RETROPOLY BOARD
One big print (55cm x 55cm)

RETRO spective monoPOLY
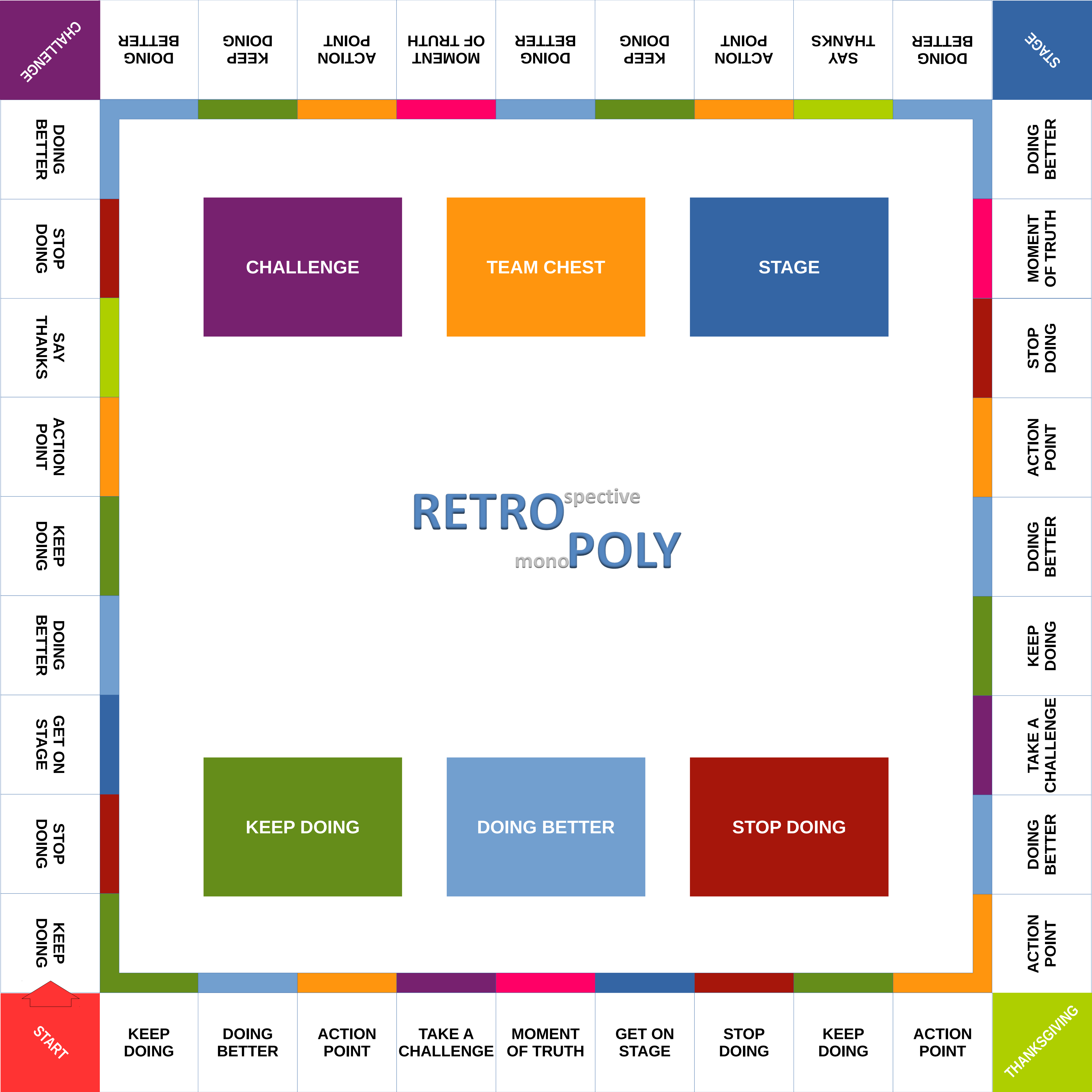
Top row (left to right):
CHALLENGE | DOING BETTER | KEEP DOING | ACTION POINT | MOMENT OF TRUTH | DOING BETTER | KEEP DOING | ACTION POINT | SAY THANKS | DOING BETTER | STAGE

