

Agile The Board Game - Regolamento (eng)



Draft

This is working in progress. Please visit the blog www.isolasoftware.it and official web site code.google.com/p/agile-the-board-game for updates.

V. 0.1 - All Games Phases have to be detailed.

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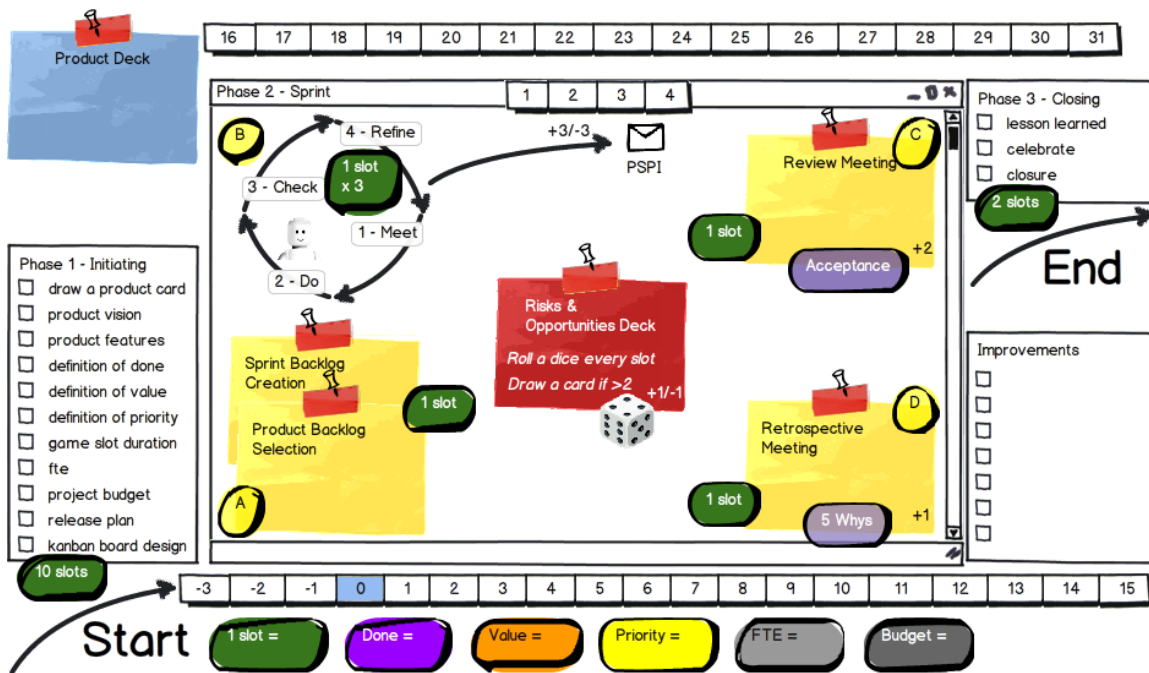
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Introduction

Agile The Board Game is a collaborative board game with the aim of allowing agile teams to take familiarity with the agile philosophy on real projects

The Game is strongly inspired on Scrum but not only. In the game several techniques are used such as estimations in story points, user stories, poker game estimation and 5 whys. The game is open source, you can add and modify it adapting to your needs. It's also modular, you can add or replace some steps with others. For example the building phase is designed for Lego but you can adapt to other workshops such as Java development or UX workshops.

