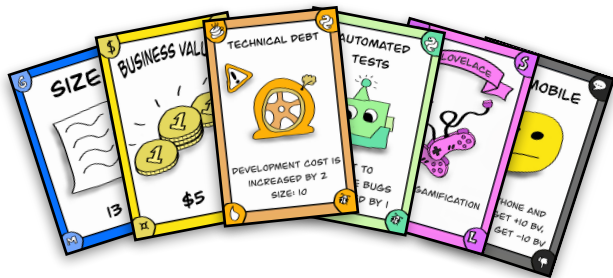


# SCRUMCHKIN



## Introduction

*As a Scrum Trainer, I wanted to make new students experience some real life Scrum experiences so I could make my training sessions richer.*

Yes, that's an User Story. The one that really motivated me to spend a lot of time designing a game, drawing on my iPad and understanding the intrinsic details of paper types, ink quality, printing shops pricing model and so on.

This booklet is aimed for the User Story's actor: the trainer (or coach). Because this isn't a plug and play game: it's meant to provoke discussions and deep learning about Scrum concepts. It's meant to cover the last 2 C's of a Training from the back of the Room strategy. These goals can only be met if the players have an outsider asking the right questions in a timely fashion.

And this outsider is you: the facilitator.

And I'm betting all my chips on your skills!

## Content

- 44 Feature Cards
- 44 Business Value Cards
- 44 Size Cards
- 84 Work Cards
- 12 Feedback Cards

## How to Play

### Product Discovery

The game begins with an already existing Product Backlog. To do that, ask the Product Owner to turn **5 Feature cards** and lay them on the table in a line. Keep in mind that this line is **prioritized**, and only the Product Owner can change its order.

After that, ask the Dev Team to turn **3 Size Cards** and put them right beside the first 3 features the Product Owner revealed.

Finally, ask the Product Owner to assign **2 Business Value Cards** to the first 2 features of the Product Backlog. Now you have your initial Product Backlog, and it's time to start a **Sprint Planning**.

### Sprint Planning

The team must commit to a number of features that will be developed during a 5 day Sprint. Anything from 1 to all 5 features goes, as long as they respect the current prioritisation. Overcommitting might affect the feedback received during the **Sprint Review**.

The number of **Feedback Cards** the Product Owner receives by the end of the Sprint is given by the following formula:

$$\text{Delivered Features} - \text{Unfinished Features}$$

### A Sprint Day

Each player can execute **2 actions** during a sprint day. The available actions will depend on the player's role, and they're listed on the end of this booklet.

During a Sprint Day, a player (Dev Team member or ScrumMaster) may draw a **Work Card** with the following warning sign on it:



When that happens, the card is automatically played without spending an extra action of the player who drew it. This card will stay on the table until its removal condition is met.

### Sprint Review

The Sprint Review happens at the end of the Sprint. Depending on the outcome of the Sprint, some **Feedback Cards** may be given **face down** to the Product Owner. These cards represent that some feedback is available, but still unknown. During the next Sprint, the **Product Owner** may spend an action to reveal a **Feedback Card**.

And now, it's time for the second Sprint. So we do it all over again, but (hopefully!) better.

## Special Cards



### Productive Day

Can only be played as a second action, and mimics the first action of the player who plays it. Therefore, it can be played as a Work Card (1, 2 or 3), Automated Tests or Continuous Integration.



### Bug

When a Bug comes into play, it is critical. The Dev Team cannot work on other tasks while a bug is on the table. The Dev Team must spend **5 Work points** to eliminate the bug, unless they have some automated tests on play.



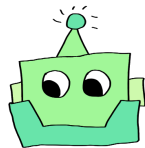
### Technical Debt

Technical Debt stays on table and increases the complexity of **all features**. It can be eliminated if the team is willing to spend **10 Work points** on it. These points are reduced if some **Continuous Integration** are played.



### Impediment

The Impediment is a blocker. Of everything. Nobody can work until the ScrumMaster removes it from the table.



### Automated Tests / Continuous Integration

The Dev Team members can spend an action and play these cards in order to prevent headaches with **Bugs** and **Technical Debt**.

## F.A.Q

### How do I reprioritise the Product Backlog?

The Product Owner cannot “swap” the order of features. When a Feature is reprioritised, the rest of the backlog must move forward or backwards as a whole. Swapping counts as 2 actions.

### What about Retrospectives? And Burndown/ Burnup charts?

You have a ScrumMaster in the team, right? It's a great opportunity to have the ScrumMaster doing some “extra-game” work.

### I can't see the Sprint Goal being represented in this game. Why?

I think the rules would be way too complex if I tried to fit more concepts in this game. So, let's say that the Sprint Goal wasn't in my Sprint Goal while I was designing the game.

### Is this a game for beginners? Or may I use with a more seasoned team?

This game fits both situations: training and coaching. In either way, the session success will depend on a skilled facilitator; bending the rules and tampering with the decks might be a viable solution.

### How do I support this game?

Spread the word. Pay me a beer. Stop by and say “thanks”. Connect me to a local publisher. Use the #scrumchkin hashtag. It's your call! :)

## Available Actions

### The ScrumMaster

- Draw a Work Card
- Donate a Work Card
- Transfer a Work Card
- Remove an Impediment

### The Product Owner

- Discover a new Feature
- Research Business Value
- Gather Feedback
- Reprioritize the Product Backlog
- Add a Feature to the Sprint Backlog

### The Dev Team

- Estimate a Feature
- Draw a Work Card
- Play a Work Card

Feel free to bend the rules whenever you feel like it could provide a deeper learning experience. And please, share your Scrumchkin ideas on social media.

Have fun!