

The Kanban Game

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The Kanban Game

- A collaborative experience
- Learn how to use Kanban
- Team-building tool
- Experiment for better Kanban

Please bring back something useful!

You mean it!?

The Kanban Game

Materials

Story S1

事前に登録した相手と安全にメ
ールのやり取りをする。

8 (2+4+2).

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10 Story Cards

Solution L1

Problem P1

Event E1

勉強した。次に振るサイコロの
目に+1

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30 Chance! Cards (Solution, Problem, and Event)

進捗表の使い方

1. 終了したラウンドから完了するまで順番引く
2. 作業したラウンドには丸をつける(キューにたまっていない場合はつけない)
3. 完了したラウンドに星をつける
4. 終了から完了までの期間を「完了期間」に、作業したラウンドの数を「作業時間」に記入

ストーリー	工数	ラウンド数												完了 期間	作業 時間	
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th			
(S1) Webインターフェースからメール送受信ができる	11	○	○	○	○	○	○	○	○	○	○	○	○	★	9	6
S1 事前に登録した相手と安全にメールのやり取りをする	8	○	○	○	○	○	○	○	○	○	○	○	○	○		
S2 巨大なファイルを複数の相手に安全に送付する	7	○	○	○	○	○	○	○	○	○	○	○	○	○		
S3 メールに指定した期限を過ぎたらアクセスできないようにする	10	○	○	○	○	○	○	○	○	○	○	○	○	○		
S4 不特定の相手に安全にメールを送る	12	○	○	○	○	○	○	○	○	○	○	○	○	○		
S5 組織の管理人がメールを監査できる	8	○	○	○	○	○	○	○	○	○	○	○	○	○		
S6 組織単位であって先と安全レベルを設定できる	9	○	○	○	○	○	○	○	○	○	○	○	○	○		
S7 メールを効果的に整理・管理できる	16	○	○	○	○	○	○	○	○	○	○	○	○	○		
S8 安全にバックアップできる	9	○	○	○	○	○	○	○	○	○	○	○	○	○		
S9 完全にメールを削除できる	14	○	○	○	○	○	○	○	○	○	○	○	○	○		
S10 モバイル機器に対応する	23	○	○	○	○	○	○	○	○	○	○	○	○	○		

Progress Record Sheet (3)

Post it – for drawing Kanban boards
2 dices
Toothpicks for chips (a lot)
A Few Pens

Story Cards and Estimated Work Effort

Story S1

ID & priority

In the handout
it's days,
but it's hours.

In exchange
securely with
pre-defined recipients.

24 (6+12+6)

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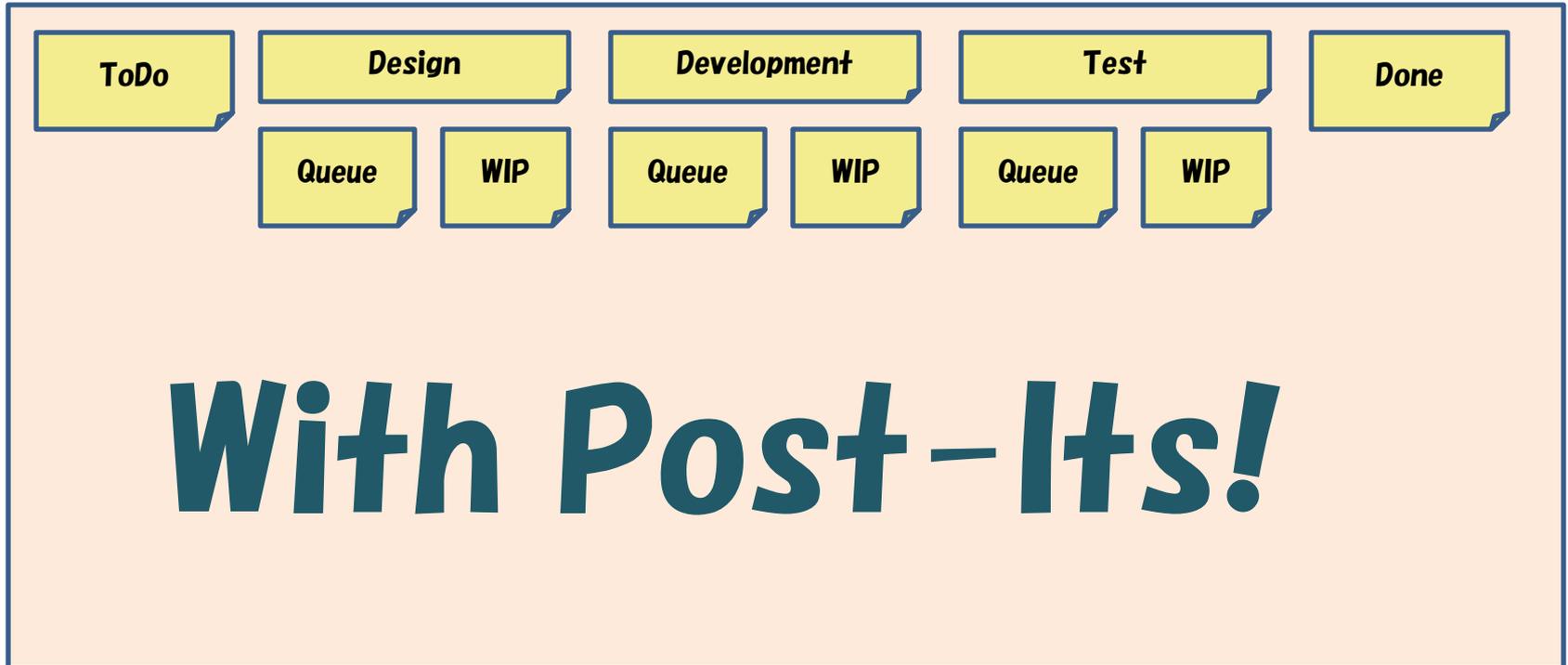
**Estimated hours
to finish the
story**

