

Story s1

Users can exchange emails securely with pre-defined recipients.

24 (6+12+6)

Story s2

Users can send large files securely.

21 (4+10+7)

Story **s3**

Users can set time limits on emails for reading.

27 (5+12+10)

Story **s4**

Users can send emails
securely to unspecified
recipients.

30 (5+17+8)

Story S5

Administrators of
organizations can
monitor emails.

16 (3+6+7)

Story s6

Each organizations can
set security policy and
define recipients groups.

24 (4+12+8)

Story s7

Users can manage their emails effectively.

43 (15+20+8)

Story **s8**

Users and
administrators can
backup emails securely.

23 (5+13+5)

Story s9

Users and admins can
delete emails
completely.

36 (13+15+8)

Story S10

Users can access emails
from mobile.

68 (15+33+20)

Problem

P1

Your work is blocked by
a technical obstacle.

Problem

P2

You cannot proceed
because the quality is
inadequate.

Problem

P3

You're not skilled
enough to finish the
work.

Problem

P4

You cannot
communicate well with
other sections.

Problem

P5

Your work costs more
than planned.

Problem

P6

You test with difficulties.

Problem

P7

The spec is not clear
enough for you.

Problem

P8

You feel that users are not satisfied.

Solution **S1**

Add another member to the team.

Solution **s2**

Change the architecture.

Solution

S3

Utilize visualization techniques.

Solution

S4

Apply facilitation
techniques.

Solution

S5

Introduce automated testing.

Solution

S6

Try to work harder.

Solution

S7

Enhance
communications.

Solution

S8

Share the goal.

Solution

S9

Define the process.

Solution

S10

Make others involved.

Solution

S11

Incorporate user
experience design
techniques.

Solution

S12

Make others involved.

Event

E1

You did your homework.
Add 2 to the last roll.

Event

E2

Health problem.
Skip your next turn.

Event

E3

Hard drive crashed.
Remove all progress
from a card in progress.

Event

E4

A brownie helped you.
A card in progress is
instantly finished its
current stage.

Event

E5

New recruit is good.
You may roll 2 dices
now and add
to the last roll.

Event

E6

Things are going
incredibly well.
Add 4 to the last roll.

Event

E7

You worked overtime.
Draw another card and
follow its instructions.

Event

E8

The boss acknowledges
your effort. You may
rearrange human
resources immediately.

Event

E9

A guru has come by.
You may remove a
Problem card
immediately.

Event

E10

An emergency call.
Everyone working on
the same stage skips
next turn.