

Planning Poker Cards Design Brief

Overview

Agile teams use playing cards similar to Poker to estimate job sizes. My deck of cards have 18 different playing cards. My goal is to give these away to students on courses, people that attend my talks and also teams I work with. Each person will get a small pack of 18 cards that are shrink-wrapped.

The front of the card will have 18 unique designs and colours to represent each card.

The back will be the same for all 18 cards. The back should represent my brand.

Card size

64 x 89 mm or B8. Does not need to be precise but about that.

I would like rounded corners

Front design

I like the idea of each card being a different colour similar to this design. The colours help people quickly see if they all play the same cards.



0, ∞, coffee – I like greys

? – I like black

Back design

Scrum On and the logo must be prominent on the back of the card.

Perhaps a light pattern so the background does not look bland or get confused with the front.

I do want a call-to-action saying

Struggling with Scrum?

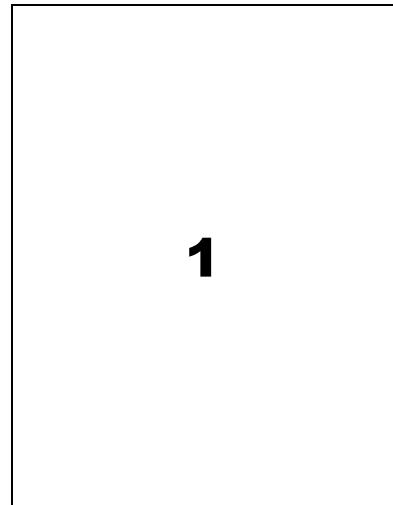
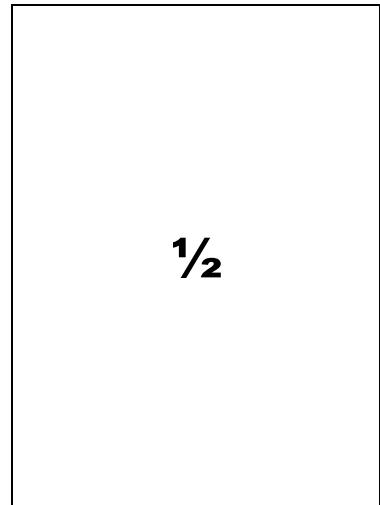
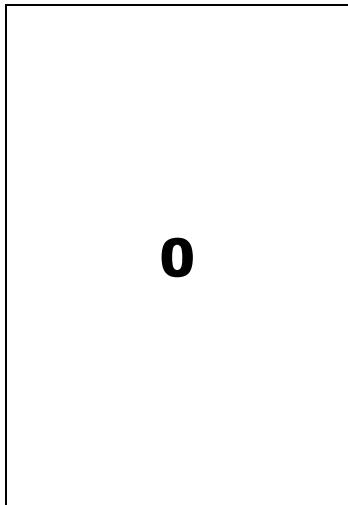
Get help from scrum-on.com.au

Cards

There are 18 unique cards, shown below

- Story Points - 0 ½ 1 2 3 5 8 13
- T-Shirt – XS S M L XL XXL
- Special - ? (Question), ∞ (Infinity) and coffee cup
- Instruction card – The rules of how to play

Note that the T-Shirt cards should have some indication that it is t-shirt and possibly a backing of a t-shirt.



