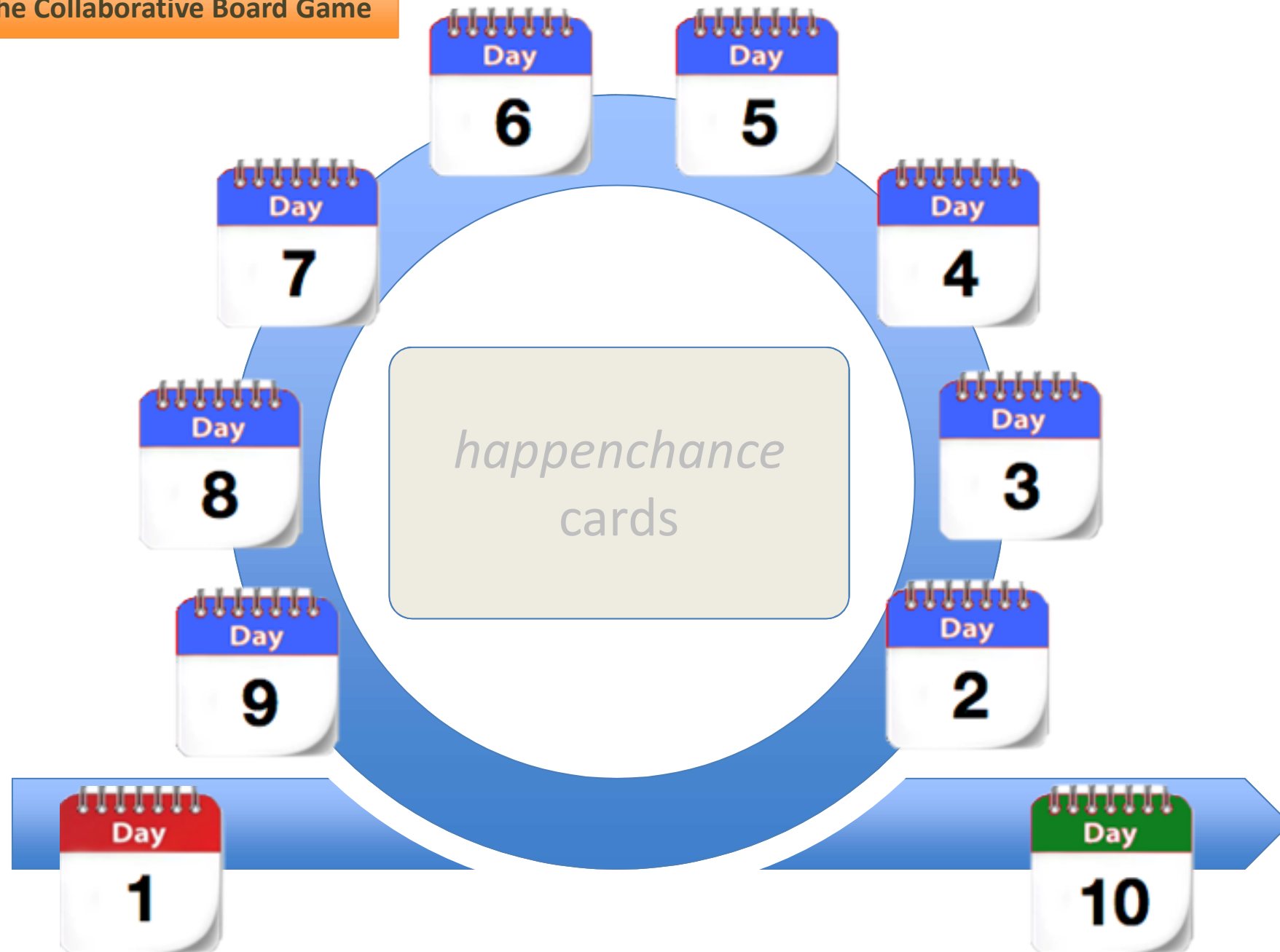


# Current Board format

The following slides are used in the current version of the game.

# SCRUM

The Collaborative Board Game



Out of Office

WILL RETURN IN...