**Estimated
hours to
finish
design**

**Estimated
hours to finish
development**

**Estimated
hours to
finish test**

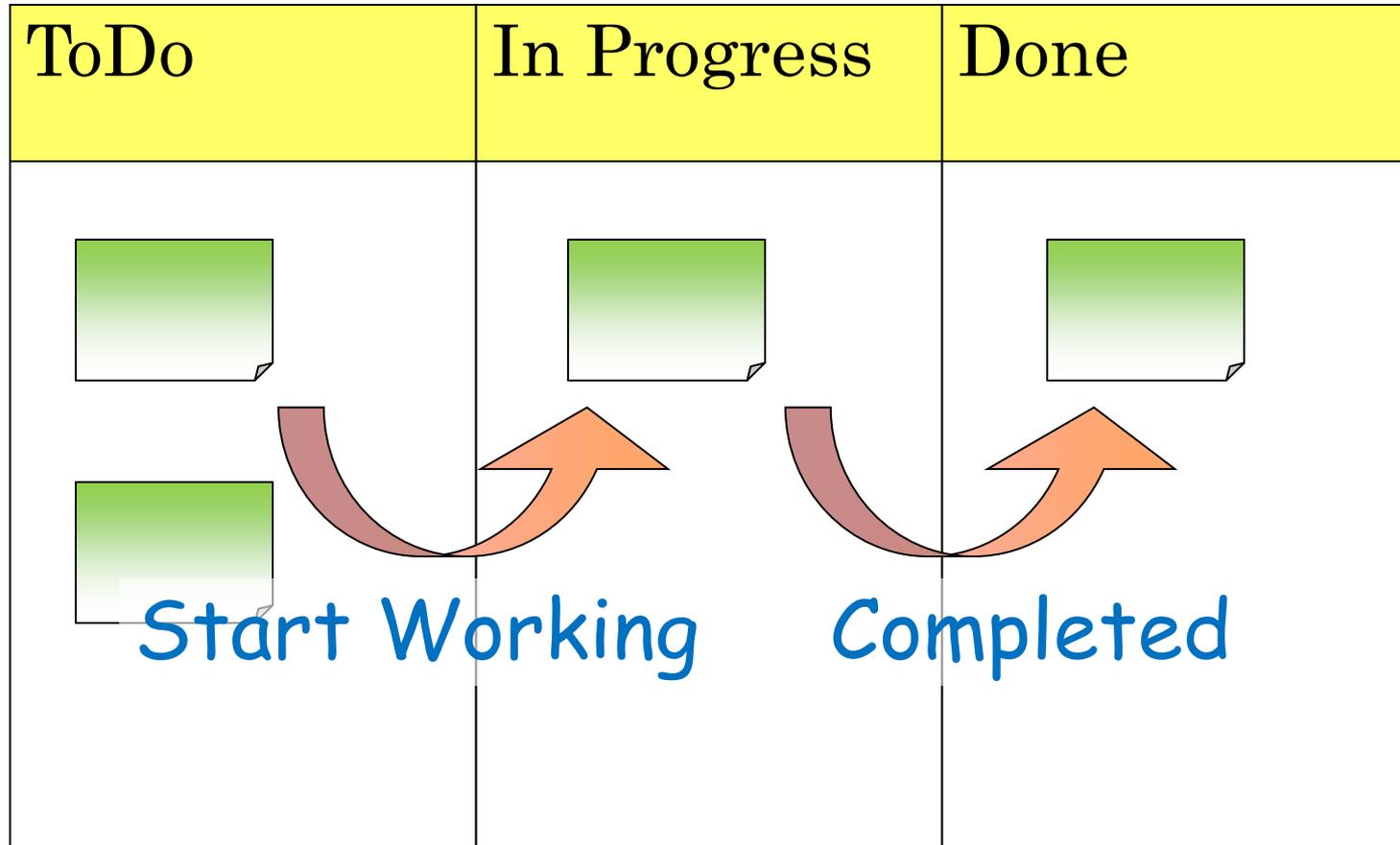
Draw your Kanban board

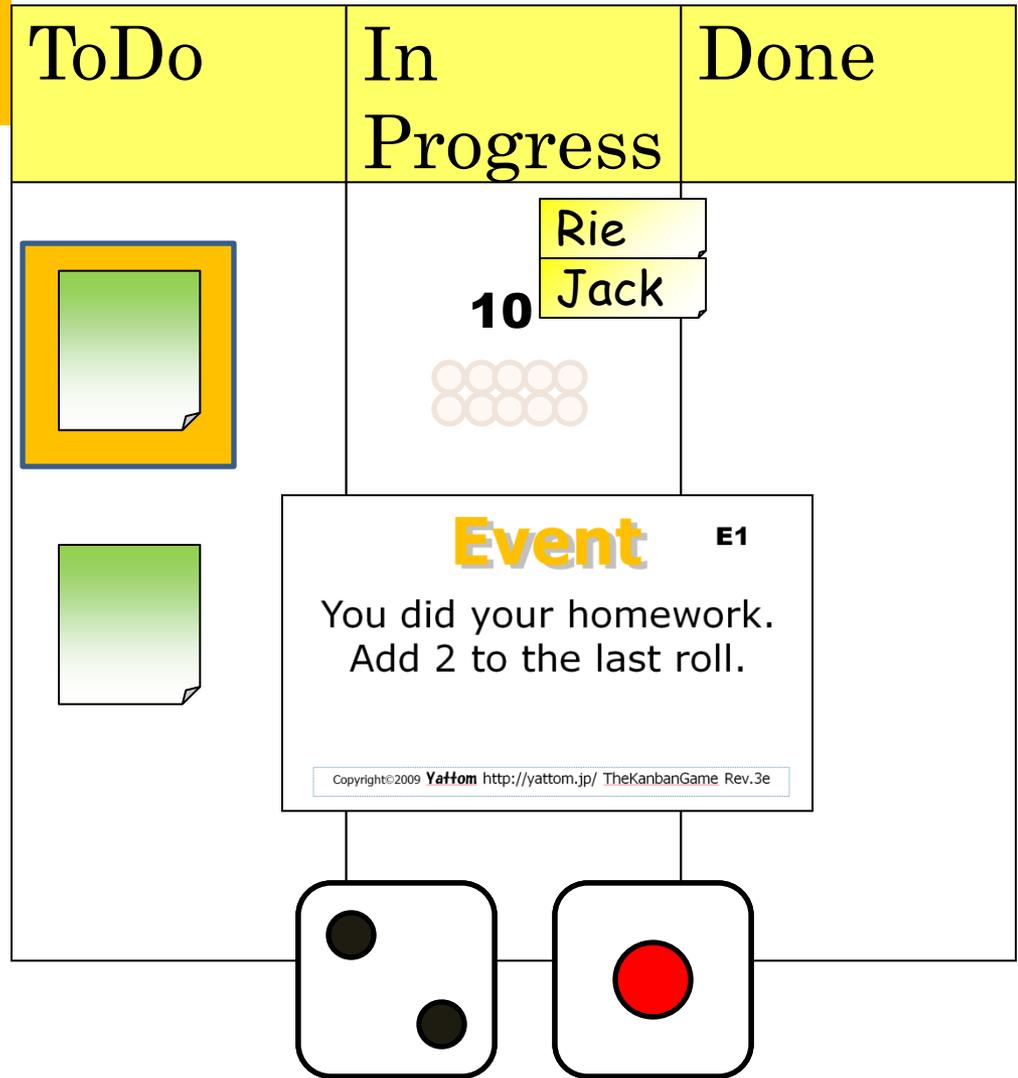
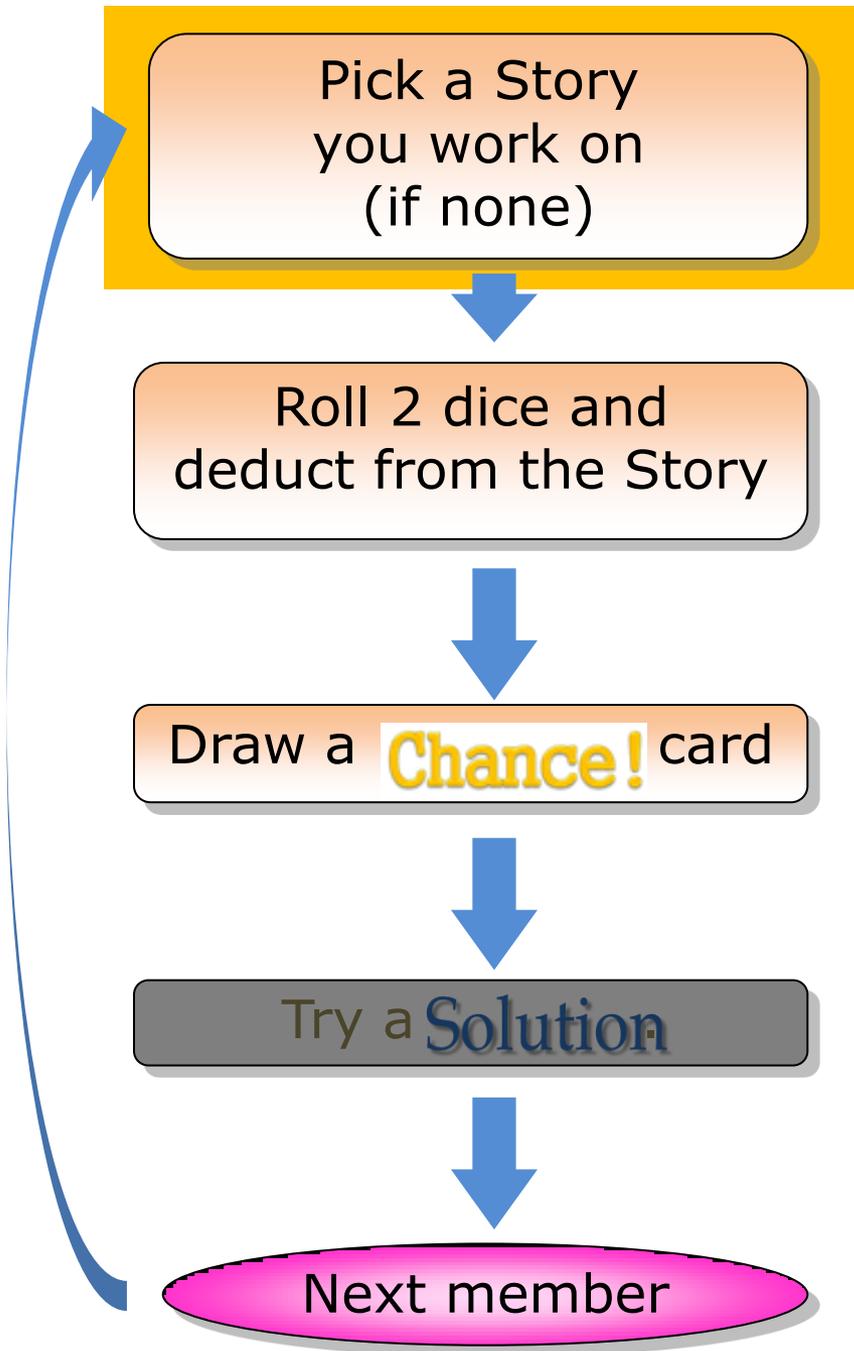


