Preparation

Your job is to deliver the highest priority **tasks** to fulfil your 2 chosen **features** of the **agile project** within three 10-day **sprints**

Choose 2 features to guide what your team delivers

Guided by your chosen features, pick the tasks you want to deliver – this is your **backlog** Discard the other tasks

The score on the dice will tell you how many **story points** you have delivered each day – a theoretical maximum of 60 per sprint

Choose the tasks you will commit to delivering in the first sprint and place them separately face up in the **To do** column. Place the remainder of the tasks face down on the backlog mark

How to play

At each daily **standup**, agree in advance which tasks you will prioritise effort against that day

Roll the dice to see how many story points you achieved

Allocate tokens to the tasks you agreed to work on that day

Move tasks to **In progress** when part complete

Move tasks to **Done** when fully complete & 📢 honk your horn!

Move your place-marker to the next day and hold your standup

Sprint 1

MON TUE WED THU FRI MON TUE WED THU FRI

Reflect
How will you run the next sprint differently?
Plan
Review backlog & choose stories for next sprint

Sprint 2

MON TUE WED THU FRI MON TUE WED THU FRI

Reflect
How will you run the next sprint differently?
Plan
Review backlog & choose stories for next sprint

Sprint 3

MON TUE WED THU FRI MON TUE WED THU **LET'S PARTY**

When you agree you are finished shout **SCRUMPLES!**

Group discussion part 1
- Did you deliver enough tasks to achieve the aim of each feature and keep your PRODUCT OWNERS happy?
- What did you learn about using the sprint approach, your ability to prioritise and estimate what you can achieve
- How would you change your approach if you played this game again

Group discussion part 2
- Where could you use this approach in your day-job?
- What do you need to do to try using this approach?
- How will you know if this approach is making things better?