

LET'S PLAY SCRUMBLE

The **essential** to start sprinting!

ALL THINGS **INDISPENSABLE**

- The game elements, its manual, cards...

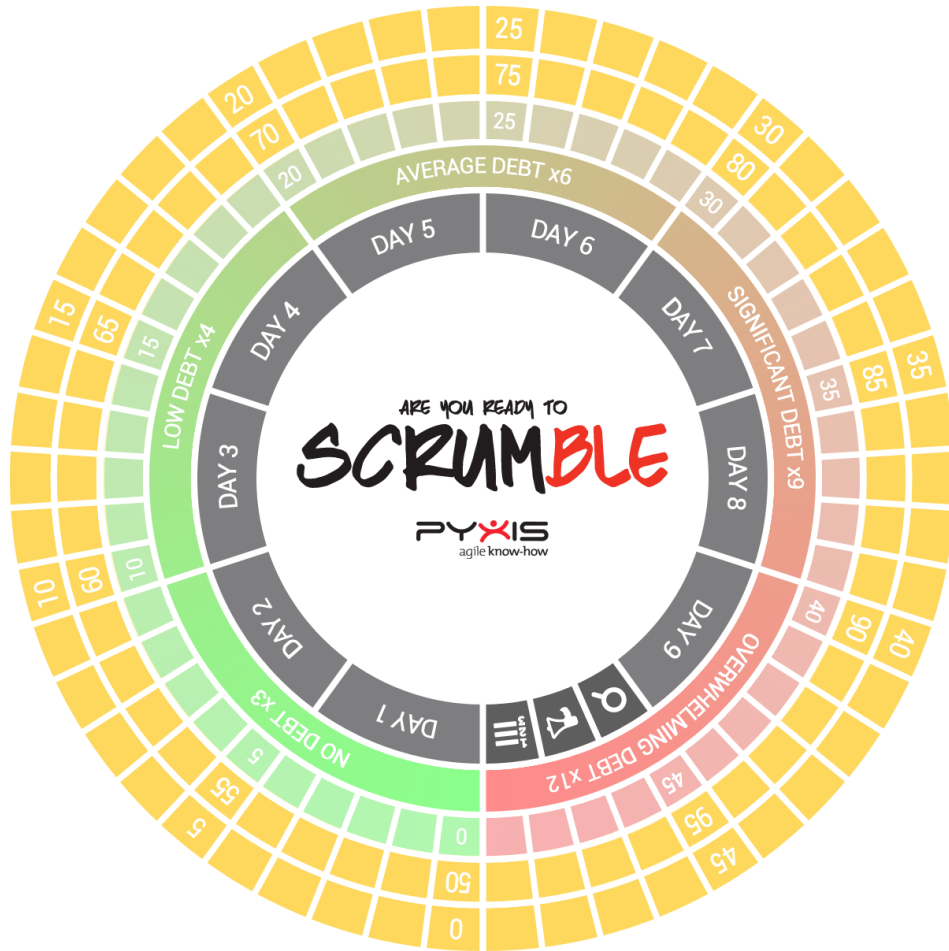
» scrumble.pyxis-tech.com

- Time (at least 2 hours)

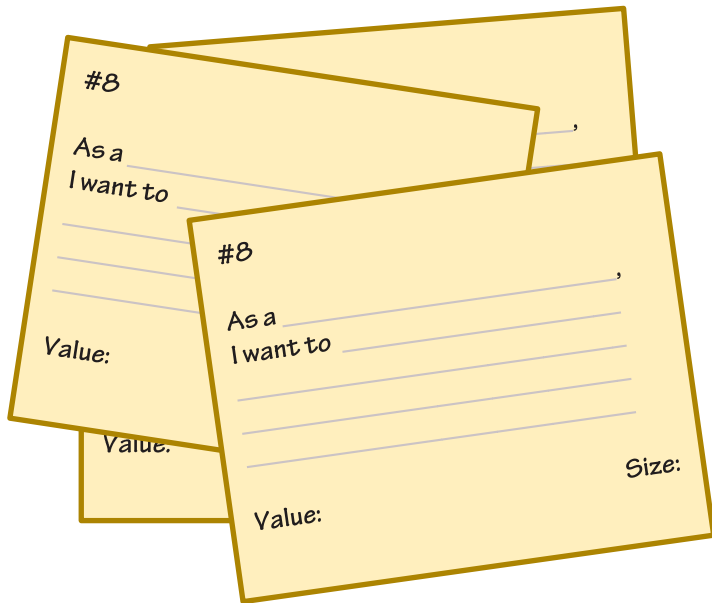
- Your team!