Left column (top to bottom):
DOING BETTER | STOP DOING | SAY THANKS | ACTION POINT | KEEP DOING | DOING BETTER | GET ON STAGE | STOP DOING | KEEP DOING | START

Right column (top to bottom):
DOING BETTER | MOMENT OF TRUTH | STOP DOING | ACTION POINT | DOING BETTER | KEEP DOING | TAKE A CHALLENGE | DOING BETTER | ACTION POINT | THANKSGIVING

Bottom row (left to right):
START | KEEP DOING | DOING BETTER | ACTION POINT | TAKE A CHALLENGE | MOMENT OF TRUTH | GET ON STAGE | STOP DOING | KEEP DOING | ACTION POINT | THANKSGIVING
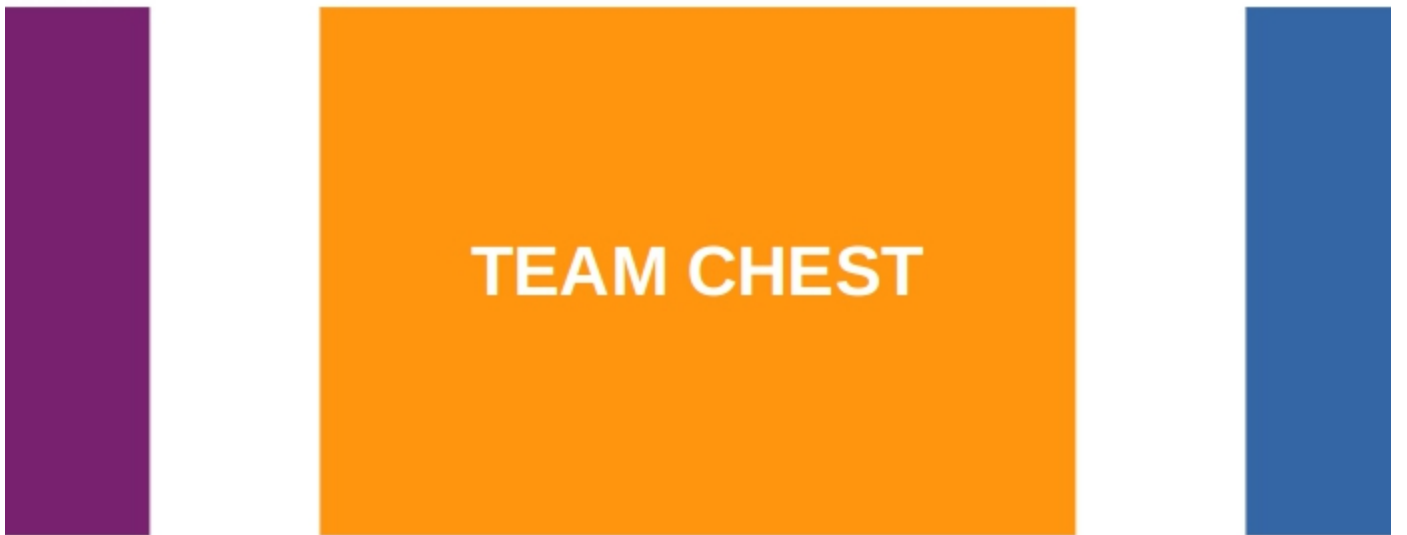
Center tiles:
CHALLENGE | TEAM CHEST | STAGE
KEEP DOING | DOING BETTER | STOP DOING

