Referee script: Decorating your dream house in six weeks read out the italics to the teams. ***This version is specifically for the agile in a day course***

Decorating your dream house in six weeks

Congratulations. Against the advice of your city-living extended family you purchased a run down cottage in the countryside and have been renovating it with the proceeds from your first novel. After months of hard work, the cottage has functioning plumbing, heating, electricity and broadband. You have finished the bathrooms and kitchen but have basically been camping in your house. You have no furniture, white goods, flooring, internal doors or curtains. Nothing is decorated. The good news is that the insurance money has come in (a fire in the storage unit destroyed all your possessions); the bad news is to prove your family wrong you have invited them all over for a weekend in the winter. Your cottage is big enough, but it will be a squeeze with elderly relatives, sulky teenagers, noisy toddlers, harassed parents and a few dogs creating a perfect storm of a family gathering. You have 6 weeks before the doorbell rings (if you have installed one by then). Meanwhile your publisher will only pay the advance on your next book when she receives a draft manuscript (and title!) and you need this additional money to kit out your writing shed.

Before you get the paint brush out, you must decide what you want out of your new house in time for the big sleepover. Do you care most about parents with a small child, an elderly relative, a dog lover or a sulky teenager?

*Each team must choose someone to be the 'home owner' who acts as a **SCRUM LEAD**. Their job is to make sure the team works well together and keeps focus. Each team must choose two 'visiting guests' who act as **PRODUCT OWNERS** to pick one of the feature cards each and ensure the team delivers enough to satisfy the wishes on the two chosen feature cards. Think of the **PRODUCT OWNERS** as annoying relatives who ring the home owner every day to check they are making the house visit perfect for their needs.*

Give the teams time to allocate roles and choose their features

*Now you have agreed what you want out of your house in time for the visit, you must decide what tasks you want to do to achieve it. From the 100 task cards, choose the tasks your **PRODUCT OWNERS** want to have done and discard those they don't think are relevant.*

Give the teams up to ten minutes to choose their tasks (but keep them focused or this will go on forever)

*Now you know what you want to do, it's time for a reality check. You have six weeks, broken into three sets of two weeks. You are not working weekends on your house, so you have three lots of ten day periods, or three, ten day **SPRINTS**.*

*Each task card is rated according to the effort needed to complete it. A task worth 1 **STORY POINT** is easy to complete, a 12 point task is much harder. Some tasks are split into two parts. You have a small team and are limited to a maximum capacity of six story points per day, or sixty in a sprint. You will find some tasks should be done before others.*

Don't forget you must be ready for your visitors by the last Friday and you cannot have more time. But on the plus side, don't worry about what it costs (providing you get your draft manuscript and title to your publisher).

Sprint 1

*Let's plan sprint 1. Remember you have a maximum of 60 story points in your sprint. Choose only the tasks you want to do in the first sprint and spread them out face up in **TO DO**. Put all the others face down in a pile in the **BACKLOG**.*

Give the teams 2-3 minutes for this

<PING> *Let's start sprint 1. Put a token on Monday. Hold your first daily **STANDUP** to agree what to prioritise today. Throw the dice to see how many story points you achieved. Take this number of tokens out of the **TOKEN POOL**. Place the tokens on the task(s) you agreed to prioritise. If you have partially completed a task, move it to **IN PROGRESS**. You can have several tasks **IN PROGRESS** at any one time and you don't have to complete a task before you start another one. If you have fully completed a task, move the card to **DONE**, honk your horn and return the tokens to the **TOKEN POOL**.*

Give the teams 1-2 minutes for the first day

<PING> *It is now Tuesday. Move your token forward one day. Agree what you will prioritise today, role the dice, allocate your tokens and move the cards.*

Move the teams forward one day every 30-60 seconds using the <PING> to keep the game moving until the end of the first sprint

*Congratulations on completing your first sprint. Time for a quick **RETROSPECTIVE**. Did you complete all your tasks? How happy are your **PRODUCT OWNERS**. How many story points did you achieve out of sixty? Do you still think you can achieve all your ambitions? You may want to review your backlog and discard some tasks but keep your **PRODUCT OWNERS** happy.*

Sprint 2

*Let's plan sprint 2. You may have some left over tasks **IN PROGRESS** or some you haven't even started. If you still want to complete them, leave them where they are. If you no longer want to complete them then discard the cards, returning any tokens to the **TOKEN POOL**. Place any completed tasks face down on **DONE HISTORY**. Choose the tasks from the **BACKLOG** you want to complete in the next sprint.*

Move the teams forward day by day until the end of sprint 2

***RETROSPECTIVE** time. Did you achieve all you planned for this sprint?*

Sprint 3

*Let's plan sprint 3. This is your last sprint. Your house must be ready in time for your visiting guests on the last Friday and you must satisfy both **PRODUCT OWNERS**. No pressure! Pick the tasks you want to achieve in your last sprint.*

Oh – and you have an unreliable mate who has just turned up to help during the last sprint, doubling your capacity to 120 story points in this sprint.

Give the teams an additional dice to represent the doubling of capacity. Move the teams forward day by day until the end of sprint 3. Give no mercy for pleas of extra time!

Halfway through the sprint say *your unreliable mate has had to go back to work and cannot help the second week after all* **and take the second dice back! Ha ha.**

Note: No post game discussion topics in this version – as these will be discussed throughout the rest of the agile in a day course