

DYSFUNCTIONAL AGILE BINGO

Not educating stakeholders / leadership team	Not educating the teams	Learning culture is not respected	Assuming velocity can be compared across teams	Planning every iteration for the project in advance
Estimate anchoring	Overcommitting	Trying to estimate velocity perfectly	Planning for longer iterations so "more" work can get done	Forgetting artefacts
Completing sprints while leaving behind technical debt	Problem solving in the daily scrum	Making undocumented assumptions	Assigning tasks	Product Owner mismatch
Adding stretch goals to sprints	Individual heroics to "save the sprint"	Product Owner specifies the solution	Using velocity as a metric to measure productivity	Smoke and Mirrors Demos
Giving up on Quality because of Imposed Deadlines, Scopes, and Resources	Testing left to the end of the sprint	Cancelling sprint events to meet the sprint commitment	Changing team membership	Definition of Done imposed on the team