Game 1

Simple Task Board (or Scrum-ban)

Your Task Board





work on

and
the Story

currently working on any or you just finished one. Put chips equal to the estimation on the Card.

2. Roll 2 dice and deduct the number from the chips. When all the chips are gone the Story is finished. Move it to next (right.)

You can work on more cards until you deduct all the chips same as dice.

3. Draw a Chance! card and follow the instructions. There are three types of Chance cards



You can only work on one card in a turn (a day).
Leftovers from your finished Story are discarded.

Preparation

- Create your Kanban board on the tables
- Take out **Problems** and **Solutions** from Chance! Cards
- Shuffle Chance! Cards and stack face down
- Set Progress Record Sheet and pens in place
 - I recommend someone to record progress

Progress Record Sheet

進捗表の使い方

1. 着手したラウンドから完了するまで線を引く
2. 作業したラウンドには丸をつける (キューにたまっている間はつけない)
3. 完了したラウンドに星を付ける
4. 着手から完了までの時間を「完了時間」に、作業したラウンドの数を「作業時間」に記入

Draw line from the first circle to the star

Count the number of circles

ストーリー	工数	ラウンド数												完了時間	作業時間		
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th				
(例) Webインターフェースからメール送受信ができる	11	○	○	○	○	○	○	○	○	○	☆	○	○	○	○	9	6
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Draw a circle when someone rolled dice

No circles when no one rolled dice

Mark when the story finished (Done) with a star

Count the length of the line

It is better to assign someone for recording

Put your ideas and improve!

