

SCRUM CARD GAME

AIM: The aim of the game is to make players understand and experience how the work in Scrum sprint happens in real life.

RULES:

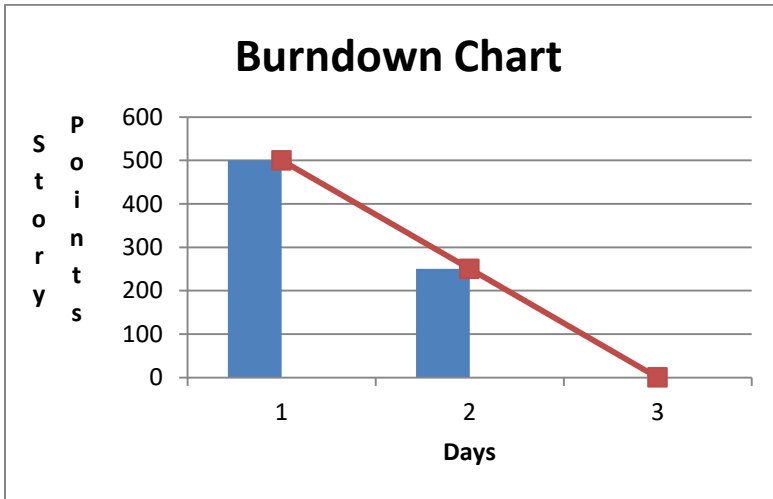
- Each team can have 4 members.
- Each sprint has 3 days (there will be a maximum of 3 sprints)
- Each sprint consists of planning, 3 daily standups during the days worked, and sprint review.
- A day is completed when each team member has completed his or her turn.
- There are three possible types of **Chance** cards:
 - **Event** - a one-time action, that affects immediately and discarded after the play
 - **Problem** - these sticky issues are blocking the Story that the player was “working on”.
 - Blocking means the team can’t move it into DONE state, they have to find a Solution for the kind of problems stated on a card.
 - Blocking doesn’t prevent from continue work on a Story (deducting hours until zero).
 - **Solutions** - is a team’s asset or action which can be applied at any time to solve a problem and unblock a Story. Once a **Solution** applied the **Problem** and **Solution** cards are discarded.
- **Solution** cards belong to the whole team and can be collected for use on another day or later sprint
- **Problem** cards are tied to the Story cards being worked as it can’t be placed in DONE column until the team acquires a **Solution** card for the **Problem**.
- **DONE** criteria for a Story:
 - Team members delivered the number of hours equal or greater than estimate for a Story
 - A Story is not blocked with a Problem.
- If all the stories are done from In Progress column then a new story can be picked from Backlog list.

INSTRUCTIONS:

- Create a Task Board using sticky notes to label columns: TODO, IN PROGRESS, DONE columns.
- Create Sprint plan (TODO list) with Story cards. This TODO list is prioritized by the teams using the sequence number (top corner) and estimated hours in (bottom corner)
- Every team member in their turn should:
 - Select a Story to work on and move it to “IN PROGRESS” (unless it is already there)
 - Roll two dice to determine the number of productive hours per this day
 - Deduct number on the dice from remaining hours on the card and write this new time on post-it note and attach the post-it to the Story card.
 - Pull a card from the Chance deck (envelop) and do whatever the card says.
 - If User Story is done (0 hours remaining and no blockers) - move it to DONE column.
- At the end of the daily team work update the velocity variation graph showing the sprint progress.
- At the end of the sprint put all the cards (except unused Solutions and story cards in DONE column) after one complete iteration.

NOTE: There will be maximum 3 sprints (3 days each) to be done in 45 minutes.

Velocity Variation graph should be drawn according to the following pattern



Draw the graph as per your results

