

Scrumban simulation

Quick reference

Elements of the game



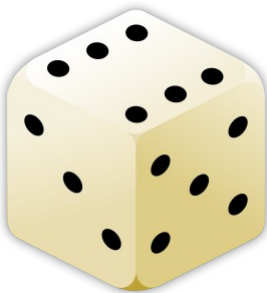
Team members' pawns

Each team member receives 3 pawns. Each time a team member picks up a task, he/she puts a pawn on the card to indicate that he/she is working on that item. The number of pawns per team member is limited to 3 to limit work in progress per team member.



Blocker disk

The red disks are meant for indicating that an item got blocked (see evolving insight).



Evolving insight

Each team member rolls this die after finishing his/her day of work.

This is what to do:

1. Add 1 unit of work to the estimation of the last task you have been working on
2. No action – lucky you
3. No action – lucky you
4. Pick an Event card and do what is on the card
5. Block the last item (backlog item or unplanned work item) you have been working on
Roll the special die to determine if the team can solve the impediment themselves
 0. You have 0 impact on the impediment (external circumstances)
 1. or 2. The units of work someone else in the team needs to spend to help you remove the impediment
6. Unblock any blocked item



Unplanned work

At the end of the day, after all team members have played, someone has to roll this die.

This is what to do:

0. Nothing
1. Pick one card of unplanned work
2. pick two cards of unplanned work

Cards in the game

Product backlog item			
Bus. value	150	MoSCoW	Must
Prepare	3	○○○○○○○○○○	
Execute	4	○○○○○○○○○○	
Validate	2	○○○○○○○○○○	
Planned			
Started		Lead time	
Done		Cycle time	

Product backlog item

This is the backbone of the simulation. Your team wants to create as much value as possible. Cards contain MoSCoW score, business value and an initial estimate of workload per activity.

The product owner starts prioritizing the entire backlog, based on the criteria he/she chooses.

Finishing a task means coloring as much dots as needed according to the estimation. Evolving insight can increase the estimate though...

In order to calculate the cycle time and the lead time, you can record when an item got planned, started and finished.

Value creation = business value x MoSCoW multiplier:

- Must have: business value x 2
- Should have: business value x 1
- Could have: business value x 0,5
- Won't have: business value = 0

Unplanned work item

An unplanned work item is similar to a product backlog item, but does not have a business value and no MoSCoW score. Instead it has a priority.

It is up to the product owner to decide what to do with this unplanned work:

- execute immediately via the fast lane
- plan in the next iteration
- park – leave in Reported stage

Unplanned work			
Priority	High		
Investigate	1	○○○○○○○○○○	
Execute	2	○○○○○○○○○○	
Validate	2	○○○○○○○○○○	
Reported			
Started		Lead time	
Done		Cycle time	

Similar to product backlog items, workload per activity is indicated and you can also keep track of cycle time and lead time.

Every day you don't finish an unplanned work item, you get a penalty:

- -1 for low priority work
- -10 for medium priority work
- -50 for high priority work

Event

Events are things that can occur and influence your work, either on capacity or on priority. This can be in a positive way as well as in a negative way.

Events are always expressed in this form:

- What happened
- What is the impact

Act according to the described impact

Event	
You are ill.	
You are absent for the rest of the week	