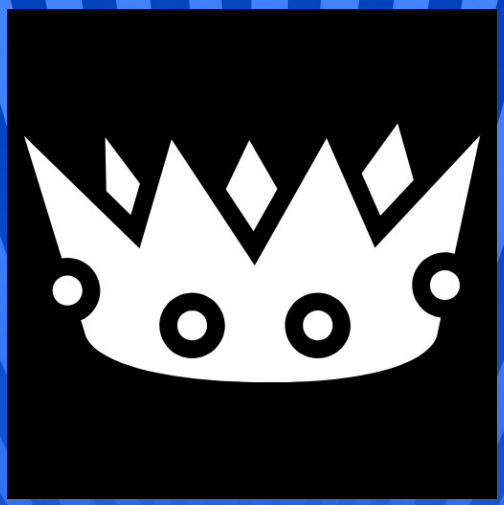
Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Scrum Values

Openness

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Scrum Values



Respect

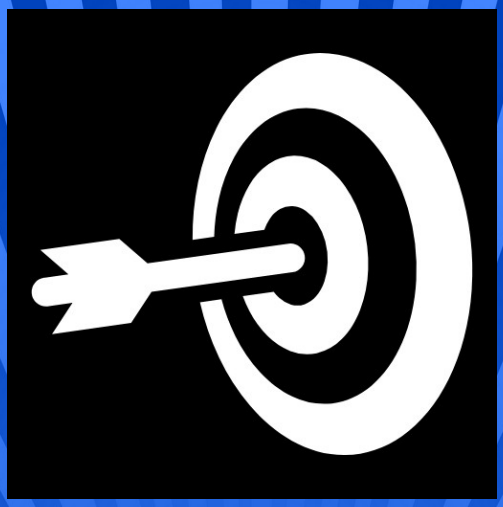
Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Scrum Values

Courage

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Behavior



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

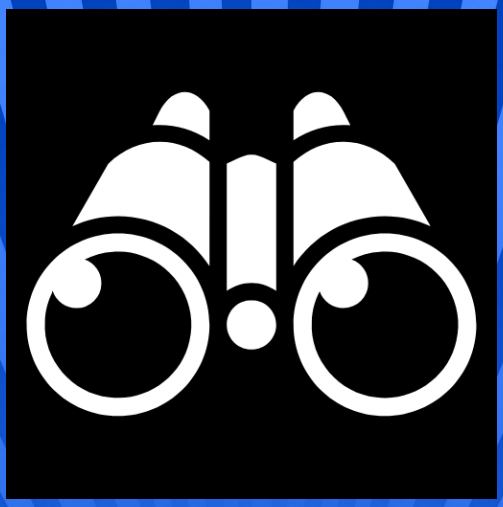
Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Behavior

Be present in the meetings

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

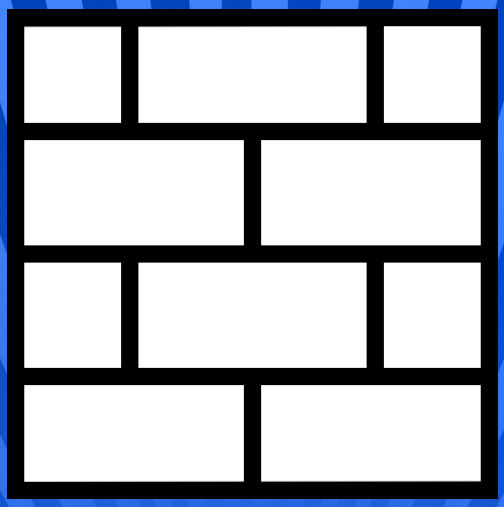
Behavior



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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

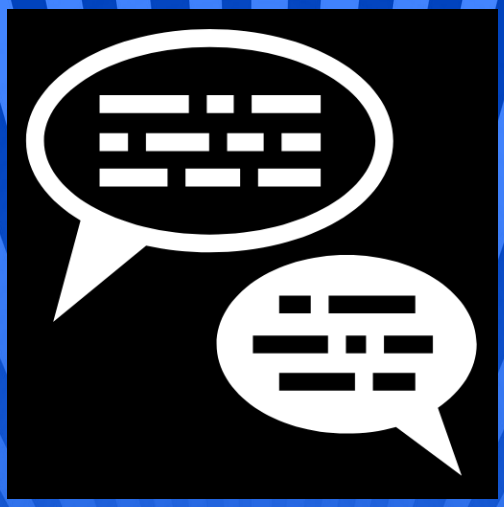
Behavior



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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Behavior



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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Behavior

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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Behavior

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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

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.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Behavior

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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Behavior

Not to fear to raise impediments on a daily basis.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Anti-Pattern

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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Anti-Pattern

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

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Anti-Pattern

Keep relevant knowledge to yourself.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Anti-Pattern

Changing the work of your colleague without communication.

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

Anti-Pattern

I have always done it that way

Original by Julio Oliveira, adapted by Sjoerd Kranendonk

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

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http://gameagile.com/
Game Icons Project
http://game-icons.net/
nanDECK Software for Card Games Designers
http://www.nand.it/nandeck/
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