RETROPOLY BOARD
6 A4 sheets

CHALLENGE

DOING BETTER

KEEP DOING

ACTION POINT

DOING BETTER

STOP DOING

SAY THANKS

ACTION POINT

KE DOI

CHALLENGE

MOMENT OF TRUTH

DOING BETTER

KEEP DOING

TEAM CHEST

RETROspective

STAGE

DOING BETTER

MOMENT OF TRUTH

STOP DOING

ACTION POINT

DOING BETTER

ACTION POINT

SAY THANKS

DOING BETTER

STAGE

EP
NG

DOING
BETTER

GET ON
STAGE

STOP
DOING

KEEP
DOING

START

KEEP DOING

KEEP
DOING

DOING
BETTER

ACTIO
POINT

DOING BETTER

| N T | TAKE A CHALLENGE | MOMENT OF TRUTH | GET ON STAGE | S D |

DOI
BET
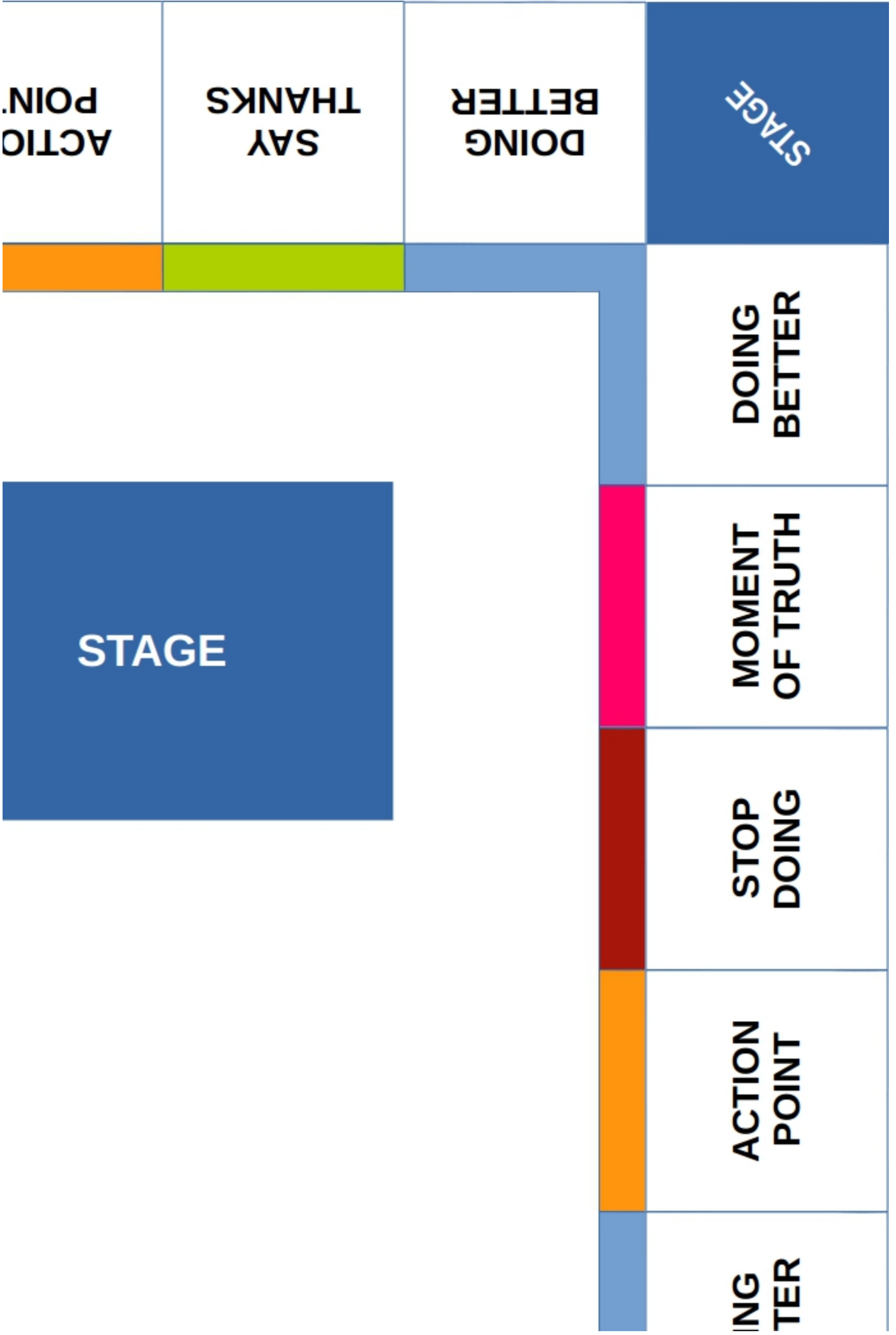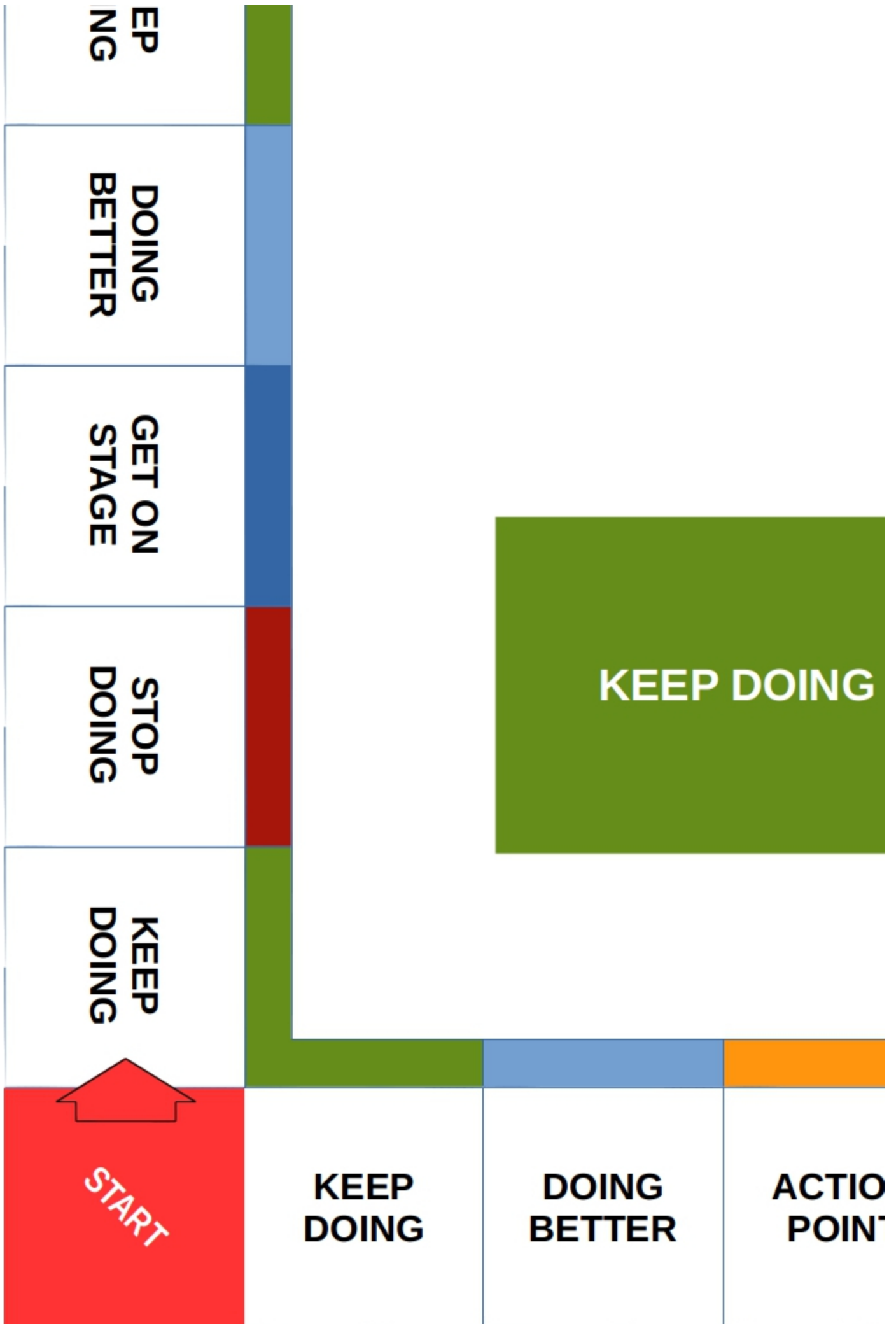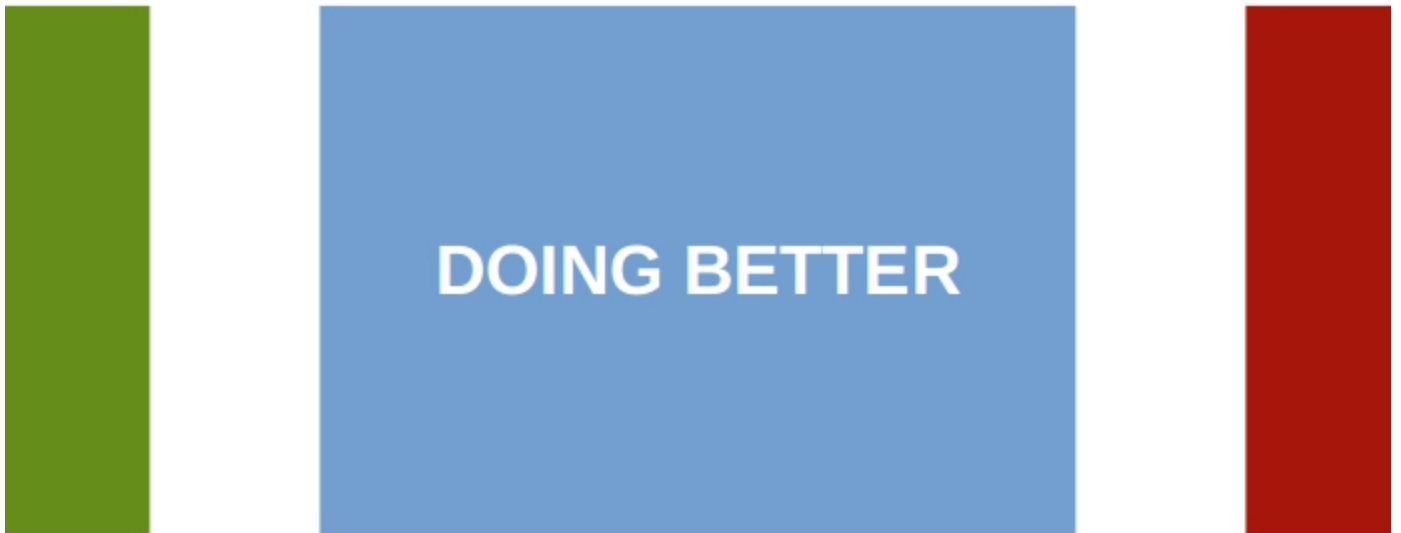
KEEP
DOING