INGREDIENTS

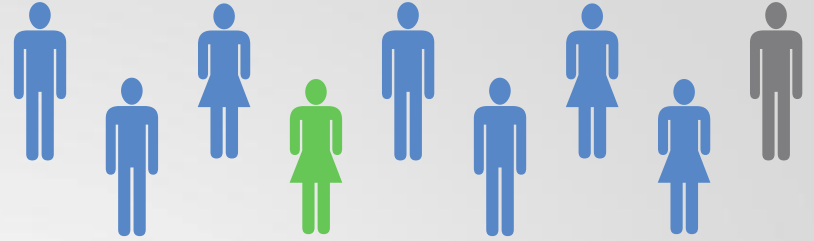


INGREDIENTS



AND THE LAST
BUT NOT LEAST...

PLAYERS



- Product Owner :
Guides and advises the team to deliver value
- Development team (3 to 9) :
Self-organizes to create the most value
- Scrum Master :
Serves and facilitates the project and interactions

OBJECTIVES

- Complete the project by **shipping value** ★ to the customers
- As an Agile team, **adhere to Scrum** regardless your experience
- Above all, **have fun** to work, rediscover and improve together

PRE-SPRINT

- Let's write the **Product Backlog** and its **User Stories** :

#7

Requires #4

As a _____ shopkeeper _____,
I want to _____
_____ see key indicators about the
_____ visitors, to know their
_____ interests and behaviors. _____

Value:

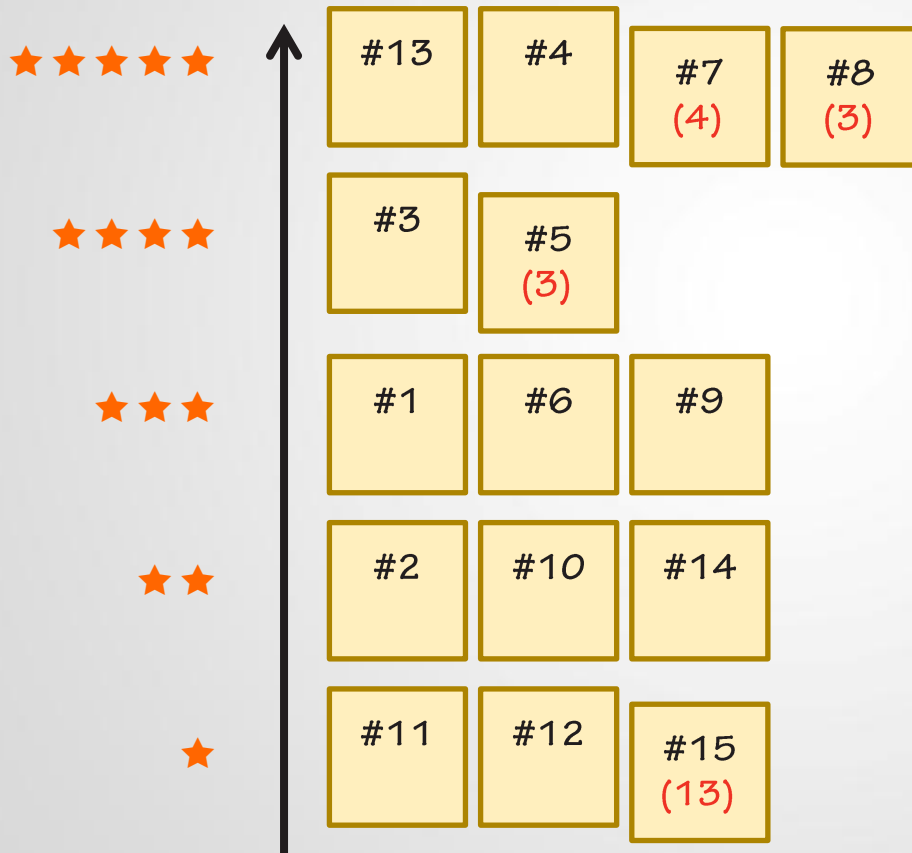
★ ★ ★ ★

Size:

