Games Overview

- Don't spend too long on any one game. Each game has a recommended timebox.
- Always start a game with all of the cards face-up (the side with a circle in the bottom right)
- Make sure to shuffle the cards before laying them out

Remember, this is isn't about "the right format" of "as a...I want..so that..." it is making sure that stories have a who, what, why, and follow INVEST

- **I**ndependent
  - To the extent possible, stories can be implemented in any order
- **N**egotiable
  - A story is a conversation starter, not the end result.
  - Nothing about "how"
- **V**aluable to the user
  - Something the user can actually use, not just a piece of it
- **E**stimable
  - No research required, well understood
- **S**mall
  - Can be taken from concept to ready for release within a couple of weeks and preferably within a couple of days.
- **T**estable
  - It is clear what "done" looks like for the story and how to make sure it is done.

- **Product –** the largest chunk of value
- **Epic** – a piece of value that is larger than a story but smaller than the whole product
- **User Story** – a small piece of value that can be implemented in at most a week or two
- **Who** – who the user story is for
- **What** – the functionality that the user story implements
- **Why** – the reason the user needs the user story

S.A.M. – helps with testable
- **S**pecific
- **A**ttainable
- **M**easurable

Who/What/Why Game – 5 Minutes

Who – who the user story is for
What – the functionality that the user story implements
Why – the reason the user needs what the user story does

How to: Every story needs a who, what, and why. Separate the stories into good stories and stories that are missing one of the 3 W's. When you are done, turn over the cards to check your answers. You have 5 minutes.

Use with card sets:

W2   W1

No "Why"	No "What"	No "Who"	Good Stories

Sizing Game – 5 Minutes

When planning for a team's day-to-day work, the focus should be on user stories. Good stories are small.

Product – the largest unit of value.
Epic – a piece of value that is larger than a story but smaller than the whole product.
User Story – a small piece of value that can be implemented in at most a week or two (preferably days)

How to: Separate the cards into three sizes. When you are done, turn over the cards to check your answers. You have 5 minutes.

Use with card sets:

(Z2) (Z)

User Stories	Epics	Products

Sizing Game – 5 Minutes

When planning for a team's day-to-day work, the focus should be on user stories. Good stories are small.

Product – the largest unit of value.

Epic – a piece of value that is larger than a story but smaller than the whole product.

User Story – a small piece of value that can be implemented in at most a week or two (preferably days)

How to: Lay out the cards from largest to smallest. When you are done, turn over the cards to check your answers. You have 5 minutes.

Use with card set:

Z3

Negotiable: the story is a conversation starter. There is a desired result, but the exact method to obtain that result is open. Everything is user-oriented, not implementation-oriented. There are different levels of "negotiability" from most to least.

How to: order the stories from most negotiable to least negotiable. When you are done, turn the cards over to check your results. You have 5 minutes.

Use with card set:

N

Testable Game – 5 Minutes

Testable: it is clear what is needed to fully implement the story and how to objectively test if the desired result has been realized.

How to: Choose one of the two decks, T2 or T3. Separate the stories into testable stories and non-testable stories. When you are done, turn the cards over to check your results. You have 5 minutes.

Use with
card sets:

(T3) (T2)

| Not Testable | Testable |
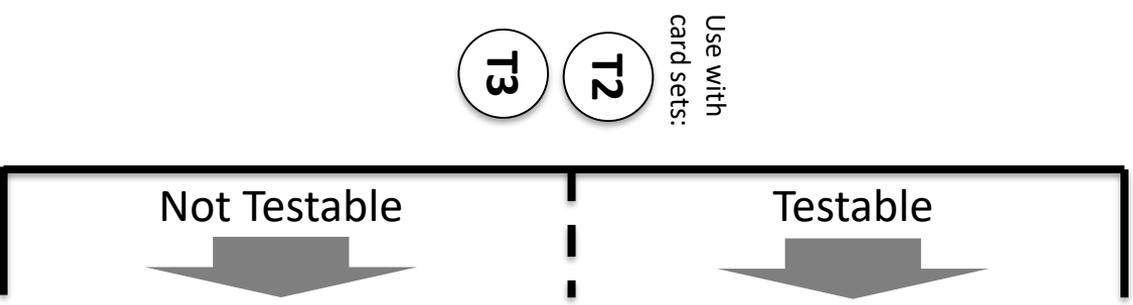
Products are broken down into smaller chunks of value, often referred to as "Epics." Just like user stories, good Epics are *valuable* to a real user of the product. It must be something that a user wants and can actually use, not just a piece of something that they value.

How to: For the given Product, separate the Epics into those that are valuable to a user of the product and those that are not. When you are done, turn the cards over to check your results. You have 5 minutes.

PRODUCT

Grocery shoppers want an app to help them shop efficiently at physical stores and get the best prices

Use with card set:

V1
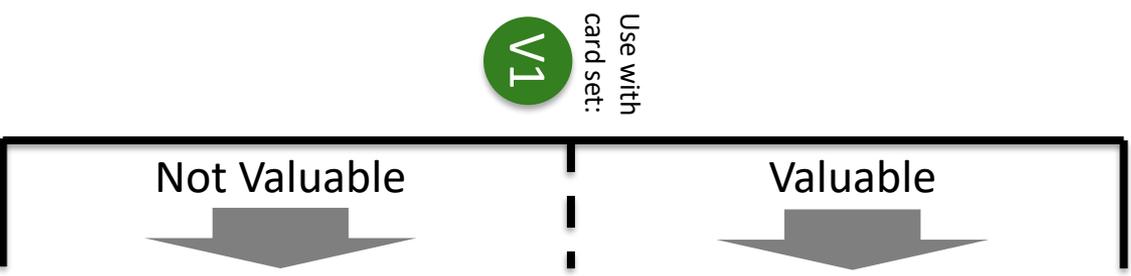
Not Valuable | Valuable

Epics are broken down into smaller pieces of value called "User stories." Good User Stories are *valuable* to a real user of the product. It must be something that a user wants and can actually use, not just a piece of something that they value.