Planning for an iteration

- Plan for 3-days iteration
 - Choose Stories you work on in the iteration
 - Estimated Work Effort is in hours (**use total**)
 - Each member works 8 hours a day
- Put selected Story Cards on the “To Do” lane
- Plan again in each 3-days iteration



The handout says
otherwise, but
it's HOURS!

Story Cards and Estimated Work Effort

Story s1

ID & priority

Users can exchange
emails securely with
pre-defined recipients.

24 (6+12+6)

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**Estimated hours
to finish the
story**

**Estimated
hours to
finish
design**

**Estimated
hours to finish
development**

**Estimated
hours to
finish test**

Set off when you're ready!

This Game1 is for 20 min.

Kanban

Kanban

- Visualization (or *MIERUKA*) of team's progress and status
- Kanban show problems or wastes
- Enhance communications
- Many variations

ToDo

Doing

Done

The image shows a hand-drawn Kanban board on a wall. It is divided into three vertical columns: 'ToDo', 'Doing', and 'Done'. The board is populated with many colorful sticky notes in yellow, pink, blue, and green. Small white labels with numbers (1, 2, 3, 4) are placed between the columns, likely representing work-in-progress limits. The board is mounted on a wall in front of a window with blinds.

Simple Task Board (also called Scrum-ban)

ToDo are shared

Jane is working too much?

	ToDo	In Progress	Done
Kenji			
Jane			
Tom			
Susan			
Yuki			
Kim			
Pete			

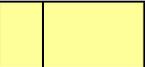
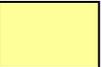
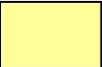
Show who's on working what

