

Mission to Mars – Score sheet

Team name:

Date:

Iteration		1	2	3	4	5	6	7	8
	Survival status	Alive							
#	You must have enough VP to build SP and repair defects!								
1	Expected Velocity Points (VP) (from previous iteration #4) Getting to zero? You're dying!	15							Expected VP
2	Story Cards to Build (SP) (from board) You MUST choose the story cards you wish to build this iteration and the # of defects to fix NOW!!!								
2a	Story Cards Rolled Over (from previous iteration #9) If you do not build Story cards (SP) you may abandon them or rollover the un-built SP of the story cards to the next iteration. Add 2 SP to the total un-built SP as the cost of rollover (e.g., plan 10 SP, build 4 SP, rollover 6 SP, add 2 SP as rollover cost, totaling 8 SP to complete story cards from previous iteration)	0							Roll over SP
2b	Total Story Cards (SP) (#2 + #2a)								Total SP
3	Roll the dice Velocity change Refer to Lookup table 1: Velocity change								
4	Actual velocity (#1 + or - #3) Transfer to next iteration #1. Expected Velocity Points								Actual VP
5	Drain incurred for Technical debt Refer #10 and Lookup table 2: Technical Debt	0							Defect drain
6	Velocity Points available (#4 - #5 plus 1 per Robot Builder ●) (to build Story Cards and repair defects) Getting to zero? You're dying!								
7	Velocity Points used to repair defects Refer #10. Defects at start of iteration ; use 1 VP to fix each defect, transfer total to #11a. Defects repaired (you can choose not to fix defects, but they add to your defects for next iteration)	0							
8	Velocity (VP) to build story cards (SP) after repair defects (#6 - #7) PLAN WISELY								SP built
9	Story Cards to Roll Over (#2b - #8) If answer is negative it's wasted velocity; if it's positive it's un-built story cards, add 2SP and put in #2a for next iteration or abandon the story card. (It's your choice; redo #7 and #8 if you choose)								SP outstanding
10	Defects at start of iteration (from previous iteration #13) (un-repaired defects in your defect log plus defects you had planned to fix at the start of iteration)	0							
11	11a. Defects repaired (this is #7. Velocity Points used to fix defects) 11b. Leaving you with Unrepaired defects (#10 - #11a)	0 0							Defects outstanding
12	Roll the dice for New defects found in this iteration (Minus 1 per Robot Tester ●) Refer to Lookup table 1: New defects								
13	Defects at start of iteration (#12 + #11b. Unrepaired defects) Transfer to next iteration #10. Defects at start of iteration								