2 - 5

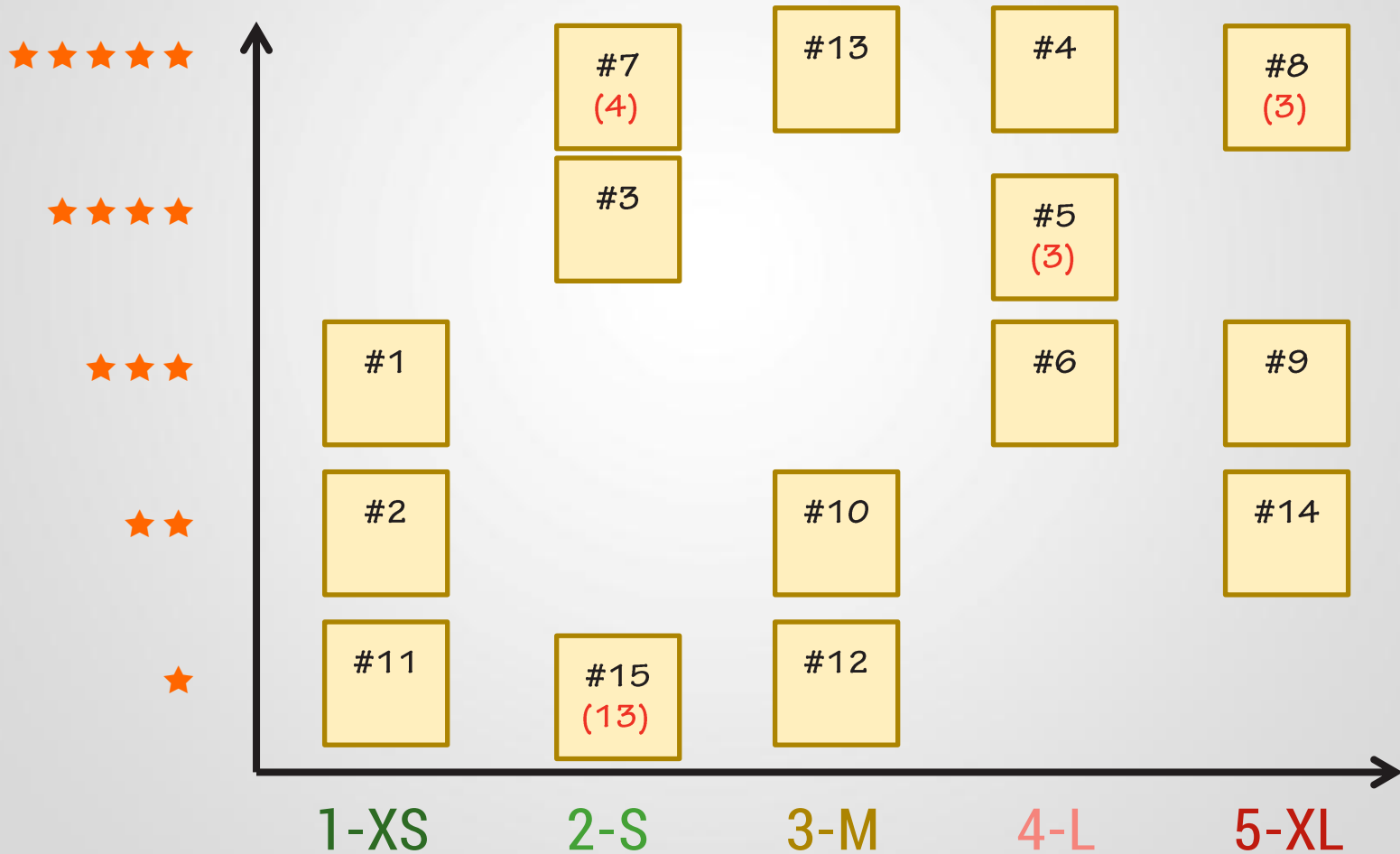
PRE-SPRINT

- Groom the **Product Backlog** by value and dependency...

































