

Team name:	
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Iteration	Release?	BV points	Potential Value €	Earned Value €	ROI €	Total €	Planned	Actual Velocity
1					0		15	15
2							15	
3							15	
4								
5								
6								
7								
8								
9								

		Total Earned:	
Happiness		x100€ =	
		Total score:	

Legend	
Release?	Mark 'Y' if the release card was played
BV points	Business Value of all Requests completely implemented in this iteration
Potential	Income of all Requests completely implemented in this iteration
Earned	IF this iteration is released , all Potential Value that was not yet earned
ROI	10 % of previous Total, rounded down to the nearest multiple of 100€
Total	Earned Value + ROI
Planned	Planned velocity. Teams start with a velocity of 15 but may improve their velocity by investing in the dev team
Actual velocity	Planned velocity +/- die throw (1 => -3 , 2 => -2 , 3 => -1, 4 => 0, 5 => +1, 6 => +2)
Happiness	At the end of the game you get 100€ Goodwill per Client happiness point