

# Treasure Map

A fun retro taking the team through their journey to finding treasure and beyond.

Focused on the team journey, what problems they encountered and how they overcame.

Purpose of each:

- Boat - The team.
- Rocks: Problems the team hit.
- Change - how they changed course.
- Treasure - what good came from the changes.
- X - Actions for continuous improvement.

Can be used face to face or remotely.

## Treasure Map

### The Plan

#### Set the Stage

- You are stuck on an island, describe the last sprint as a message in a bottle.
- Write down your message
- Each person to read their message
- **Total time - 15 mins.**

#### Gather Data

- Introduce the treasure map
- Explain each area.(Rocks, Change, Treasure)
- Ask everyone to add sticky notes to each area without discussion.
- Group sticky notes into common data.
- **Total time - 20 mins.**

#### Insights

- Discuss what happened and why in pairs.
- Each pair feedback to the group and discuss.
- Ensure everyone gets time to speak and people listen to each other.
- **Total time - 30 mins - (10 mins each column).**

#### Decide Actions

- Dot voting on the areas to action.
- Create dots for voting (3 votes per person).
- Take the top 3 areas and create actions.
- Ensure each action has an owner.
- **Total time 20 mins.**

#### Close

- Ask did you enjoy the retro?
- Rate the retro - weak to poor rating.
- Line chart left to right.
- Place an X on the line for your vote.
- **Total time - 5 mins.**

#### Set the Stage

You are stuck on an island, describe the last sprint as a message in a bottle.

Message in a bottle



#### Gather Data

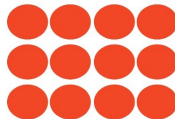
Add sticky notes to the:

- Rocks (problems we encountered on our journey).
- Change (how we moved away from our problems).
- Treasure (What went well).

#### Insights

Discuss sticky notes in pairs then as a group (Start with rocks, then change, then treasure).

#### Dot Votes



#### Decide Actions

X Marks the Spot  
Create actions.



#### Close

Rate the retro.

#### Votes



Weak



Strong

