

# 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 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

- **Independent**
  - To the extent possible, stories can be implemented in any order
- **Negotiable**
  - A story is a conversation starter, not the end result.
  - Nothing about “how”
- **Valuable to the user**
  - Something the user can actually use, not just a piece of it
- **Estimable**
  - No research required, well understood
- **Small**
  - Can be taken from concept to ready for release within a couple of weeks and preferably within a couple of days.
- **Testable**
  - It is clear what “done” looks like for the story and how to make sure it is done.

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

#### **M.A.R.S.**

- **Measurable**
- **Attainable**
- **Relevant**
- **Specific**

## 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 set:

Z



# 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:



Good Stories



No "Who"



No "What"



No "Why"



## Negotiable/Testable Game – 5 Minutes

**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.

**Testable:** it is possible to test to see if the desired result has been realized.

**How to:** Stories need to be *negotiable* and *testable*. Separate the stories into good stories and stories that are not negotiable or not testable. When you are done, turn the cards over to check your results. You have 5 minutes.

Use with  
card sets:

NT1

NT2



Not Negotiable

Not Testable

Good Story

## Breaking a Product Into Epics Game – 5 minutes

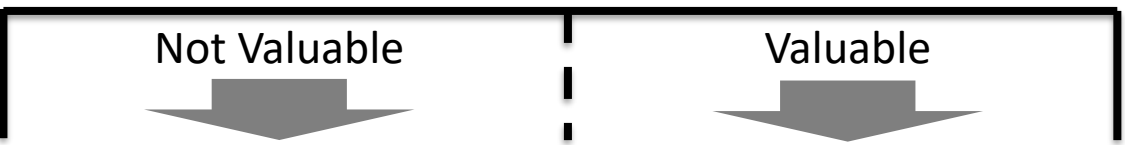
Products are broken down into large chunks of value called “Epics.” Just like user stories, good Epics are *valuable* to a real user of the product. It must be something that a user wants and can actually use, not just a piece of something that they value.

**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**  
App to help grocery shoppers in physical stores shop efficiently and get the best prices

Use with  
card set:

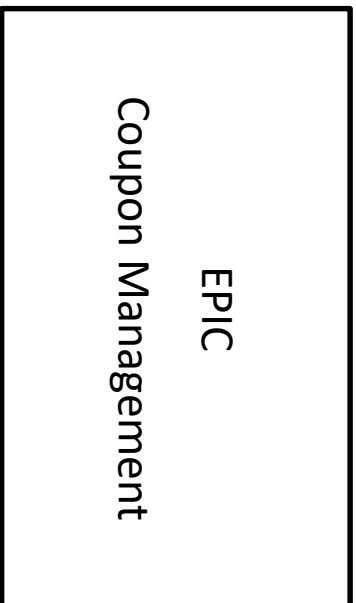
V1



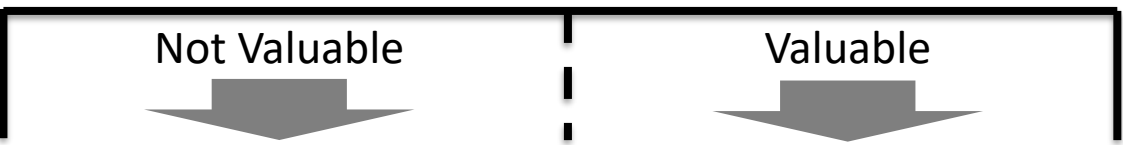
## Breaking an Epic into Stories Game – 5 minutes

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.



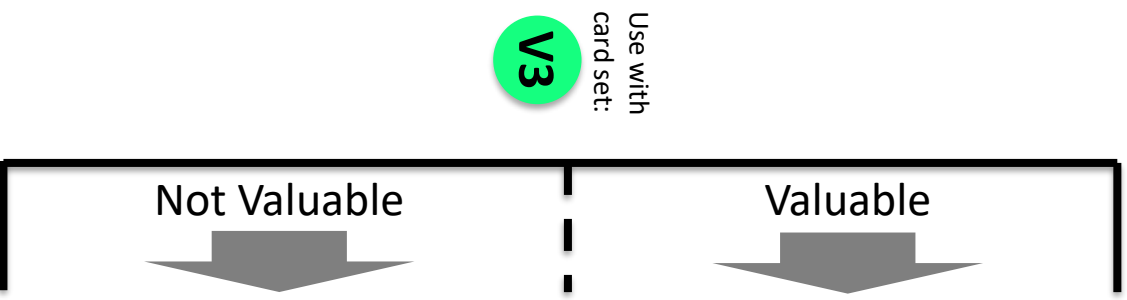
Use with  
card set:  

## 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.





## 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, none of which have the same number and 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

S

Items (5 or fewer)