Agile WoW The Game

We play as a team

Introduction

This is a quick and fun way to practice an agile way of working in a team. You need:

45-60 minutes **2+ people**

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 are 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!

Sprint Backlog	To do	Doing	Review	Done
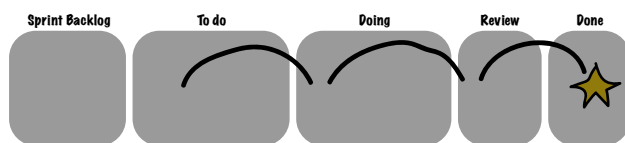
Complete a task by getting it from the Todo column to the Done column. How hard can it be?

Who am I?

You're a team member in an agile team! You begin with one skill, which is what you're an expert at! There are 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

Team Member Token
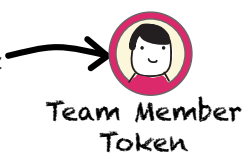
Setting up the game

1. Sort the Daily Event hexagons in two piles, one for each week
2. Shuffle each pile separately and place one Daily Event upside down on each corresponding spot on the board
3. Place all Story cards in numeric order in the Sprint Backlog column
4. Place all Task cards for each story in the To Do column
5. Place one Continuous Integration card on each spot on the board
5. Place all grey "Work unit" cubes in their area on the board
6. Place all red/blue/yellow/purple skill cubes in their area on the board
7. Hand out all player boards and the corresponding team member token to the players. Players can have multiple player boards or share player board depending on the number of players

Flow of the game

The game is played in 10 rounds (days) called a "sprint". Each round has 4 phases.

1. Daily event

Flip the next daily event hexagon.
Follow the instructions on the back. The effect is only for the current day unless stated otherwise.
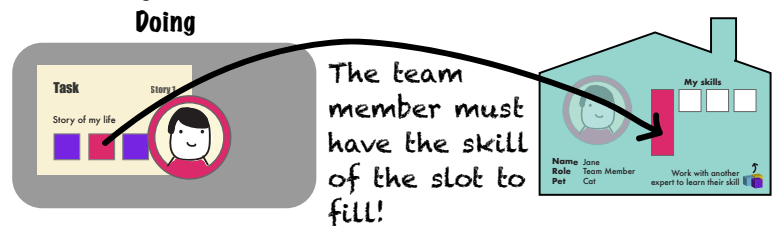
Sore throat
Lisa called in sick, but will be back tomorrow.
Lisa cannot work on any task today.

*"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.

Doing

The team member must have the skill of the slot to fill!

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).

Doing

Mathew can work on red tasks from now on!
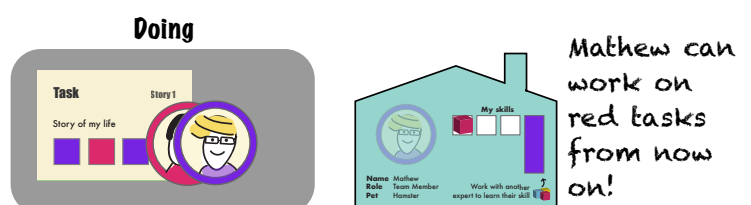
C. Review a task in the Review column. You don't need the specific skill to review a Task.
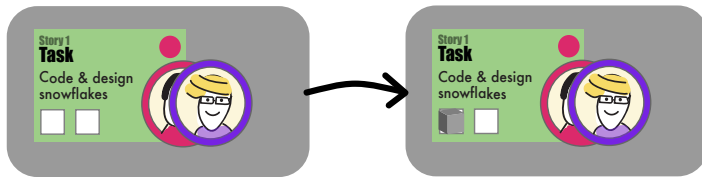
Review
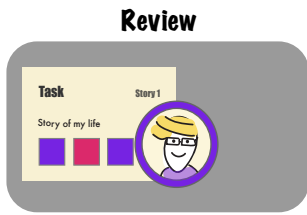
D. Work on continuous improvements by putting your team member token on a continuous improvement. When the Continuous improvement is completed its effect is active from the next turn. You are now a more efficient team. Congratulations!
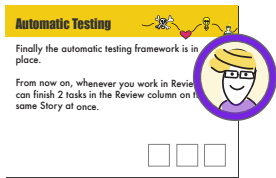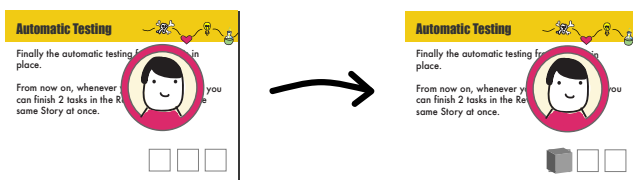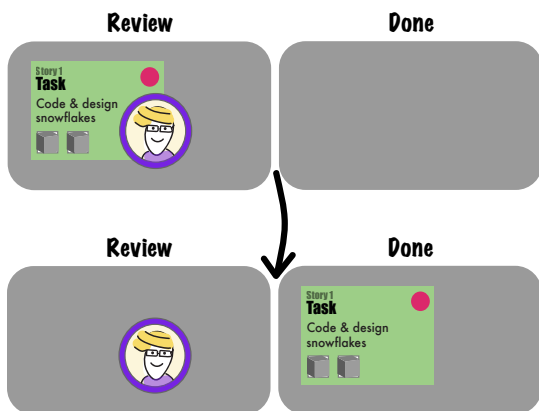

3. Resolve the days work

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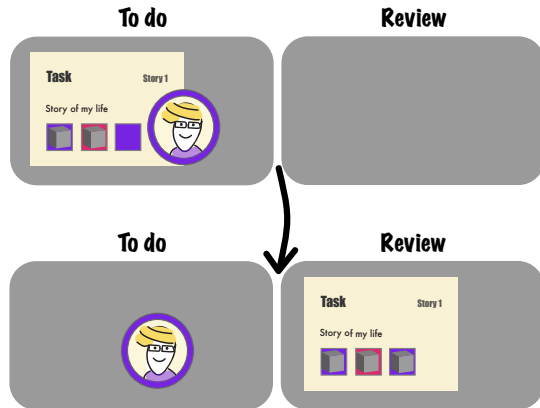

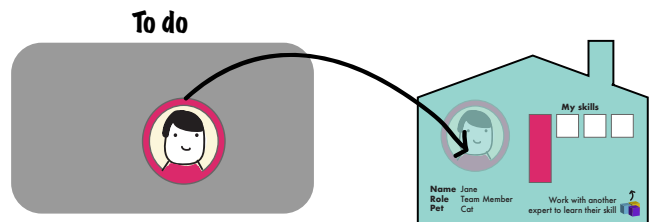**B**. Put one grey "work unit" cube on continuous improvements for each team tember token there.

C. Move all Reviewed tasks to Done. A task is "reviewed" when a team member is placed on it in the Review column.

Review   Done

Review   Done

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

To do   Review

To do   Review

4. End of day

To do

B. Start a new day. When you played 10 days the sprint and the game is over.

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?

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