PRE-SPRINT

- Then by complexity :








SPRINT PLANNING

- Choose the most interesting **User Stories** for this Sprint :

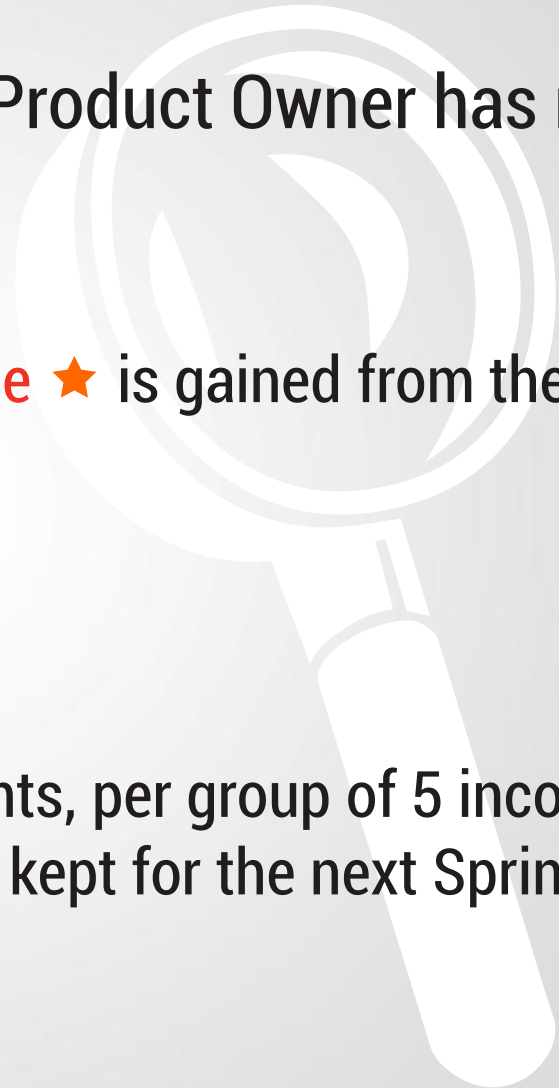
Complexity Debt	1 - XS	2 - S	3 - M	4 - L	5 - XL
 x 3	3 x 	6 x 	9 x 	12 x 	15 x 
 x 4	4 x 	8 x 	12 x 	16 x 	20 x 
 x 6	6 x 	12 x 	18 x 	24 x 	30 x 
 x 9	9 x 	18 x 	27 x 	36 x 	45 x 
 x 12	12 x 	24 x 	36 x 	48 x 	60 x 

3, 2, 1, SPRINT!

- Each day, the development team completes  **tasks** related to the Stories or reduces the  **technical debt** :
 - The dice roll gives a 1 : roll the dice only once more
 - The dice roll gives a 6 : pick a  **Problem** card
- At the end of each day until the  **Review**, pick a  **Daily** card
- The **Product Owner** assumes his/her role as a navigator