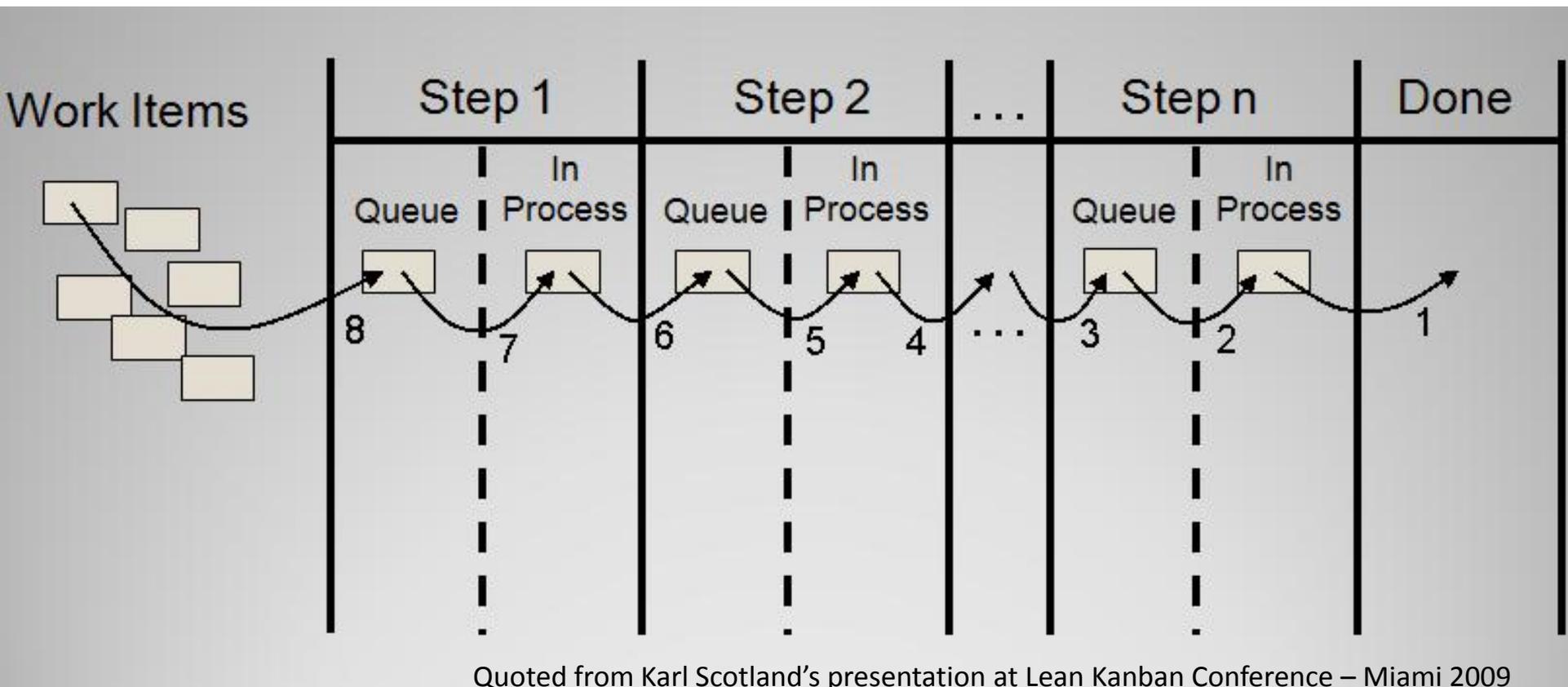
Projects

Project	Stage	Priority	Urgency
P J PSS	基本設計	緊急	×
		今週	
		来週	
		以降	
	詳細設計	緊急	
		今週	
		来週	
		以降	
	開発	緊急	×
		今週	
		来週	
		以降	
検証	緊急	×	
	今週		
	来週		
	以降		
P J PSS	基本設計	緊急	
		今週	
		来週	
		以降	
	詳細設計	緊急	
		今週	
		来週	
		以降	
	開発	緊急	
		今週	
		来週	
		以降	
検証	緊急		
	今週		
	来週		
	以降		
P J PSS	基本設計	緊急	
		今週	
		来週	
		以降	
	詳細設計	緊急	
		今週	
		来週	
		以降	
	開発	緊急	
		今週	
		来週	
		以降	
検証	緊急		
	今週		
	来週		
	以降		

Stages