TAKE A
CHALLENGE

DOING
BETTER

ACTION
POINT

STOP DOING

STOP
DOING

KEEP
DOING

ACTION
POINT

THANKSGIVING

CHALLENGE CARDS

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

How does an agile team promote customer engagement?

a. With regular communication between the customer and team.
b. With incentives and kickbacks for approving completed features.
c. With a defect information radiator showing customer meeting absences.
d. With bi-weekly communication between the customer and team.

Which role is the owner of the Sprint Backlog?

a. Scrum Master
b. Team Leader
c. Product Owner
d. Development Team

When is extending an iteration deadline okay?

a. Only during holidays
b. Never
c. It can happen any time
d. Only when mission-critical stories cannot be completed in the original sprint length

What is the reason behind having regular retrospectives at the end of each iteration?

a. Continuous improvement
b. Kaizen
d. Team members explain to each other why some things went wrong
d. Team members explain to the Scrum Master why some things went wrong

Scrum values people and interactions over...

a. Contract negotiation
b. Projects and tools
c. Working software
d. Processes and tools.

Which role is the owner of the Product Backlog?

a. Customer
b. Product Owner
c. Development Team
d. Scrum Master

Use Cases and User Stories are completely different things, right?

a. Use Cases is an analysis technique, User Stories are placeholders for some kind of analysis conversation which might be use-case based, so no, they are not different
b. Use-Cases are a lot of documentation. User Stories are much lighter. So yes, they are different
c. User stories are about conversations. Use cases are about paperwork. So yes, they are different
d. It depends on how you use them

What is the purpose of an Agile Coach?

