

Scrumban simulation – in steps

1 Preparation

- Form the team
 - Assign product owner
 - o assign team roles
- Determine WiP limits

	Prepare	Execute	Validate
V	ViP =	WiP =	WiP =

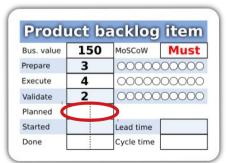
2 Prioritization

- Product owner decides
- Focus on the whole backlog
- How to prioritize:
 - MoSCoW: most important first
 - Business value: highest value first
 - Workload: fastest value first
 - Or combine criteria

3 Planning

- Determine your capacity
 - per activity
- Forecast which backlog items can be implemented
- Move these to the To do column

3.1 For advanced teams



Fill in iteration number and day of iteration when the item is planned.

→ Used for Cycle time & Lead time calculation

4 Start working



- Day 1 is sprint planning
- Half of the day is spent planning
- Only work 1 unit within your specialty

Pull a card from To do column

To do			Prepare		
		١	NiP	=	
	Product ba	cklog	Produc	t backle	g item
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Validate /2	2	4	- suidate		
Started		(Cyde timig		Lead Cycl	time time
Done	Done	-	Done		
Product	backlog item	1			
	O Moscow Should				
Prepare 1 Execute 3	0000000000				
/alidate 2	0000000000				
Vanned tarted	acklog item				

• Put your pawn on the card



- More than 1 team member can work on a task
- Working means marking a dot 1 per unit of work

4.1 Advanced teams

Fill in iteration number and day of iteration when the item is planned.

→ Used for Cycle time & Lead time calculation



4.2 When an activity is done

- Remove your pawn
- Don't push card to next stage!

Don't validate yourself what you implemented: four eyes principle

5 Play in rounds



Each team member throws regular die after working: evolving insight



5.1 Why evolving insight

- A task can take longer than expected
- You need help from a colleague
- Blocked waiting for someone else (outside the team)
- Something got clarified (unblocked)
- Something unforeseen can happen

6 End of the day



At the end of the day: throw the unplanned work die

6.1 Accepting unplanned work

Move the card to Accepted



6.2 Value creation/loss

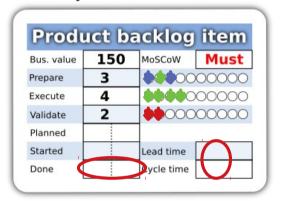
- Finished backlog item's business value x MoSCoW multiplier
- Unfinished unplanned work: penalty based on priority for each day it is not done

6.3 Advanced teams

Draw cumulative flow diagram

7 Item done

Calculate cycle time & lead time



8 Last day of the iteration



- Day 10 is review & retro meeting
- You need to prepare the review properly
- Only spend half a day of work
- Only on unplanned work

9 End of iteration – retrospective

- Planned versus done
- Flow: picked up tasks outside your specialty?
- Unplanned work: did you take the right decisions?
- Did you respect the WiP limits?
- What did you learn from the metrics?