1 Day

2 Days

3 Days

## DAILY INSTRUCTIONS

Day

- On Sprint Planning day the morning is dedicated to Sprint Planning.
- Select backlog items & place on the Sprint Backlog.
  - Add tasks for each backlog item (See Sprint Planning Guide)

In the afternoon we can start the work.

- Select a task
- Update the Sprint Backlog
- Draw a happenstance card

Day

Start each day (except planning day) with a Daily Scrum

For each task in progress, inform each other:

- Did you finish the task?
- Do you expect to finish it soon and if so when?
- Is there an impediment or anything the team should know?

After the Daily Scrum we do the work

If you finish a task...

1. Update the sprint backlog
2. Discard your happenstance card (unless card says otherwise)

If you are ready to start a new task...

1. Select another task (if there's time)
2. Update the sprint backlog
3. Draw a new happenstance card (one per task in progress)

Finally, move the marker to the next day

Day

On the final day, the morning is similar to prior days: we have a Daily Scrum and then do work.

In the afternoon we stop development work and hold a Review & Retrospective.

Review

- Product Owner reviews progress (see Sprint Review Guide)
- Product Owner updates the Results

Retrospective

- Discuss how you worked together
- What worked well? What didn't?
- Decide what, if anything, to change.
- Clear the Sprint Backlog.