a. To provide hands-on experience whenever you need so that you don't have to make so many mistakes
b. To help you plan for how to change your organization to make it more agile
c. Somebody to blame when the project goes south
d. An expert in how perfect agile teams work and how to make your team perfectly agile

When are requirements completed in iterative projects?

a. Once the product owner says so
b. When the project is completed
c. Once the code is written for the story
d. They're never completed

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

How are Scrum and Agile related?

a. Scrum tells us everything we need to know to run Agile projects
b. Agile is just a looser form of Scrum
c. You have to pick to do either Agile or Scrum. You can't do both
d. Scrum is a project management framework that can be used for agile projects

What's the tool we use in agile projects to understand and agree on what the system is supposed to do?

a. Stand-ups
b. Boards
c. Face-to-face conversations
d. MS Word, or other document-writing tool

What are the three questions in a stand-up?

a. What was I working on?
b. What am I going to be working on?
c. Who needs to help me?
d. How much longer do I have?
e. What are my obstacles?

If you change the definition of "done" to mean something less, just so you can get something completed, what are you incurring?

a. The Wrath of Kahn
b. Backlog resizing
c. Technical debt
d. Dependency injection, where work that depends on unfinished work creates a block
e. Premature optimization

Agile promotes sustainable development and tries to maintain a constant pace indefinitely. This is translated in...

a. Constant velocity over sprints
b. Number of lines of code written by the developers within a unit of time
c. Number of functionalities delivered within a unit of time
d. Velocity that fluctuates within defined thresholds

Simplicity - the art of maximizing the amount of work not done - is essential. This implies...

a. Simplifying the technical solutions
b. Simplifying the customer requirements
c. Symplifying the product documentation
d. Simplifying the user interface

Agile testing strategies might include:

a. Unit & Integration testing
b. Functional & Regression testing
c. Hardening sprint & within sprint code cut-offs
d. User story acceptance testing

**A team has 30 stories targeted for a release. The total number of points for the release is 140. WIth an average velocity of 18, how sprints will be needed for the release?**

a. 5
b. 18
c. 30
d. 8

The ultimate goals of agile testing is to:

a. Find all the bugs
b. Execute as many tests as possible
c. Automate all tests
d. Improve the software

STAGE CARDS

STAGE

STAGE

STAGE

STAGE

STAGE

STAGE

STAGE

STAGE

STAGE
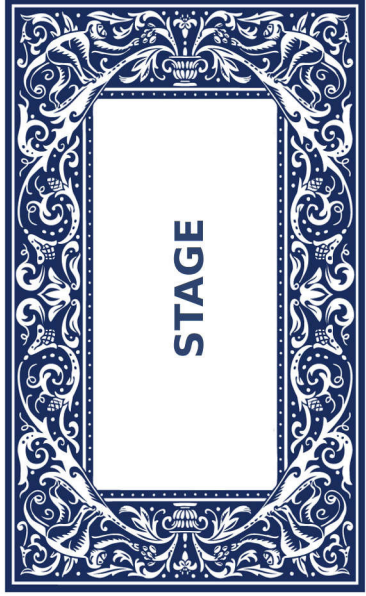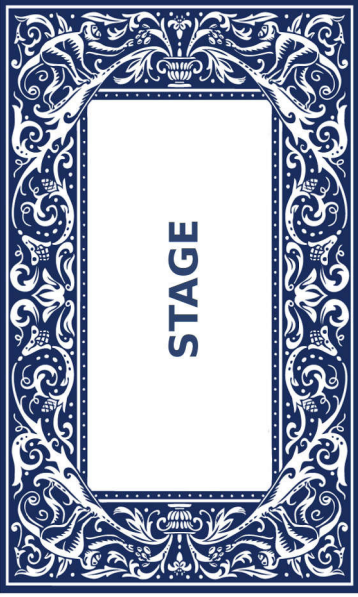
Tell us a joke.

Sing at least one verse or chorus of your current favorite song.

Tell us in exactly one minute a funny story that happened to you.

Read as quickly as you can:

Recite at least one verse of a poem at your choice.

Capra calcă piatra,
piatra crapă-n patru,
crăpa-i-ar capul caprei
cum a crăpat piatra-n patru.

