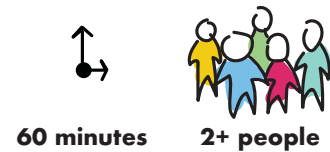




Agile The Game WOW

Introduction

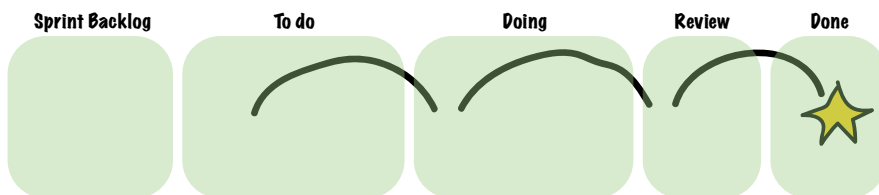
This is a quick and fun way to practice Agile way of Working in a team. You need:



What's the objective of the game?

You're playing together as an agile team. You have 10 days (a "sprint") to complete as much work as possible using continuous improvements and working together to improve your effectiveness.

There is a number of User stories, and each User story has a number of tasks to work on. When you have completed all tasks, the User story is finished. Easy!



Complete a task by getting it from the Todo column to the Done column. How hard can it be?

Who am I?

You're a team member in an agile team! You begin with one skill, that's what you're an expert at! There is 4 team members in the game, if you are fewer/more players, make sure all team members have someone playing them or share team member.

Your expert skill is shown by the portrait circle colour



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Flow of the game

You play the game in 10 rounds (days) called a "sprint". Each round has 4 phases.

1. Daily event

Flip the next daily event hexagon by hovering over it and pressing "F" on your keyboard.

Follow the instructions on the back.



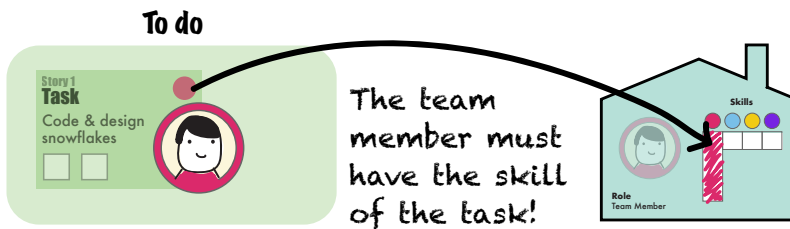
Daily Event

"Oh no! Lisa is sick. Who can cover for her?"

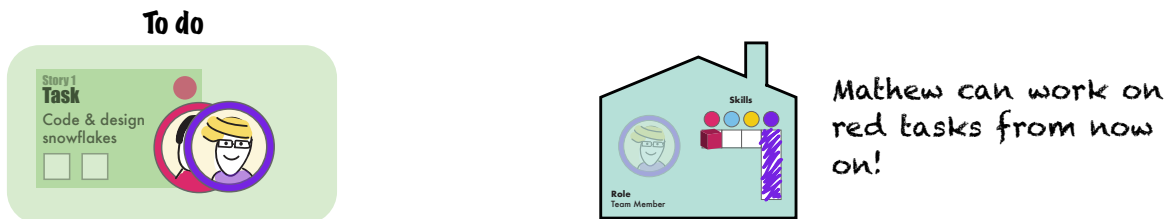
2. Get to work

Decide what to work on and **put your team member token there**. You have 4 options.

A. Work on a task in the Doing column. Move a Task from To Do to Doing if needed.



B. Learn from an expert by putting your token next to an expert working. Put a cube of the skill color under Skills in your home. You can now work on the new skill (but not teach it to others).



C. Review a task in the Review column. You don't need the specific skill to review a Task.



D. Work on continuous improvements by putting your team member token in the continuous improvement track.



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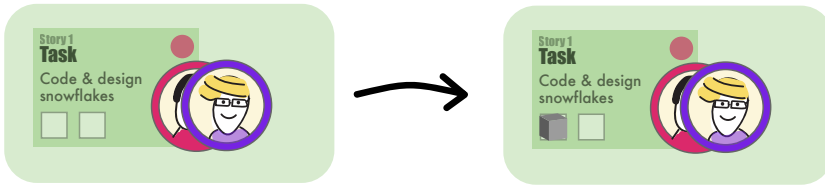
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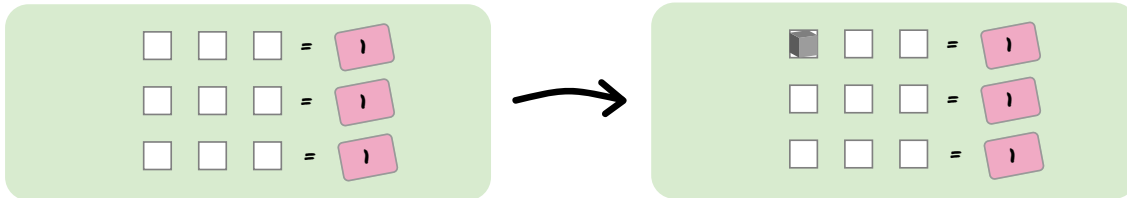
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3. Resolve the days work

