



Team name:

Iteration	Planned Velocity		Actual Velocity	Business Value	Potential Value	Released? Y/N	Earned Value	ROI	Iteration Total	Running Total
1	15		15		€		€		€	€
2	15				€		€	€	€	€
3	15				€		€	€	€	€
4					€		€	€	€	€
5					€		€	€	€	€
6					€		€	€	€	€
							Total Earned		€	
							x 100 €		€	
							Total Score		€	

Happiness

### Legend

Planned Velocity	Planned velocity. Teams start with a velocity of 15
	Velocity modifier: throwing 1 or 2 => -1   3 or 4 => 0   5 or 6 => +1
Actual Velocity	Planned velocity +/- die throw
Business Value	Business Value of all Requests completely implemented in this iteration
Potential Value €	Income of all Requests completely implemented in this iteration
Release?	Mark 'Y' if the release card was played
Earned Value €	<b>IF this iteration is released</b> , all Potential Value that was not yet earned
ROI €	10 % of <b>previous</b> Running Total, rounded down to the nearest multiple of 100€
Total €	Earned Value + ROI
Running Total €	Previous Total + Iteration Total
Total Earned €	Final Running Total
Happiness	Total Happiness points of all remaining customers
<b>Total Score</b>	<b>FINAL SCORE: Total Earned + Happiness x 100€</b>