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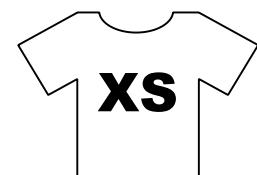
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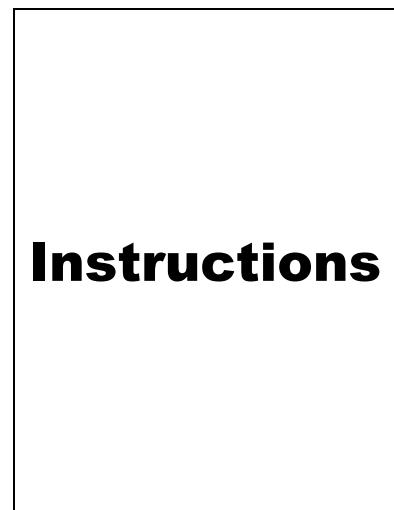
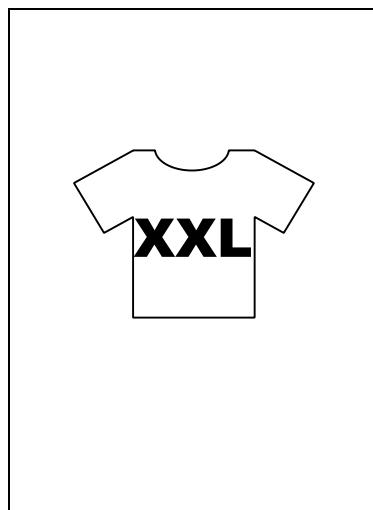
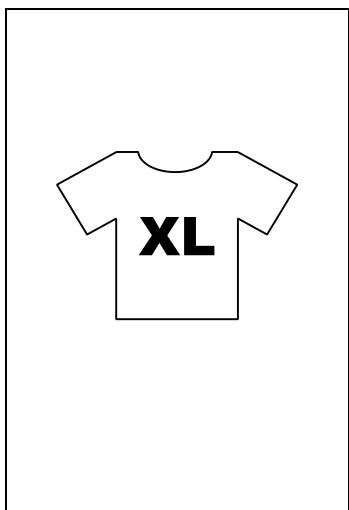
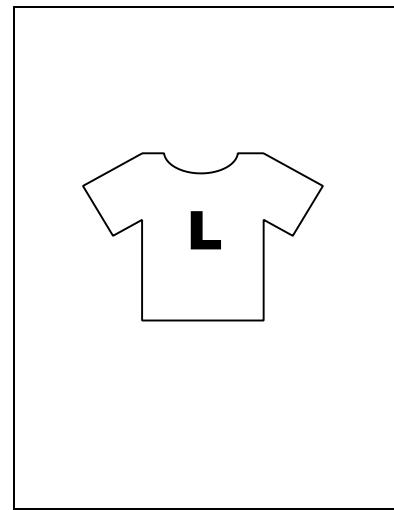
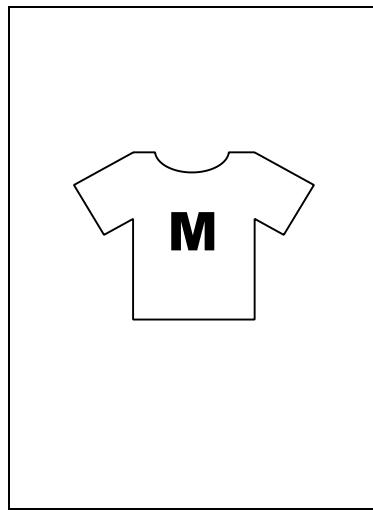
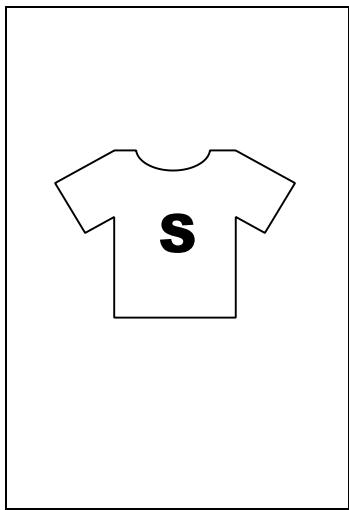
8

13

?

8





Instruction Card

I like the general layout below; note the special cards.

Planning Poker

Efficient Story Estimation

1. The Product Owner tells the user story.
2. Each team member selects the card corresponding to his/her estimate of the user story's size in story points. The user story is estimated in relation to the complexity of reference stories.
3. All team members simultaneously show their cards.
4. If estimates diverge, the two team members whose estimates differ the most explain their respective points of view. Then, the estimation procedure is repeated until consensus is reached.

Special Cards

- 0 The story is already implemented.
- ☕ We should take a break.
- ? I can not estimate this story, I need more information.
- ∞ The story is too large.

There is a trademark notice in my text which should be in small print.

Below is the information on the instructions card

PLANNING POKER®

Rules

1. The Product Owner reads the Product Backlog Item (PBI).
2. Each developer privately selects the card corresponding to his/her estimate. The estimate should include all activities defined in the Definition of Done.
3. All developers simultaneously show their cards.
4. If all developers selected the same value, that becomes the estimate.
5. If estimates diverge, the two developers whose estimates differ the most explain their point of view.
6. The estimation procedure is repeated until consensus is reached or agreement that that PBI to be deferred.

Special Cards

0 The product backlog item is already implemented



We should take a break

? I cannot estimate this product backlog item, I need more information.

∞ The product backlog item is too large.