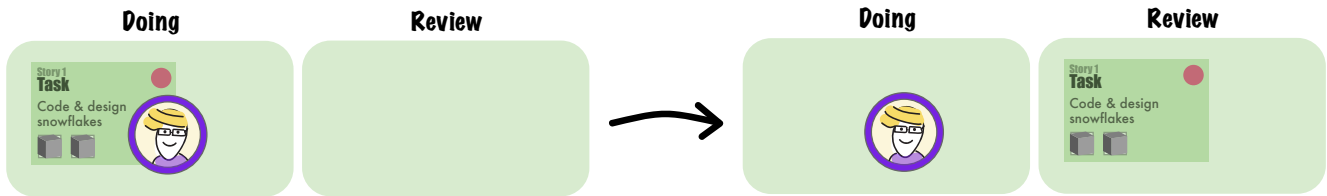
A. Put one grey "work unit" cube on all Tasks in Doing with a team member token on them.



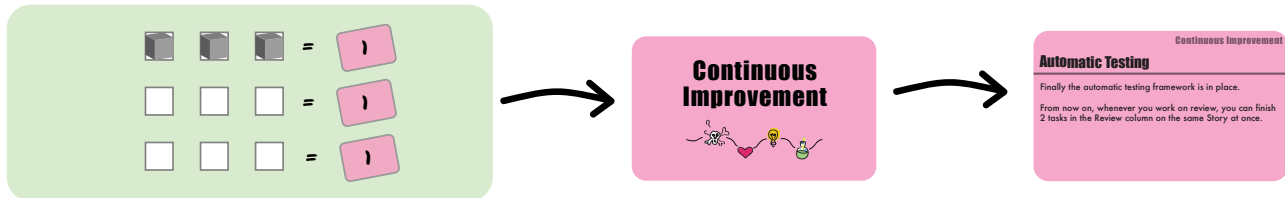
B. Put one grey "work unit" cube on continuous improvements for each team member token there.



C. Move all done Tasks to Review. A task is done when all white boxes are filled with work units.

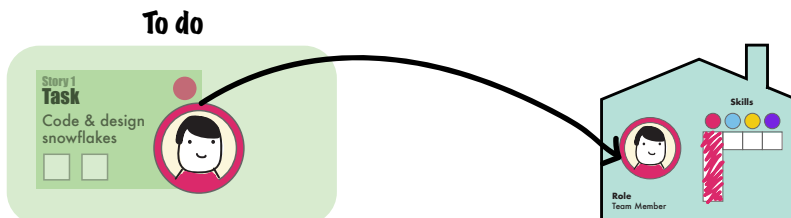


D. Take a continuous improvement card if you filled three boxes under Continuous Improvements. Select a Continuous improvement card (red), hover over it and press "F" to flip it. Follow the instructions. You're now a more efficient team, congratulations!



4. Clean-up

A. Move all team member tokens back to their homes.



B. Start a new day!



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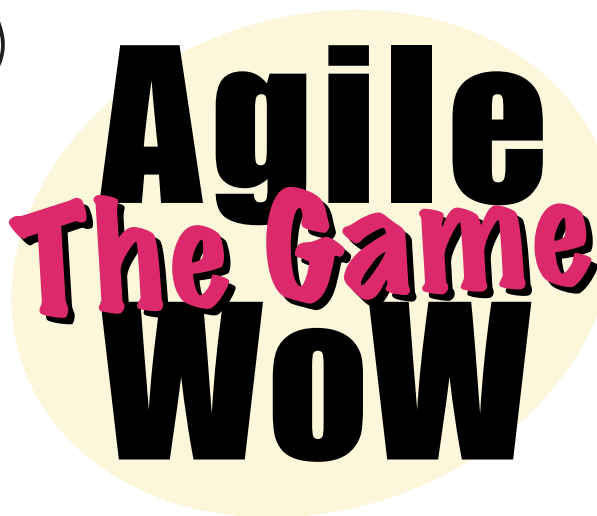
Did we win?

Well, did you?

Take 5 minutes to do this retrospective exercise together in your gaming team.

- What went well during the sprint? How can you do more of that?
- What did not go so well during the sprint? How can you improve on that?
- What did you learn?

Play again if you like to see if your improvements work!



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