

# Refinement Bingo

The whole team plays.

- Pick up a backlog item
- Roll the dice or pick up 3 random numbers from 1 to 12
- Look up the breakers (next slide)
- Player who sees a break up possibility first yells: “Bingo!”
- Player gets a reward of +5 points for each new *valuable-usable-feasible* backlog item confirmed by the majority of the team
- Player gets a penalty of -1 point for each proposal rejected by the team
- Estimate and put the new items to the backlog
- Move on the next backlog item

# Refinement Bingo – The Breakers

1. **SEPARATE**
2. **SIMPLIFY**
3. **FAKE**
4. **SUBSTITUTE**
5. **REMOVE**
6. **MINIMIZE**
7. **REDUCE**
8. **LIMIT**
9. **DEFER**
10. **DISTINGUISH**
11. **COMBINE**
12. **UNIFY**

1. **DATA**
2. **ERROR**
3. **OUTPUT**
4. **INPUT**
5. **USER**
6. **LOGIC**
7. **WORKFLOW**
8. **PERFORMANCE**
9. **INTERFACE**
10. **DEPENDENCY**
11. **LAYER**
12. **TRANSACTION**

1. **LIMIT(S)**
2. **ROLE(S)**
3. **FORM(S)**
4. **SIZE(S)**
5. **TYPE(S)**
6. **STEP(S)**
7. **NUMBER(S)**
8. **OPERATION(S)**
9. **VARIATION(S)**
10. **VALIDATION(S)**
11. **DETAIL(S)**
12. **FUNCTION(S)**