

Experience Scrum and Kanban

Scrumban Pizza Game

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Games gives experience



Download from
Dreamstime.com



Supplies Required



Let's Play

Pizza Variety

1. Sea Food Special Pizza:

Ingredients: sauce, cheese, prawns, egg

2. Indian:

2.1 Veg: capsicum, tomato, paneer, corn, olives, cheese, sauce

2.2 Jain: capsicum, tomato, paneer, corn, baby corn, olives, sauce, cheese

2.3 Non-veg: onion, chicken, baby corn, cheese, sauce

Pizza Variety

3. Japanese Pizza:

Ingredients: cheese, prawns, corn

4. Italy:

4.1 Variety 1: capsicum, sun dried tomato, olives, cheese

4.2 Variety 2: tomato, corn, baby corn, onion, sauce, cheese

4.3 Variety 3: onion, tomato, extra cheese

5. European Pizza:

5.1 Ingredients: cheese, bacon, onion, tomato

5.2 Ingredients: cheese, ham, onion, tomato

6. USA:

Ingredients: Sun dried tomato, turkey, corn, extra cheese

Game Rules



- Pizzas in 3 sizes
- Customer can place order for any size
- PO accepts “Done” products and delivers to customer
- 10 Minute iteration
- +10 for finished pizzas
- -2 for waste
- -5 for unfinished pizzas
- One pizza per oven



Roles



Pay Attention

Where was unfinished work piling up?

Make it easy for people to do the right things, and do them right

Reward finished products and punishes unfinished

Are you regularly reviewing your work and processes?

Hold standups & retrospectives

Use metrics and models to continuously improve

The Core of Kanban - 6 Practices

Visualize the
Workflow



Limit Work In
Progress (WIP)



Manage the Flow



Implement Feedback
Loops



Make Process
Policies Explicit



Improve
Collaboratively



The Core of Scrum – 12 principles

01 Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

04 Business people and developers must work together daily throughout the project.

07 Working software is the primary measure of progress.

10 Simplicity—the art of maximizing the amount of work not done—is essential.

02 Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

05 Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

08 The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

11 The best architectures, requirements, and designs emerge from self-organizing teams.

03 Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

06 Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

09 Continuous attention to technical excellence and good design enhances agility.

12 At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

OK! Let's Play Again

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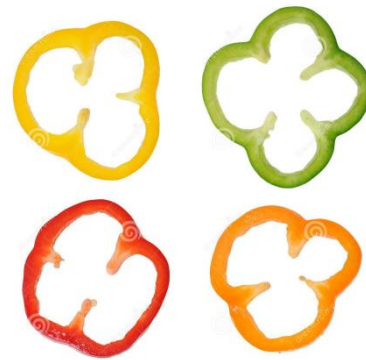


Appendix

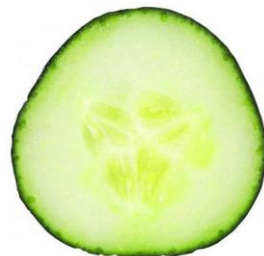
Few more instructions

- Copy the ingredients on to word file and take printouts to distribute to the teams
- I also don't give one ingredient or so to see how teams negotiate on availability
- You can also give two different ingredients to the team to see how they will collaborate with each other for the dependency

Ingredients



Ingredients



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Thank you