# SPRINT BACKLOG

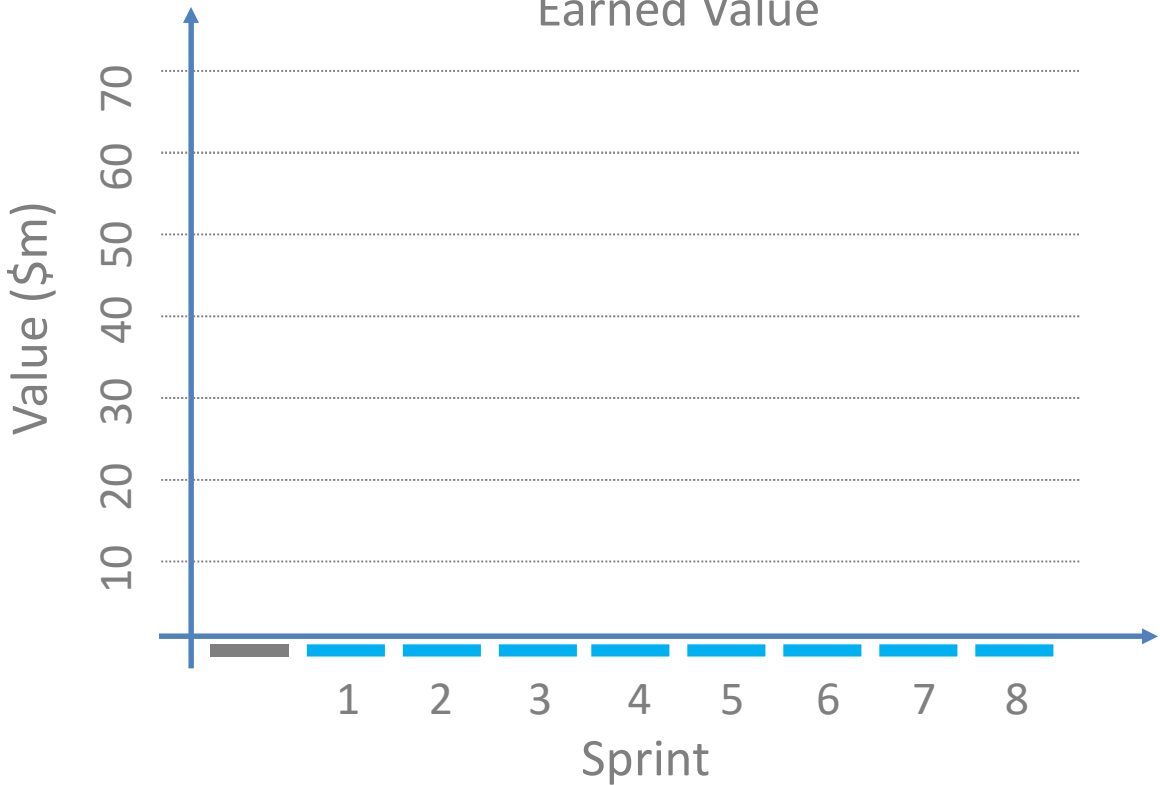
# SPRINT BACKLOG

# INFORMATION

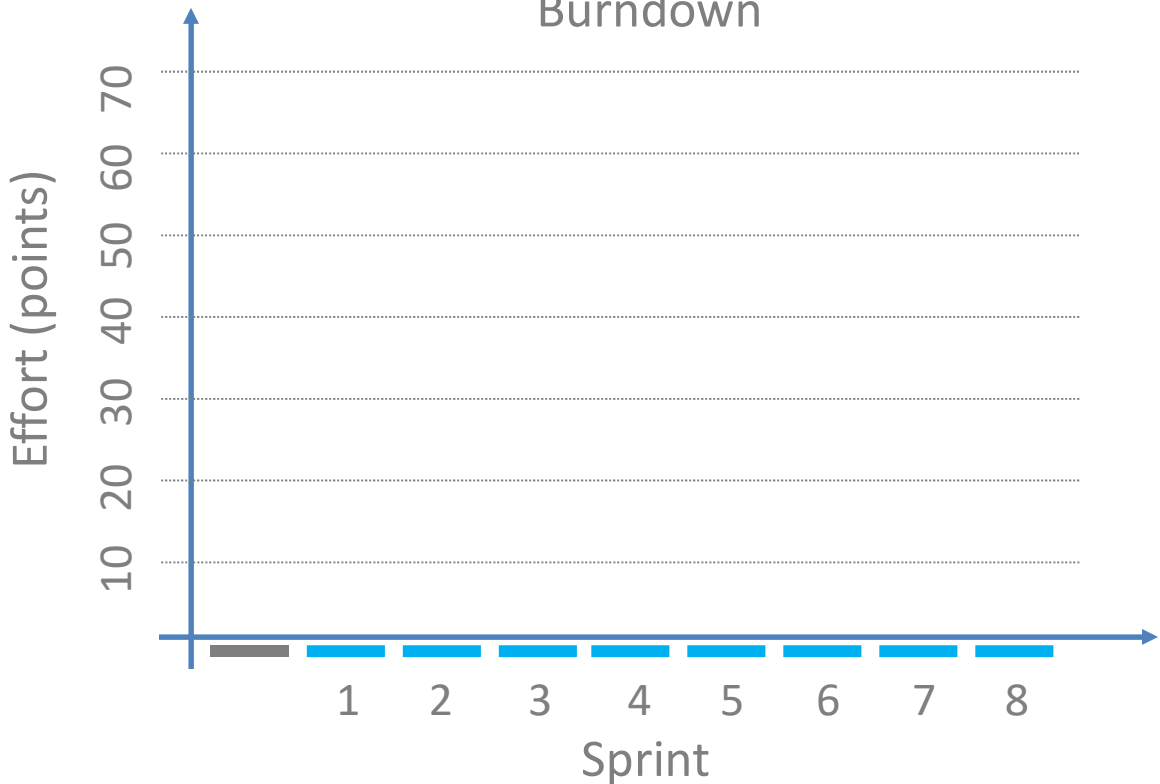
## RADIATORS

INFORMATION RADIATORS

Earned Value



Burndown



END OF SPRINT RESULTS								
	1	2	3	4	5	6	7	8
Value								
Velocity								

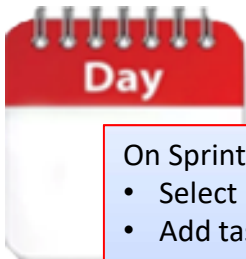
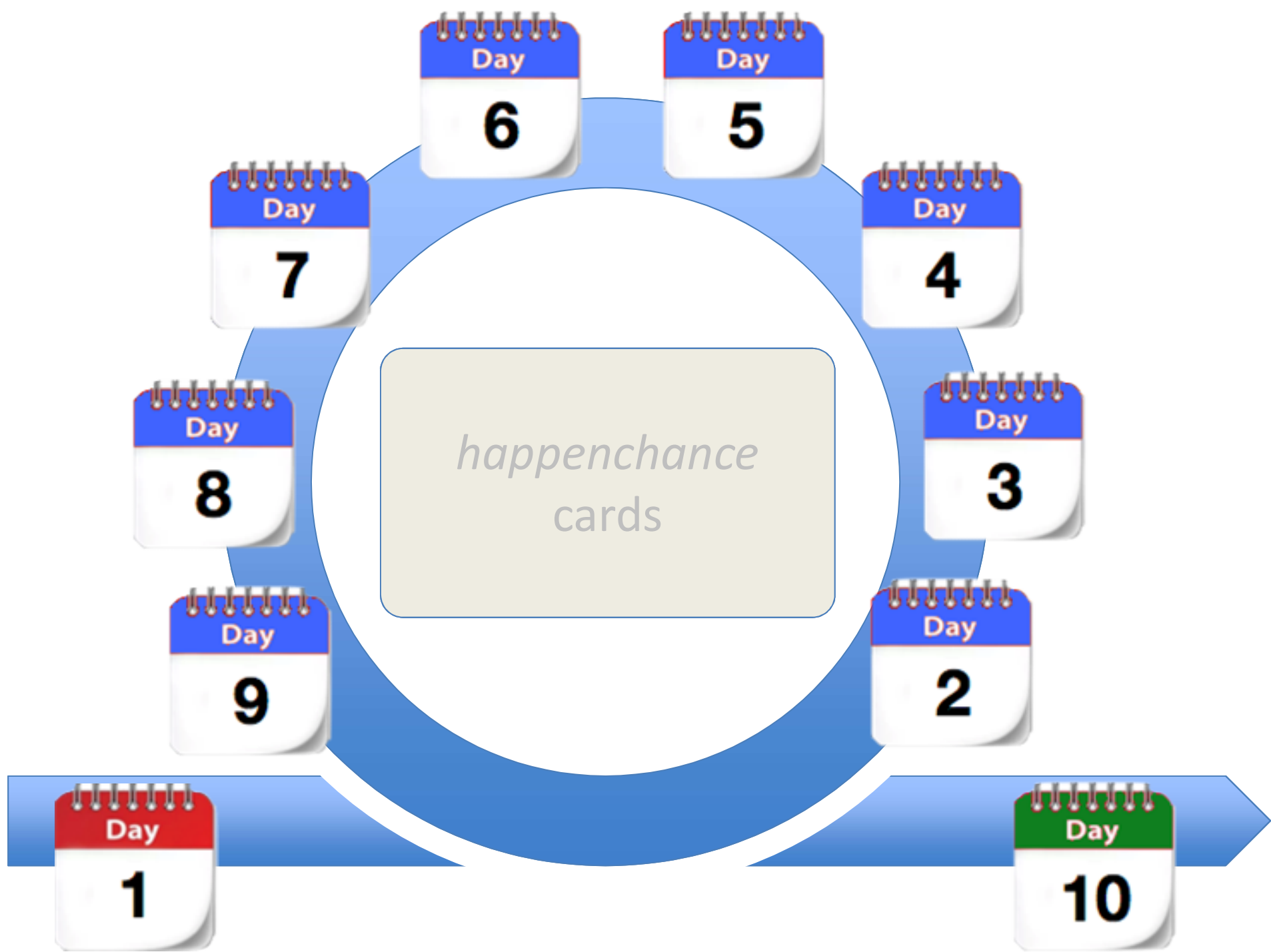
# New Board format design

The following slides are in development  
and not yet ready to be used.

# Deprecated Board format design

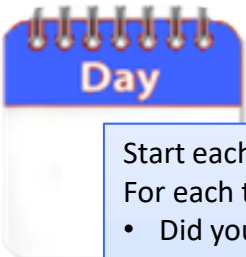
The following slides were either used in a prior version of the game and are now deprecated, or are abandoned designs that were never completed or accepted.

# Scrum – The Collaborative Game



- On Sprint Planning day the morning is dedicated to Sprint Planning.
- Select backlog items & place on the Sprint Backlog.
  - Add tasks for each backlog item (See Sprint Planning Guide)

- In the afternoon we can start the work.
- Select a task
  - Update the Sprint Backlog
  - Draw a happenstance card

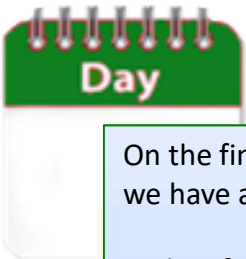


- Start each day (except planning day) with a Daily Scrum  
For each task in progress, inform each other:
- Did you finish the task?
  - Do you expect to finish it soon and if so when?
  - Is there an impediment or anything the team should know?

