

# Team Status Game

## Beta Release

**Duration:** 10-20 Minutes, during the sprint retrospective

**Participants:** The team ("pigs only")

**Expected outcome:**

- a) Shared assessment of the team's status
- b) Prioritized improvement plan

**Step 1)** Each team member chooses one of the team level cards (indicate the number).

If everyone chooses the same card, proceed to step 2.

If not, starting with the outliers, each person explains their reasoning for selecting a particular state.

After the discussion, a re-vote is held.

UNANIMITY IS REQUIRED TO PROCEED

**Step 2)** Once the card is identified, refer to the checklist on the card. Each team member secretly chooses a number equal to or less than the number of checkboxes on the card. Reveal the numbers, and starting with the lowest number, each member identifies one checkbox on the card that, in their opinion, has been completed.

IF THERE IS UNANIMITY, the selected checkbox is marked, and everyone reduces their number by 1, continuing the process.

IF THERE IS NO UNANIMITY, discuss whether the checkbox can be considered completed. If consensus is reached, proceed as in the previous case. Otherwise, the box is considered "half-marked." Only those who voted in favor *initially* reduce their number of votes, and the process continues.

Once all team members have 0 votes, move to the next phase.

**Step 3)** If all the checkboxes have been marked, this means the team is actually at the next stage. Move to the next card and repeat from the beginning.

**Step 4)** Review all the items that are "half-marked," meaning desirable conditions that have not been fully achieved. Through a quick brainstorming session, the team proposes an improvement plan to address them. These proposals should be considered **high priority**.

**Step 5)** Finally, review the remaining items. Conduct a quick brainstorming session to come up with an improvement plan for them. These proposals should be considered **medium priority**.