Scrum the Board Game

Dajo Breddels
What is Scrum the Board Game?
Well known Board Games
Similarities and differences with those games
Scrum the Board Game
Isn’t an agile game, but a game about agile
Why did we develop this game?
When do we play this game?

› Project Kick-off
   - Work together as a team
   - See each others strengths and weaknesses

› Part of Scrum training
   - Active learning

› With Stakeholders
   - Let them find out why we do X
Short cuts

Because we only have an hour
We decided for you ...

To save some time

<table>
<thead>
<tr>
<th>Team</th>
<th>We made some working teams for 6, 7, 8 and 9 players a team.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority Backlog</td>
<td>The backlog is already prioritized on value.</td>
</tr>
<tr>
<td>Sprint length</td>
<td>Each sprint will be three weeks long.</td>
</tr>
<tr>
<td>Facilitator</td>
<td>Normally you want to use a Scrum Coach as a facilitator for the game.</td>
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</tbody>
</table>
How to Play
How to play: Scrum the Board Game

‣ **Goal of the game**
  • To achieve as much business value as possible, by getting accepted user stories

‣ **The game ends when:**
  • You are out of money
  • The Product Backlog is empty
  • You are at the end of week 15
  • The customer satisfaction index is zero
Team Member Cards

- Team Member Cards have:
  - A Name
  - Costs
  - Primary and Secondary skills
User Story Cards

- User Story Cards have:
  - A name
  - Story Points estimation
  - Business Value
  - Skill tokens
Weeks

A week has three phases

- **Start of the Week**
  - Place week marker on the next week
  - Pay Salary of the team
  - Place skill tokens on Team Member Cards

- **During the week**
  - Assign skill tokens to items on the Scrum Board

- **End of the week**
  - Return unused skill tokens
  - Draw Week Card
Sprints

Sprints have three phases

- **Sprint Planning**
  - Pay Sprint Planning meeting
  - Select User Stories from Product Backlog

- **During the Sprint**
  - Assign work to items on the Scrum Board

- **Sprint Review & Retrospective**
  - Draw Review Card
  - Calculate Business Value and move Customer Satisfaction Index
  - Retrospective
  - Select Improvement Card(s)
Improvement Cards

With investing in improvements you can increase the velocity and effectiveness of your team

- **Improvement Cards have:**
  - A Name
  - Type
  - Improvement text
Customer Satisfaction Index

When to increase or decrease the CSI

› **Increase CSI by one**
  
  • If at the end of the sprint you got user stories accepted with a combined business value of twice or more your team cost for this sprint

› **Decrease CSI by one**
  
  • If at the end of the sprint you got user stories accepted with a combined business value lower than the cost of your team for this sprint
  
  • If you draw extra user stories during a sprint
  
  • If you have user stories in ‘To Do’ or ‘In progress’ at the end of the sprint.
Before we play
Make teams

› One
  • No experience

› Two
  • Training

› Three
  • Scrum projects

› Four
  • Scrum Master / Scrum Coach

› Five
  • Implementing Scrum
Get the game materials
If you have a question
Let’s play
Contact Me
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