- After the Daily Scrum we do the work  
If you finish a task...
1. Update the sprint backlog
  2. Discard your happenstance card (unless card says otherwise)

- If you are ready to start a new task...
1. Select another task (if there's time)
  2. Update the sprint backlog
  3. Draw a new happenstance card (one per task in progress)

Finally, move the marker to the next day



On the final day, the morning is similar to prior days:  
we have a Daily Scrum and then do work.

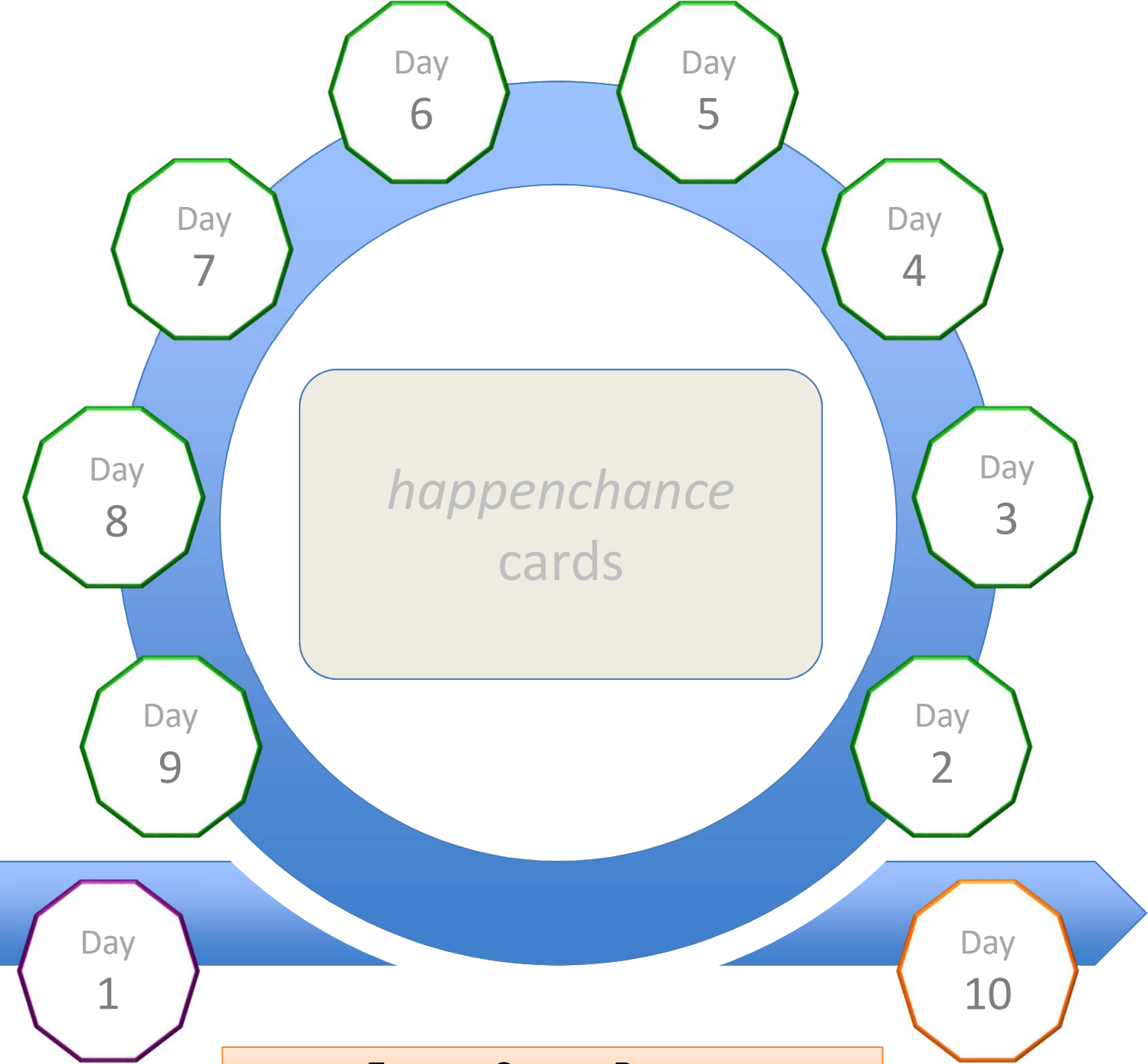
In the afternoon we stop development work and hold a Review & Retrospective.

