CI-CD-QA Cheat Sheet

Round 1: firing requirements from their trenches

Goal

Try to play all your cards as quickly as possible.
There are **separate roles** for:
- Product owner
- Release management
- Security officer
- Developers

Each person gets **7 cards**. The remaining cards are on a stack face down.

Role assignment

Roles are assigned by blindly picking a card from the personas cards (Sanjiv and Queenie are not part of the selection of cards). If you are only 4 players, you can leave out 1 developer card (Dave or Debby).

Who plays what

PO, Release Manager and Security Officer fire requirements. Developers need to implement them. How? Cover the requirement with the matching implementation card.

See separate sheet for more information about who plays which cards.

Not able to play?

If you cannot play any of your cards, you can **swap** all cards you cannot use and **pull** an equal number of cards **from the stack**. If you picked new cards you can already play, you can do so, otherwise you need to wait for the next round to swap unusable cards again.

Order of cards to play

Always start with a feature requirement. No bugs, security or release requirements before a feature requirement got implemented.
Play Go/No Go meeting or Penetration test at the earliest as the 8th requirements card on the table.

The game ends…

When the first player could play all their cards. What you can do then, is see how much value was created (how many features were implemented, what is their priority?), how secure the delivery is (what security requirements were implemented) and what the quality is (how many defects were solved, what quality requirements were implemented?).

But, what did you win…? What did you experience? Is the product owner happy with the number of features that were delivered? Were the developers happy with what they were able to deliver? What would you change to do better?

CI-CD-QA Cheat Sheet

Round 2: team taking up responsibilities

Goal

Same goal: try to play all your cards as quickly as possible. But, there is a difference regarding the roles.
There are **separate roles** for:

- Product owner
- Release management
  but that person **can also do development**
- Security officer
  but that person **can also do development**
- Developers

Each person gets 7 **cards**. The remaining cards are on a stack face down.

Role assignment

In round 2 Sanjiv, the security champion, replaces Steve and Queenie, the QA engineer, replaces Rachel.

Who plays what

PO, Release Manager and Security Officer fire requirements. Developers need to implement them. How? Cover the requirement with the matching implementation card. Since release and security responsibilities are also developers, these people can also fix bugs and implement requirements, even their own.

See separate sheet for more information about who plays which cards.

Not able to play?

Same principle: If you cannot play any of your cards, you can **swap** all cards you cannot use and **pull** an equal number of cards **from the stack**. If you picked new cards you can already play, you can do so, otherwise you need to wait for the next round to swap unusable cards again.

Order of cards to play

This is no different than in round 1. Always start with a feature requirement.
No bugs, security or release requirements before a feature requirement got implemented.
Play Go/No Go meeting or Penetration test at the earliest as the 8th requirements card on the table.

The game ends…

When the first player could play all their cards. Again, you can see how much value was created, how secure the delivery is and what the quality is. What difference do you notice compared to round 1? Is the product owner happy with the delivered value? Are the developers happy with what they were able to deliver?