The board



The Decks

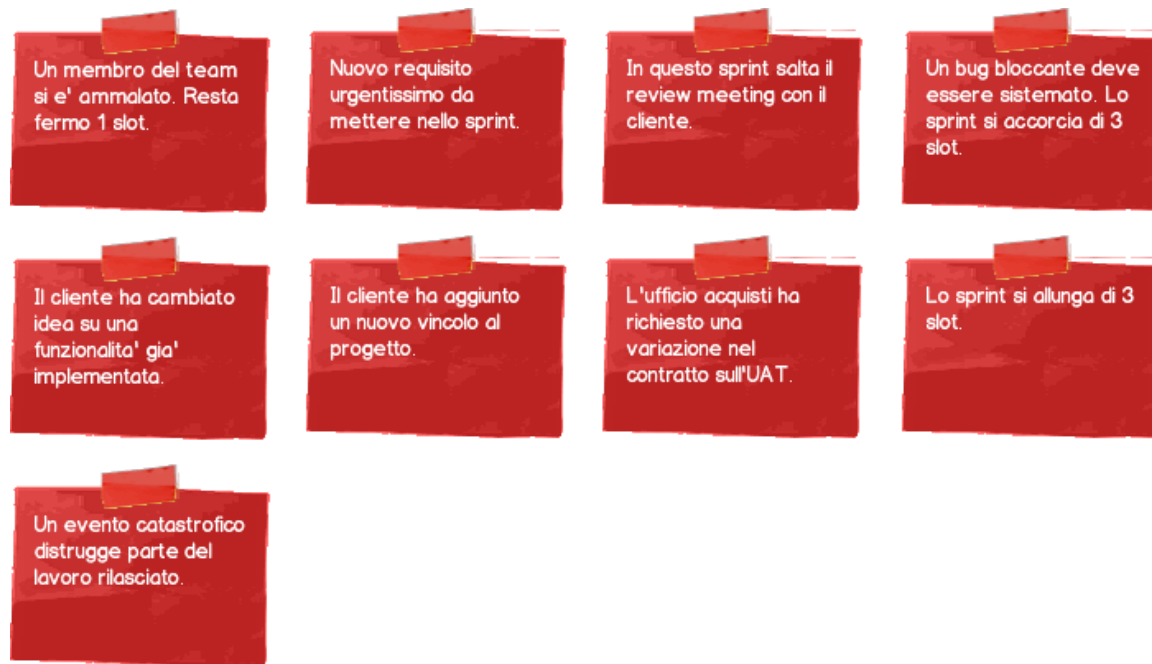
Product Deck

The product deck list all possible product that can be developed during the game. The team draw five cards and, with the Net Present Value technique (NPV), select the most valuable product to build.



Risk deck

These cards are drawn by the team during the game and simulate unexpected events that may happen during the project.



Prepare the Game

Game Roles

Form a team of 4-10 members, select from the team a Product Manager and a Game Master.

- The **Product Manager** define how the product must be and help the team to find out the most valuable features to build. During the Review Meeting do the test.
- The **Game Master** verify that the game rules are observed and help the team to resolve conflicts and improve process. The Game Master is also the sponsor of the project.

Game Configuration

Once roles are defined you can put the decks on the board.

Before starting you have to "configure" the games defining the following values:

- **Slot**: the duration in minutes of a slot. A slot is a time-boxed event such as a meeting, a day of work and so on. For game purposes all events measure one slot. The advice is to start with 5 minutes slots.
- **Done**: the Definition of Done of a feature. This definition don't change during the game. A feature is completed only if satisfy the definition of done.
- **Value**: the Definition of Value. In base of this definition is assigned a value to each feature.
- **Priority**: the Definition of Priority. This definition helps the team and Product Manager to sort the product backlog. You can use a mix of definition of Value, Risk and Complexity to find out the correct definition of priority that fit better for your project. For example give the highest priority of the most Valuable feature with less Risk and Complexity.
- **FTE**: write the FTE of your team. How many people are working on the project. For example 5 team members full time are 5 FTE.
- **Budget**: ask to your sponsor (the Game Master) which is the Budget of the project expressed in Slots.

Game Building Bricks

You Plan, you Estimate but how you can verify, measure and get early feedback without build anything? During this game you have also to build the product you draw from the deck! You can use Lego but not only! You can use Kapla or other bricks. You can use the paper or Meccano.

We can call the Building Bricks a plugin of the game 😊

Game phases

The game follow three phases

Phase 1

Initiate the project. On the board you can see 11 steps to follow.

This phase takes 10 slots. You can use the techniques that you want to explain to players in order to select the product or define a budget.

Phase 2

Exploration phase

You have four steps:

1. Plan
2. Build
3. Review
4. Reflect

It is very similar to Scrum.

Phase 3

Close the project.

Follow the three steps using the appropriate techniques.

Risk and Opportunities

At the end of each slot roll a dice. If the result > 2 draw a card of the Red Deck and face the problem. If you are able to create an opportunity gain +1, otherwise -1.

End of the Game

The games ends when all 3 phases have been completed.

Who win?

You can gain point (or lose points) during the following phases:

- PSPI Release: +3 if your are able to release after 3 Slots of Step 2. -3 If not
- Meeting Review: +2 if the PSPI is accepted by Product Owner/Product Manager
- Retrospective Meeting: +1 if the ROTI (Return Of Time Invested 1 to 5) of the Team at the end of the meeting is ≥ 4 .
- Transform a Risk in Opportunity: +1

The total point at the end of the game can be compared with the previous point of the same team (you improve!) or again other teams that are playing the game in parallel.

Game extensions

The game is still in evolution. You can do the following extensions:

- New Meeting Techniques
- New Phase 1 Techniques
- Different Building Bricks
- Scale the game on several teams add another step in Phase 5 that allow team interaction. You can build something together and use

Scrum of Scrum for example.

Attachments

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