- Review
- Product Owner reviews progress (see Sprint Review Guide)
  - Product Owner updates the Results

- Retrospective
- Discuss how you worked together
  - What worked well? What didn't?
  - Decide what, if anything, to change.
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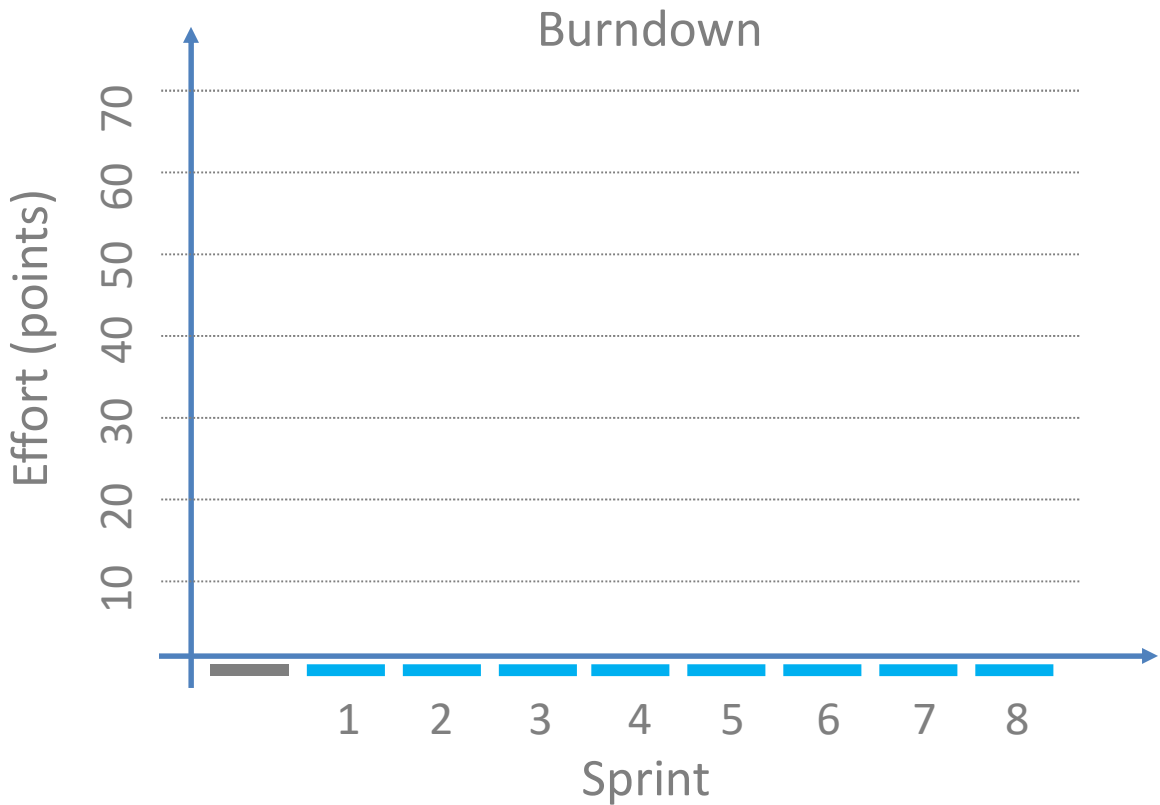
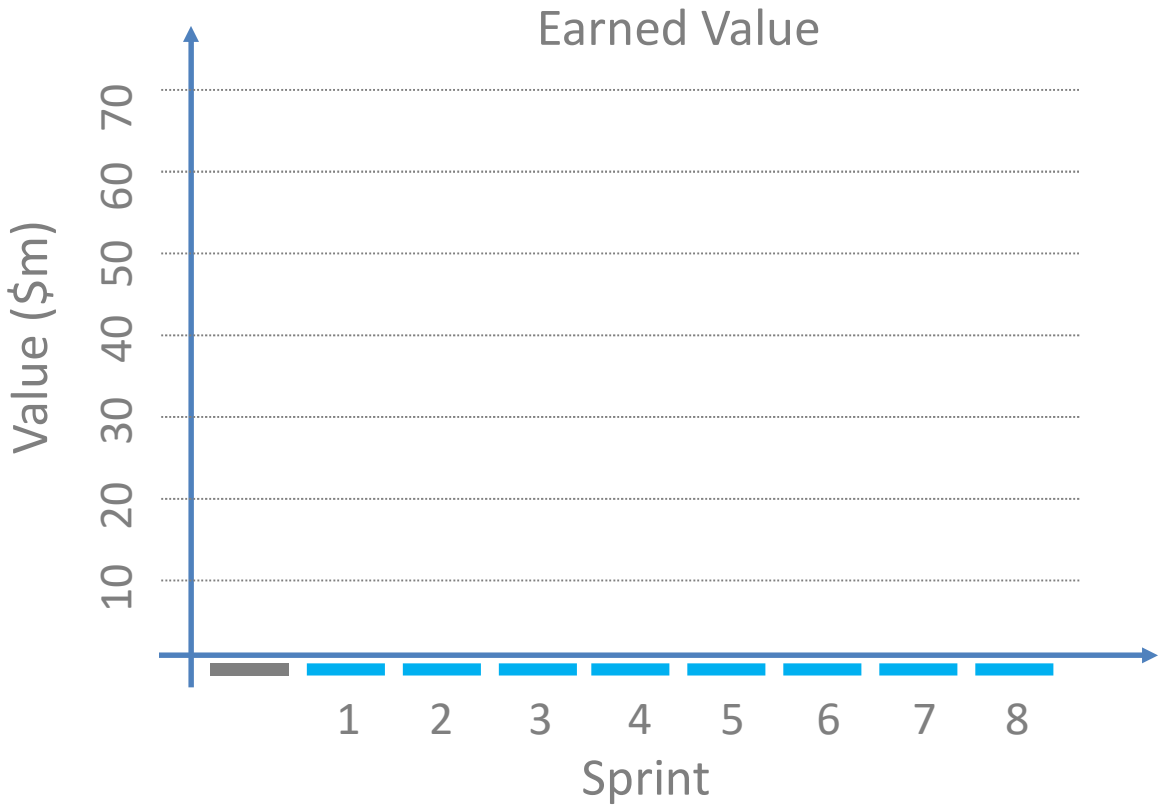