Shows urgency (immediate, within a week, next week, later)

Story	ToDo				In Progress	Done	
	Predictable	Some Risk	Highest Risk	For Today		Today	
							
							
							
							
Misc.							
Inbox							
							



Quoted from Karl Scotland's presentation at Lean Kanban Conference – Miami 2009

<http://www.leankanbanconference.com/presentations.html>

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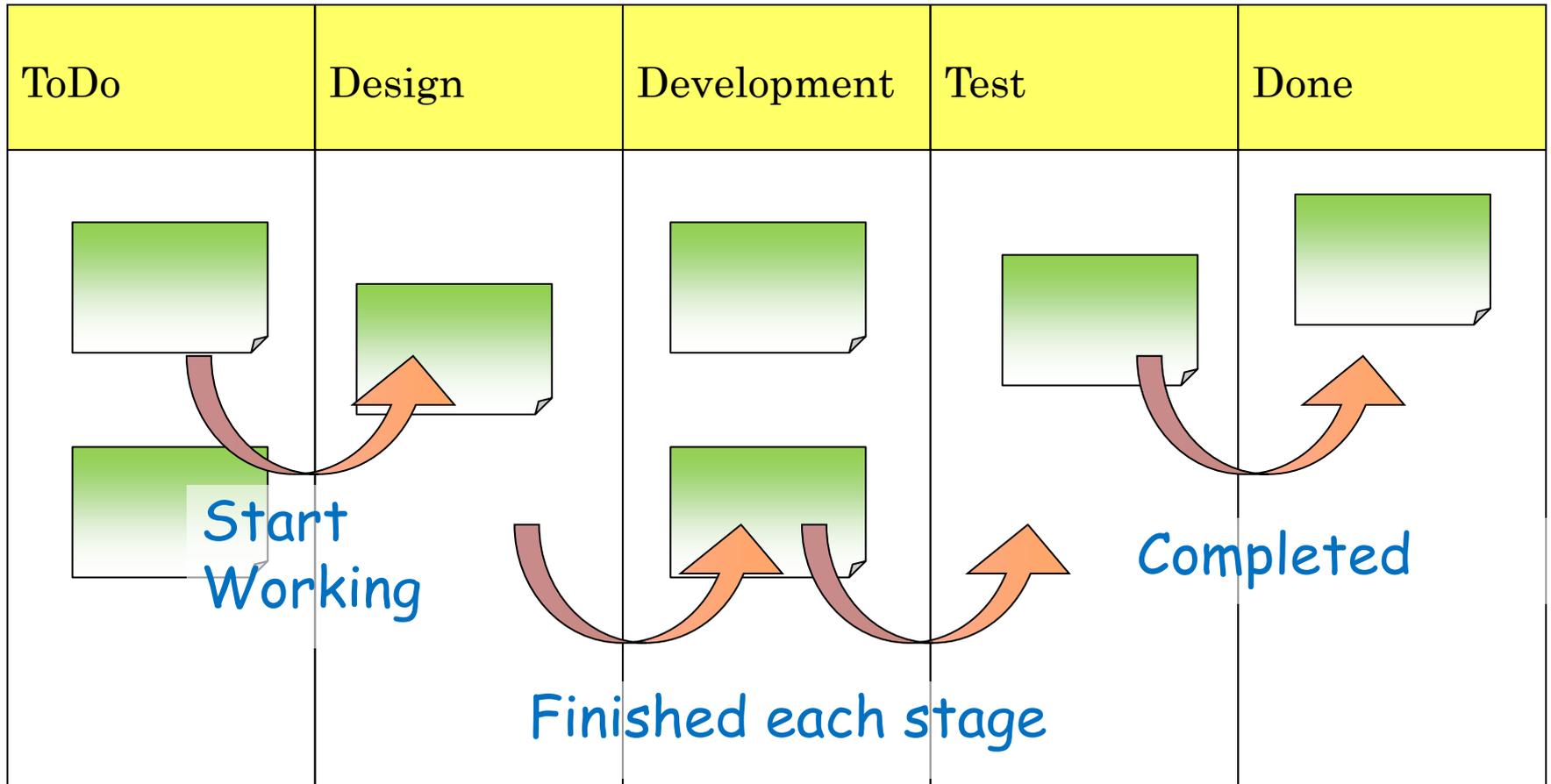
3 Games for Today

