

<p>We are self-organized and able to manage our work.</p>	<p>Our team including our product owner, have a shared understanding of how decisions are made.</p>	<p>We write test cases up-front based on user story acceptance criteria.</p>
<p>Our product backlog is prioritized based on business value.</p>	<p>Each sprint has a clear goal which is visible throughout the sprint and known by everyone on the team.</p>	<p>Sprints are consistently timeboxed, starting and ending on the same days each iteration.</p>
<p>Velocity is a helpful tool that we use for sprint planning. It's never used against us by people outside our team.</p>	<p>Our stakeholders feel confident that what we are building will meet their needs</p>	<p>We do a high value agile retrospective at the end of each sprint.</p>

<p>We use automated testing to gain confidence for releasing software.</p>	<p>Our team has the skills we need to deliver without dependencies AND we have less than 10 people on the team</p>	<p>All code changes are reversable, and it is possible to release at any time.</p>
<p>We actively seek out and incorporate feedback from users, customers, and stakeholders.</p>	<p>Our managers trust our ability to self-evaluate and make our progress visible.</p>	<p>When we say a story is done, we mean DONE (potentially shippable),</p>
<p>We are disciplined and stick to the agreed way of working, even under pressure. Our stakeholders do to.</p>	<p>Business and IT trust each other and we work closely together</p>	<p>Our organization is capable of responding quickly and effectively to changes.</p>

<p>Our organizational culture stimulates and rewards knowledge sharing and experimentation.</p>	<p>We use a version control system for code, config, scripts, databases, everything.</p>	<p>Everyone knows the core values of the organization and actively use them to make decisions.</p>
<p>Organizational barriers to cross-functional collaboration are identified and removed by leaders.</p>	<p>Outcomes, not outputs, are the drivers for performance across our organization.</p>	<p>We have a growth mindset in dealing with challenges, setbacks, and feedback.</p>
<p>Our software is in a deployable state throughout its lifecycle.</p>	<p>We collaborate closely with Operations and have shared business goals.</p>	<p>We explore production issues and failures in our retrospectives in order to improve.</p>

The Challenges We Solve Game

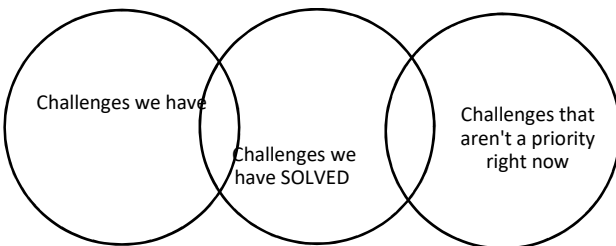
Imagine that you are a group of conference participants sitting at a table, using this game to share about your organizations.

Goal

Discuss, collaborate, and cross-pollinate around challenges and opportunities.

Set up

1. Make a “board” on your table that represents something like this, with a designated overlapping area between each category.



2. Shuffle the cards, and place them face down in a pile.

Play the game

1. The first player picks a card from the top of the pile. Player places the card, face up in the circle/area that best applies to their current state.
2. The next player has 2 choices:
 - a. draws a new card
 - b. move a previously played card to the overlapping area between the circles. *a previously played card can only be moved to the overlapping areas, not swapped between circles.
3. If at any time a blank card is drawn, the player may write their own item and play it on the board.
4. Continue until all cards are played or the first timebox is up.
5. Discussion and conversation about the cards is highly encouraged along the way.

The Focus Game

Imagine that you are a new-ish team. You all know the basics of scrum, and you've been sprinting for a few months now. You have a lot to deliver and are under pressure. You need to agree quickly how to work better together and where to focus your energy. You have the creative license to fill in any gaps to the story in order to have fun playing this game.

Set up

Identify the most important items to focus on for improvement

Set up

1. Spread the attached game boards out on your table.
2. Shuffle the cards and deal them out to each player, face down.

Play the game

1. The first player selects a card from their hand and plays it on the board where they think it best fits.
2. The next player has three options:
 - a. play a new card from their hand directly on the board
 - b. move a previously played card in order to place their new card in the desired spot.
 - c. Swap the places of two cards already on the board
3. If the spaces in a category are filled, a card must be moved out before a new card can be added.
4. If a blank, wild card is drawn, player may choose to write in their own item OR discard.
5. Play until all cards are played AND players pass on their turn to swap cards on the board.
6. Discussion is encouraged!

Most important to focus on now

Important-this will be our next area of focus

Everything Else