Scrum Master's Stories

Storytelling is ultimately a creative act of pattern recognition. Through characters, plot and setting, a writer creates places where previously invisible truths become visible. Or the storyteller posits a series of dots that the reader can connect.

Douglas Coupland Creative, Recognition

Source: https://www.brainyquote.com/topics/storytelling

As Scrum Master, I want to make sure that I am motivated to assume/remain in the capacity of Scrum Master, so that I don't perceive it as a burden or punishment © As Scrum Master, I want to make sure that I clearly understand the role of Scrum Master, as per the Scrum Guide, so that my role does not mutate into something it is not meant to be ©

As Scrum Master, I want to make sure that I am democratically elected by the team to hold the role, so that my teammates don't perceive me as a self-proclaimed imposter © As Scrum Master, I want to make sure that by assuming the role, I am still in line with my personal goals and career objectives, so that my appetite for learning and personal development as SM does not subside over time © As Scrum Master, I want to make sure that I understand when & why Scrum Master role becomes a full-time role , so that I can put up a strong argument to someone who is trying to trivialize the importance of my role ©

As Scrum Master, I want to make sure that I understand some most important DOs and DON'Ts of my role, so that don't cause anti-patterns and dysfunctions to my team © As Scrum Master, I want to make sure that the importance of every **Scrum Role** is being recognized by my team, so that there is no overloading/hijacking of terminology that will lead to many other problems © As Scrum Master, I want to make sure that the whole team (alongside with biz) has been properly educated about Scrum framework, so that their expectations of the process are the same ©

As Scrum Master, I want to make sure that Product Owner has been identified and is: empowered and engaged, so that there is no delegation of responsibilities to proxy-of-proxyof-proxy-of-proxy ⓒ As Scrum Master, I want to make sure that there are SMEs and Stakeholders that support Product Owner (e.g. for clarifications), so that Product Owner is not overwhelmed with minor tasks that are not her responsibility © As Scrum Master, I want to make sure that job descriptions and career opportunities of team members are supportive of Scrum, so that the team is longlived and there is minimal attrition © As Scrum Master, I want to make sure that proper audience is identified for Scrum events, so that they don't turn into "status halls" (status meeting + town hall) ©

As Scrum Master, I want to make sure that all **Scrum Events** of my team are being effectively held, at proper time/place, so that the team develops good habits, norms and expectations. ©

As Scrum Master, I want to make sure that events are timeboxed, so that people are discouraged from covering "everything under the sun" and are focused on proper topics ©

As Scrum Master, I want to make sure that all necessary **Scrum Artifacts** exist, clearly understood and effectively maintained by my team, so that waste of documentation and processes is reduced to a minimum © As Scrum Master, I want to make sure that Product Backlog is estimated and its top items are **INVEST**-able, so that sprint planning sessions are effective and result in reliable sprint forecasting ©

As Scrum Master, I want to make sure that Product Backlog represents the one and only single-source of truth, so that there is no confusion about, where work is coming from and what is the team's progress ©

As Scrum Master, I want to make sure that Product Backlog remains transparent to IT and Business, so that everyone can contribute to it and do it in ways that others see it © As Scrum Master, I want to make sure that Sprint Backlog reflects the top tier of Product Backlog, scheduled into a sprint, so that my team works on highest priority items, as per Product Owner request © As Scrum Master, I want to make sure that my team has clearly defined DoR, so that they don't plan into a sprint work items that are not ready for development/implementation ©

As Scrum Master, I want to make sure that Sprint Backlog is defined, based historical Velocity and anticipated Capacity of my team, so that the team's planning is realistic and does not give false expectations to Product Owner and Customers ©

As Scrum Master, I want to make sure that Sprint Backlog scope is protected from unwanted creeping, so that the team can focus on sprint scope, avoid taskswitching and capacity dilution © As Scrum Master, I want to make sure that my team can effectively manage WIP, when working on Sprint Backlog, so that it is always apparent how the team "is going", and alike questions from others become trivial © As Scrum Master, I want to make sure that my team has clearly defined DoD, so that there is no ambiguity what work needs to be done inside a sprint to consider work as "Done" ©

As Scrum Master, I want to make sure that **Product Increment** (PSPI) is delivered at the end of each sprint, so that Product Owner and customers see business value, coming from incremental development ©

As Scrum Master, I want to make sure that Product Owner sees PSPI, as the way to increase business value, so that they continue being supportive of Scrum process. ©