# Scrum – The Collaborative Game



	END OF SPRINT RESULTS							
	1	2	3	4	5	6	7	8
Value								
Velocity								

## INFORMATION RADIATORS



# Daily Instructions

## Day 1 – Sprint Planning







On Sprint Planning day the morning is dedicated to Sprint Planning.

- Select backlog items & place on the Sprint Backlog.
- Add tasks for each backlog item (See Sprint Planning Guide)

In the afternoon we can start the work.

- Select a task
- Update the Sprint Backlog
- Draw a chance card

Role die to estimate tasks

	or		= 1 day
	or		= 2 days
	or		= 3 days

## Work Day

Start each day (except planning day) with a Daily Scrum

For each task in progress, inform each other:

- Did you finish the task?
- Do you expect to finish it soon and if so when?
- Is there an impediment or anything the team should know?

After the Daily Scrum we do the work

If you finish a task...

1. Update the sprint backlog
2. Discard your chance card (unless card says otherwise)

If you are ready to start a new task...

1. Select another task (if there's time)
2. Update the sprint backlog
3. Draw a new chance card (one per task in progress)

Finally, move the marker to the next day

## Day 10 – Review & Retrospective

On the final day, the morning is similar to prior days:  
we have a Daily Scrum and then do work.

In the afternoon we stop development work and hold a Review & Retrospective.

Review

- Product Owner reviews progress (see Sprint Review Guide)
- Product Owner updates the Results

Retrospective

- Discuss how you worked together
- What worked well? What didn't?
- Decide what, if anything, to change.
- Clear the Sprint Backlog.

# Daily Instructions

## Day 1 – Sprint Planning







On Sprint Planning day the morning is dedicated to Sprint Planning.

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