

Mob Roles and Rotation Quick Start

ACT for Developers | BUILD + REFLECT field artifact

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Use this sheet when a group is building with humans and AI in a timed mob. Keep the rotation mechanical so the thinking can stay creative.

Rotation rule

- Four-person mobs rotate every 5 minutes.
- The facilitator runs the master timer.
- The Shepherd watches local room transitions and records unfinished thoughts.
- AI rotates through team-assigned roles, but Navigator stays human-only.

Role	Primary job	Question to keep alive
Navigator	Protects intent, direction, and design quality. Human-only.	What are we trying to make true?
Shepherd	Maintains context, AI continuity, notes, and rotation hygiene	What does AI need to know now?
Verifier	Protects evidence, examples, tests, and done-ness.	What evidence proves this works?
Driver	Makes the next small change or prompts AI to produce one.	What is the smallest useful next step?

AI role rotation

AI role	Use when...
Driver	Intent and evidence are clear enough for AI to propose or produce a small change.
Verifier	The team needs sharper evidence, examples, tests, or acceptance criteria.
Critic	Confidence is rising and risks, coupling, or tradeoffs need to be named.
Questioner	Requirements are ambiguous or the team is moving too quickly.
Summarizer	The conversation is getting long or the team needs a context reset.
Proposer	The team is deciding among several reasonable next moves.
Shepherd	Context, decisions, assumptions, and unresolved risks need active tracking.

Five-minute transition script

- [] Stop changing things.
- [] Shepherd summarizes intent, evidence, decisions, and open questions.
- [] Rotate human roles clockwise.
- [] Assign AI a role for the next increment.
- [] Navigator names the next smallest verified step.