As Scrum Master, I want to make sure that my team is shielded from **redundant and wasteful meetings**, so that it has more time to develop a product © As Scrum Master, I want to make sure that all "conventional" meetings (touch points, status meetings etc) are re-evaluated for "value-added", so that the teams' calendar is cleaned up ©

As Scrum Master, I want to make sure that my team feels safe to "decline" any ineffective meetings, without fear of repercussions , so that they don't feel obligated to attend, or fear of consequences. © As Scrum Master, I want to make sure that key "chicken" are invited to Scrum events, whenever their presence is required, so that there is less need for the team to chase clarifications, at expense of development time © As Scrum Master, I want to make sure that my team is **shielded from interruptions** and "nonbudgeted" side work, so that they can only focus on toppriority work, as identified by Product Owner. © As Scrum Master, I want to make sure that team members don't get "top-secret" private assignments from line-managers, so that there is no confusion in priorities. ©

As Scrum Master, I want to make sure that production support or "hot fix" work does not slip into a sprint, unnoticed, so that the team is focused only on work they planned into a sprint and approved by Product Owner ©

As Scrum Master, I want to make sure that team members are not "borrowed" from the team midsprint (or at all), so that the team always operates in full strength and at its full capacity © As Scrum Master, I want to make sure that my **team's forecasting** is relied upon and used for strategic planning, so that other less accurate, system-gaming methods are not used © As Scrum Master, I want to make sure that my team has developed a steady Velocity, so that it becomes the main method in forecasting ©

As Scrum Master, I want to make sure that my team is able to use average Velocity of the last three sprints to forecast an upcoming sprint, so that they don't overcommit, beyond what they can realistically deliver © As Scrum Master, I want to make sure that my team is able to use longer-range historical Velocity to provide forecasting ranges of backlog completion, so that Product Owner/Biz can do strategic planning © As Scrum Master, I want to make sure that RAG status reports are not used/don't give false expectations to business and sr. management, so that teams don't not have to "game the system" to look good to sr. management ©

As Scrum Master, I want to make sure that my team knows how to use sprint boards and sprint burn-downs/ups to monitor progress/WIP, so that it can confidently say 'no' to RAGs ©

As Scrum Master, I want to make sure that team members are not shared across multiple teams, so that team-estimation, teamcommitment, forecasting/planning –all don't become a waste © As Scrum Master, I want to make sure that my team's use of tools enhances productivity and improves collaboration, so that tools don't become a burden and overhead to the team © As Scrum Master, I want to make sure that tools' configurations are simple, supportive of Scrum and don't become a F/T job for me, so that individuals don't see tool stewardship/administration as part of Scrum work ©

As Scrum Master, I want to make sure that the use of tools' features comes AFTER (not before) learning scrum guidelines and principles, so that "tool adoption" does not get equated to "becoming more agile" ©

As Scrum Master, I want to make sure that tool use does not substitute live communication and physical interaction, so that the first postulate of Agile Manifesto is not compromised © As Scrum Master, I want to make sure that the atmosphere on my team remains friendly and supportive, from sprint to sprint, so that team members enjoy working with each other and are not looking for ways to escape © As Scrum Master, I want to make sure that there is no internal competition ("I am better than you" attitude) between team members, so that the team's dynamics are free of dysfunctions and unethical behaviors 😳

As Scrum Master, I want to make sure that team members are fully supportive of each other and readily swarm, so that WIP flow is steady and work completion is more predictable © As Scrum Master, I want to make sure that Sprint commitment/scope and responsibility for deliverables are equally shared by ALL team members, so that ...Scrum remains Scrum © As Scrum Master, I want to make sure that as the team forms & norms, its team members gradually become **T-shaped**, so that there are fewer internal bottle necks and hand-overs © As Scrum Master, I want to make sure that when my team is initially created, all necessary skill set & domain knowledge are present on it, so that the team is autonomous, independent and is able to complete work from 'concept to cash' ©

As Scrum Master, I want to make sure that every team member acquires addition skill set, other than a primary/core skill set, so that team members are more fungible and able to pick various types of work © As Scrum Master, I want to make sure that team members readily share knowledge with one another, so that a pursuit of additional knowledge is more natural and team members support each other in their learning journey ©.

As Scrum Master, I want to make sure that the team has enough slack to spend on learning and knowledge transfer (KT), so that they actually ARE able to learn new skills but not at expense of planned deliverables © As Scrum Master, I want to make sure that tool usage does not lead to "communication through tooling", so that the tool does not become another media for contractual behaviors and organizational silos ©

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