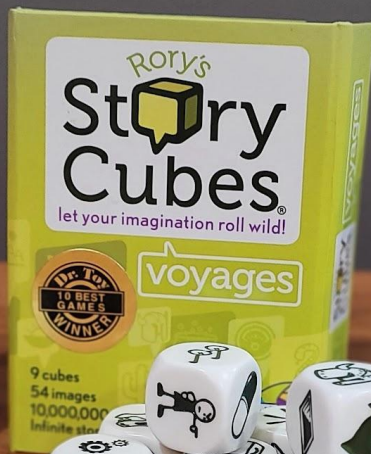# Story Cubes

What's your story?

Ice Breakers

Use your imagination with this one! Choose to roll dice from one pack or mix it up and use 9 cubes (total) from multiple packs. Participants can reflect on a previous vacation, describe their hobby, or use the dice to share their mood.

Another idea is to have participants pair up. They roll a die and describe what the image means to them. When the group comes back together, the pairs can share what they learned about each other.

Possibilities are endless!

User Stories: Closed vs Open Requirements

- Roll a numbered die
  - How many ways can the number on the die be interpreted?
- Roll a story cube
  - How many ways can the image be interpreted? (Provide the team a few minutes to capture on stickies what the image represents for them.

How does this relate to writing user stories?

User Stories: Non-Functional Requirements

- Prepare a non-functional requirement chart
- Roll a story cube
- Participants capture on sticky notes what the image represents to them
- Compare the image and sticky notes to the non-functional requirements chart.
  - How does the image/sticky relate to the chart?

Non-Functional Requirements Examples

Scalability (handle current and future loads)	**Monitoring** (health check or usage monitoring)	**Maintainability** (faults in software can easily be found and fixed)
Availability (uptime; users can depend on system being available)	**Auditing** (events / entity tracking)	**Performance** (response time or bandwidth)
Flexibility (software can adapt to other environments, configurations, etc.)	**Accessibility** (meets requirements for hearing impaired, color blindness, etc.)	**Extensibility** (architecture, design and implementation cater to future business needs)
Multi-tenacy (single code base and multiple users)	**Usability** (user can easily use / navigate through product)	**Confidentiality** (protection of sensitive data)
Compatibility (minimum hardware requirements, OS versions)	**Regulatory** (satisfy compliance)	**Reliability** (consistently performs expected functions successfully)
Security (role based access or data encryption)	**Reusability** (reusability of code / software)	

Retro: Option A

Round 1:

Each person rolls a cube. Using the picture shown, relate it to (think of) one positive thing from the sprint

Round 2:

Roll the 9 cubes. Use the pictures shown to create a narrative for a typical day in a sprint

Round 3:

Each person rolls a cube. Using the picture shown, relate it to (think of) of something that can be improved in the next sprint

Retro: Option B

1. Roll 9 cubes
2. Pick 3 cubes to represent the start of the sprint
3. Pick 3 cubes to represent the present
4. Pick 3 cubes to represent the future

Under each cube, team members capture sticky notes for what the image means to them. Perhaps the team can create a small narrative.

Facilitator Q: What would you change? What would you do differently?

Retro: Option C

Use the 9 cubes to tell a story about:

- The sprint
- Typical day for the team
- Sprint Planning
- Retro
- Future of the team
- Last team building activity

Retro: Option D

Round 1: Each person chooses one cube and shares how they interpret the image

Round 2: Use the 9 cubes to look back on the sprint (3 for beginning, 3 for middle, 3 for end)

Round 3: Discuss the story that was created in round 2

Round 4: Use the Action cubes to generate improvement ideas for the future

Team Activity

Use the cubes to narrate a silly story

Sketchnotes/Visual Thinking

- Roll a cube
- Set a timer for 2 minutes
- Draw the image 3 times and under the images, write one word that relates to the image on the cube
- If you're playing with a friend, compare images and words. How many unique words did you come up? How many words were duplicative?