How to: For the given Epic, separate the stories into those that are valuable and those that are not. When you are done, turn the cards over to check your results. You have 5 minutes.

EPIC
Coupon Management

Use with
card set:

V2
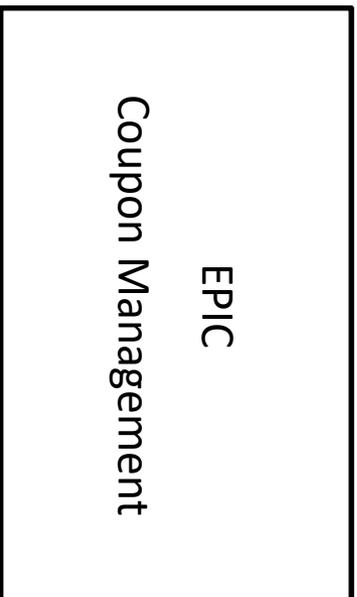
Not Valuable | Valuable
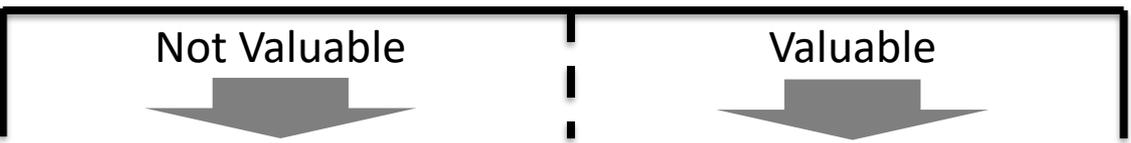
Value Game – 5 minutes

Good stories are ***valuable*** to a real user of the product. It must be something that a user wants and can actually use, not just a piece of something that they value.

How to: separate the stories into those that are valuable and those that are not. When you are done, turn the cards over to check your results. You have 5 minutes.

Use with card set:

V3

Not Valuable	Valuable
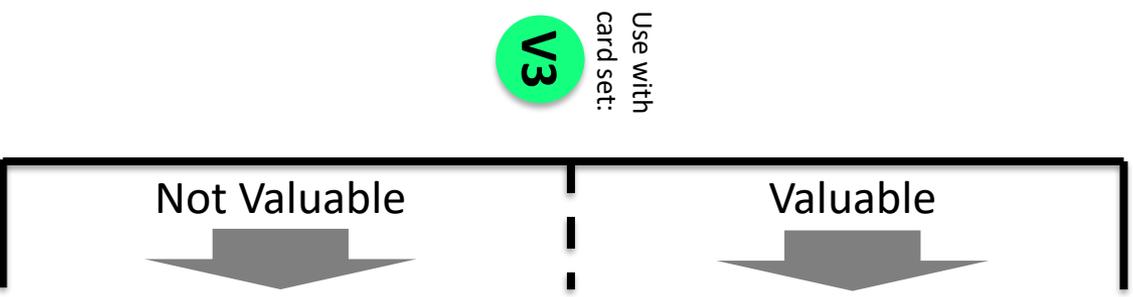
How to: For the given story determine which other stories can be split out of it and which are bad splits. A good split is a smaller story that is still a good story. A bad split is something which is not a good story. Separate the stories into good splits and bad splits. When you are done, turn the cards over to check your results. You have 5 minutes.

ORIGINAL STORY:

BYOD data backup/restore for large businesses to protect IP

Use with card set:

V4

Bad Split

Good Split
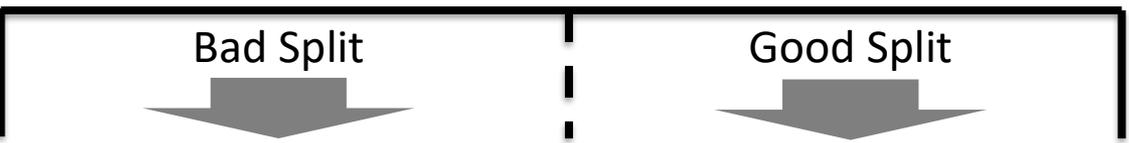
Making a User Story out of Items Game – 10 minutes

Good user stories are **small**. Sometimes the only things we can see are items of various sizes. One way to create stories is to assemble them from small items.

How to: None of the cards in this game are good stories. They are all items of various sizes that are necessary to create the full product. Your job is to assemble the smallest story you can out of 5 *or fewer* of the given items. When you are done, turn them over to check your results. You should have *5 or fewer* cards, all of which are labeled "small." If not, keep trying until you do. Consider reading all of the cards before making any decisions.

Cards set to use: the small cards with the red text

Items (5 or fewer)

(S)

Product: app to post and find activities such as plays, festivals, concerts, etc.

Cards set to use:

(S2)

How to:

- Lay out the cards face up (the side with the S2 in a circle).
- All of the cards together represent the tasks necessary to build the product
- Grow the product a story at a time. Select some tasks and group them together to make your first story. Then select another group and set it to the right of the first group. Continue to lay out stories left to right representing the timeline of building the product until you have used all of the cards.
- To see how you did, you can either turn the cards over at the end, or you can turn the cards over after you create each story.
- Each story may have 1 or more tasks. It is only a complete story if you have grouped together all of the tasks that make up that story.
- Some stories may depend on other stories.

Story 1   Story 2   Story 3   Story 4   ...