SCRUMBLE
THE GAME CHEAT SHEET

AN AGILE GAME BY
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agile know-how

GAME PHASES ORGANISATION AND DURATION

Game présentation	Product Backlog presentation and Pre-Sprint	Sprint (recurrent)			
		Planning	Development days	Review	Retrospective
~ 15 minutes	~ 15 minutes	~ 5 minutes	~ 2 minutes per developer	~ 5 minutes	~ 5 minutes

PRODUCT BACKLOG COMPOSITION AND MANAGEMENT

This table allows you to sort the Product Backlog during the game and to choose the most appropriate User Stories.

By priority \ By complexity	1 – XS		2 – S		3 – M		4 – L		5 – XL	
High										
Average										
Low										

NUMBER OF TASKS CALCULATION FOR A USER STORY

At each Sprint Planning, for any new User Story your team starts to develop, the number of tasks to achieve for completing it is the multiplication of **its complexity**, the current technical debt factor and the number of developers.

Technical debt factor \ User Story complexity		1 – XS	2 – S	3 – M	4 – L	5 – XL
No	x 3	3 x	6 x	9 x	12 x	15 x
Low	x 4	4 x	8 x	12 x	16 x	20 x
Average	x 6	6 x	12 x	18 x	24 x	30 x
Significant	x 9	9 x	18 x	27 x	36 x	45 x
Overwhelming	x 12	12 x	24 x	36 x	48 x	60 x

SPRINTS NOTES AND SUMMARIES

Sprint	Done Stories	★ Value points	Retrospective notes
1			
2			
3			
4			
5			