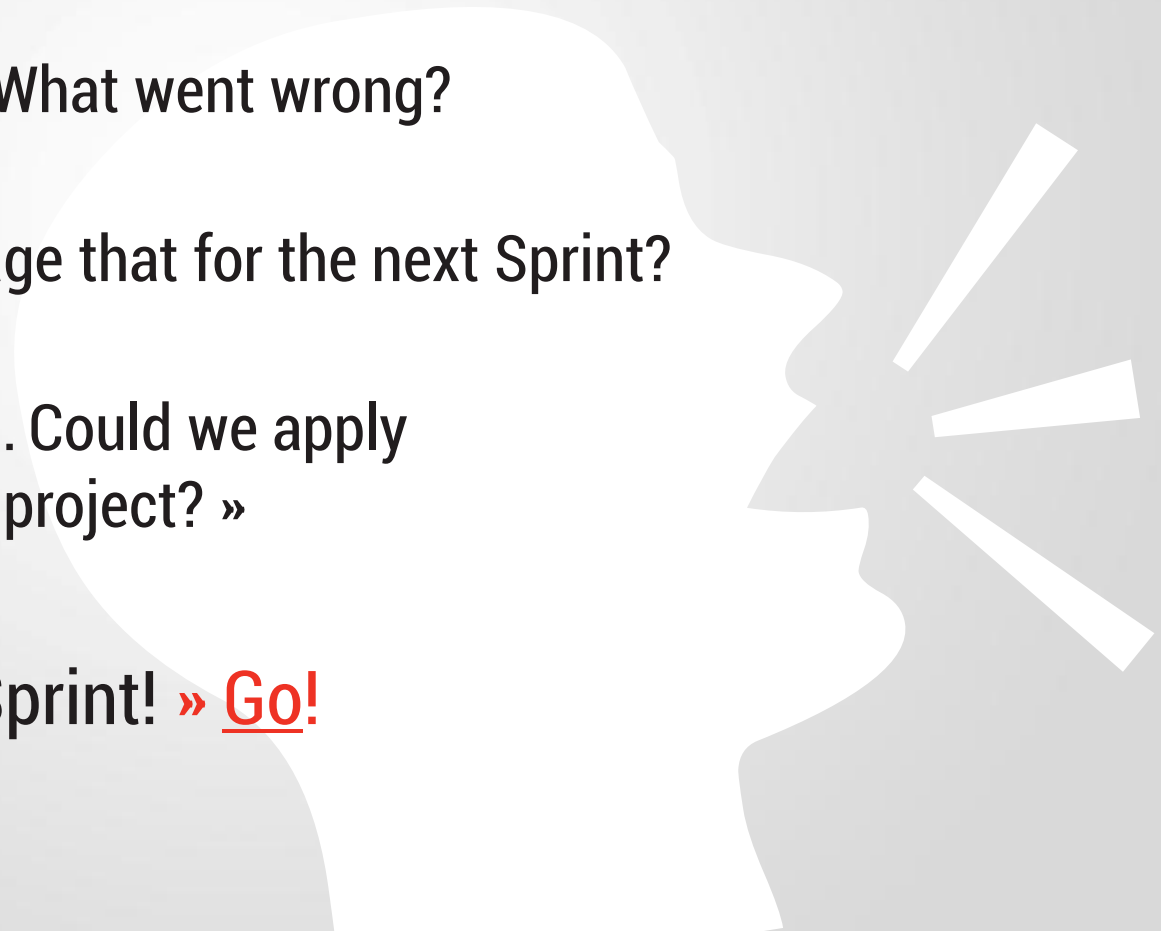
REVIEW

- The Sprint is almost over, the Product Owner has now to inspect:
 - Increment shipping and so, **value** ★ is gained from the completed User Stories,
 - Pick as many 🔍 **Revue** cards,
 - Cumulate 💰 **technical debt** points, per group of 5 incomplete ■ **tasks**. Started Stories can be kept for the next Sprint.



RETROSPECTIVE

- Congratulations, you finished a Sprint!
Take a moment and ask yourselves :
 - What went right? What went wrong?
 - How will we manage that for the next Sprint?
 - « Hey! Wait a sec... Could we apply all this to our real project? »
- Let's start a new Sprint! » Go!



RETROSPECTIVE

Let's review the **highlights** of the game
and what **we have learnt** from playing!

TO BE CONTINUED...

Share scrumble.pyxis-tech.com
and tell us your experiences at [#scrumblegame!](https://twitter.com/scrumblegame)

CONGRATULATIONS

You are now ready to take **your projects to a new level!**



/campus

Learn about **Agility** and **software engineering practices**.



/consulting

What Agility brings to **diagnostics, strategy, project management** and **coaching**.



/studio

Ask for **custom software solutions** to our **expert developers**.



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