Take a piece of paper and draw a quick self-portrait in 1 minute.

Advocate for exactly one minute about one of your personal hobbies.

Tell us what movie you were impressed about lately and explain why in exactly one minute.

Describe in exactly one minute how you imagine a perfect teambuilding event with your current team mates.

CHALLENGE CARDS
Answers

How does an agile team promote customer engagement?

a. With regular communication between the customer and team.
b. With incentives and kickbacks for approving completed features.
c. With a defect information radiator showing customer meeting absences.
d. With bi-weekly communication between the customer and team.

Which role is the owner of the Sprint Backlog?

a. Scrum Master
b. Team Leader
c. Product Owner
d. Development Team

When is extending an iteration deadline okay?

a. Only during holidays
b. Never
c. It can happen any time
d. Only when mission-critical stories cannot be completed in the original sprint length

What is the reason behind having regular retrospectives at the end of each iteration?

a. Continuous improvement
b. Kaizen
d. Team members explain to each other why some things went wrong
d. Team members explain to the Scrum Master why some things went wrong

Scrum values people and interactions over...

a. Contract negotiation
b. Projects and tools
c. Working software
d. Processes and tools.

Which role is the owner of the Product Backlog?

a. Customer
b. Product Owner
c. Development Team
d. Scrum Master

Use Cases and User Stories are completely different things, right?

a. Use Cases is an analysis technique, User Stories are placeholders for some kind of analysis conversation which might be use-case based, so no, they are not different
b. Use-Cases are a lot of documentation. User Stories are much lighter. So yes, they are different
c. User stories are about conversations. Use cases are about paperwork. So yes, they are different
d. It depends on how you use them

What is the purpose of an Agile Coach?

a. To provide hands-on experience whenever you need so that you don't have to make so many mistakes
b. To help you plan for how to change your organization to make it more agile
c. Somebody to blame when the project goes south
d. An expert in how perfect agile teams work and how to make your team perfectly agile

When are requirements completed in iterative projects?

a. Once the product owner says so
b. When the project is completed
c. Once the code is written for the story
d. They're never completed

How are Scrum and Agile related?

a. Scrum tells us everything we need to know to run Agile projects
b. Agile is just a looser form of Scrum
c. You have to pick to do either Agile or Scrum. You can't do both
d. Scrum is a project management framework that can be used for agile projects

What's the tool we use in agile projects to understand and agree on what the system is supposed to do?

a. Stand-ups
b. Boards
c. Face-to-face conversations
d. MS Word, or other document-writing tool

What are the three questions in a stand-up?

a. What was I working on?
b. What am I going to be working on?
c. Who needs to help me?
d. How much longer do I have?
e. What are my obstacles?

If you change the definition of "done" to mean something less, just so you can get something completed, what are you incurring?

a. The Wrath of Kahn
b. Backlog resizing
c. Technical debt
d. Dependency injection, where work that depends on unfinished work creates a block
e. Premature optimization

Agile promotes sustainable development and tries to maintain a constant pace indefinitely. This is translated in...

a. Constant velocity over sprints
b. Number of lines of code written by the developers within a unit of time
c. Number of functionalities delivered within a unit of time
d. Velocity that fluctuates within defined thresholds

Simplicity - the art of maximizing the amount of work not done - is essential. This implies...

a. Simplifying the technical solutions
b. Simplifying the customer requirements
c. Symplifying the product documentation
d. Simplifying the user interface

Agile testing strategies might include:

a. Unit & Integration testing
b. Functional & Regression testing
c. Hardening sprint & within sprint code cut-offs
d. User story acceptance testing

A team has 30 stories targeted for a release. The total number of points for the release is 140. WIth an average velocity of 18, how sprints will be needed for the release?

a. 5
b. 18
c. 30
d. 8

The ultimate goals of agile testing is to:

a. Find all the bugs
b. Execute as many tests as possible
c. Automate all tests
d. Improve the software

RETRO spective mono POLY

SCORE SHEET

Retrospective date _____
Team _____

Player	Rewards	Debate facilitating	Challenges	Thanksgiving	Truth moments	Total
TEAM						
TEAM TOTAL						