- Game 1
 - Simple Task Board (or Scrum-ban)
- Game 2
 - Staged
- Game 3
 - WIP and Queue limits

Game 2

Staged

Create Your Task Board



The stages (design, development and test) are hypothetical, just an example for this workshop.

Make Assignments

- Assign human resources (you!) to stages
- You cannot change the assignment during an iteration
- Re-assign at the beginning of an iteration

Problem Cards and Solution Cards

- **Problem** Cards stick on Stories
- A Story with **Problems** cannot move to the next stage
 - You can still work on (= roll dice) but never finish
- **Solution** Cards can solve **Problems**
 - Keep **Solutions** in your hand for later use
- Choose a **Solution** from your hand and
 1. Define what the **Problem** is
 2. Then argue how the **Solution** solve it

Additional Rules

- You can change sign-ups **only when the Story** you're currently working on **is blocked** by a **Problem**.
- Rearrange and rebalance human resource **in each 3 rounds** (3 days.)

Set off when you're ready!

This Game2 is for 30 min.

Retrospective Game 1 & 2

Opinions?

Talk about strategy

Then write them down
on flipcharts

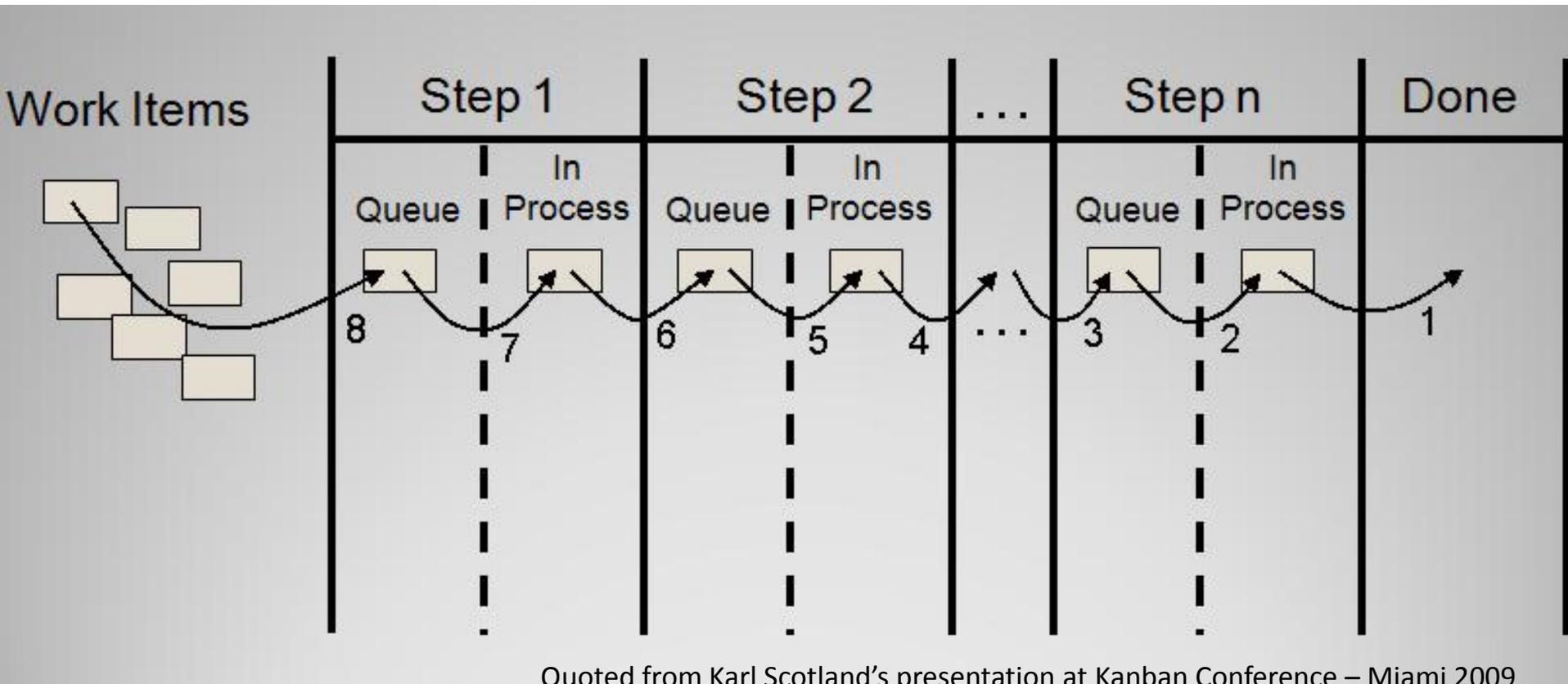
Coffee Break

till 15:50

Game 3

WIP and Queue limits

Kanban *Pull*

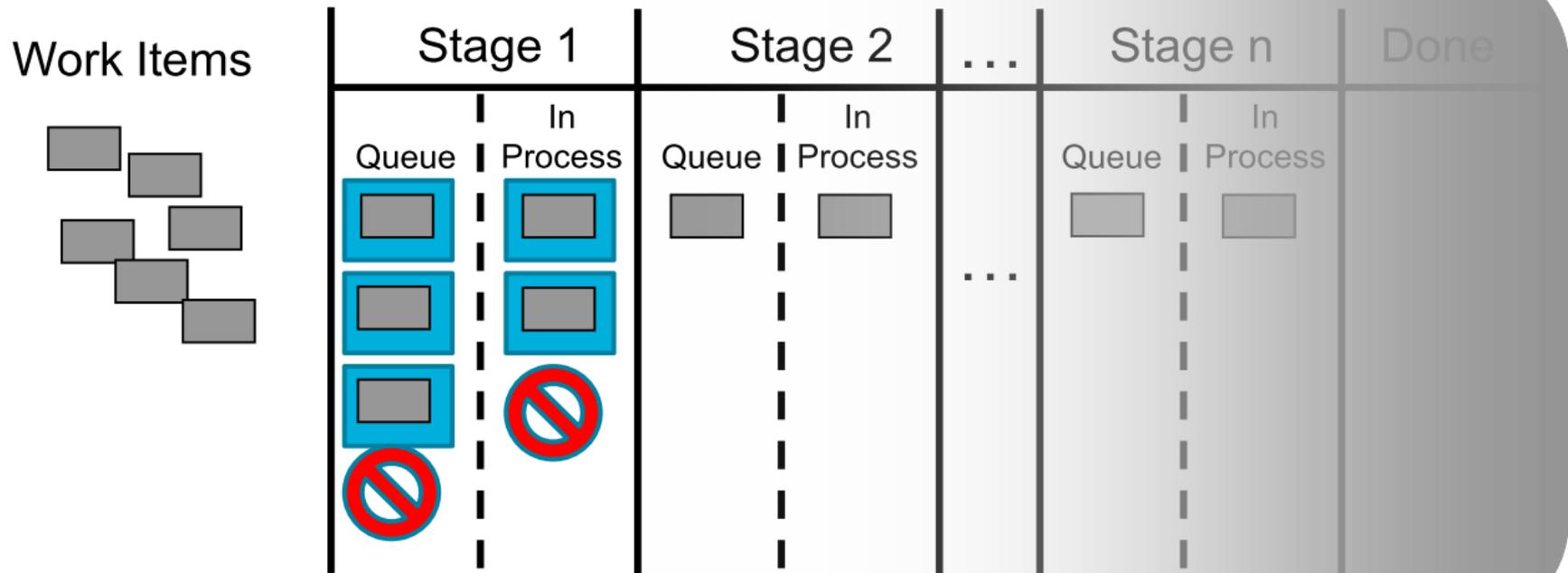


Quoted from Karl Scotland's presentation at Kanban Conference – Miami 2009

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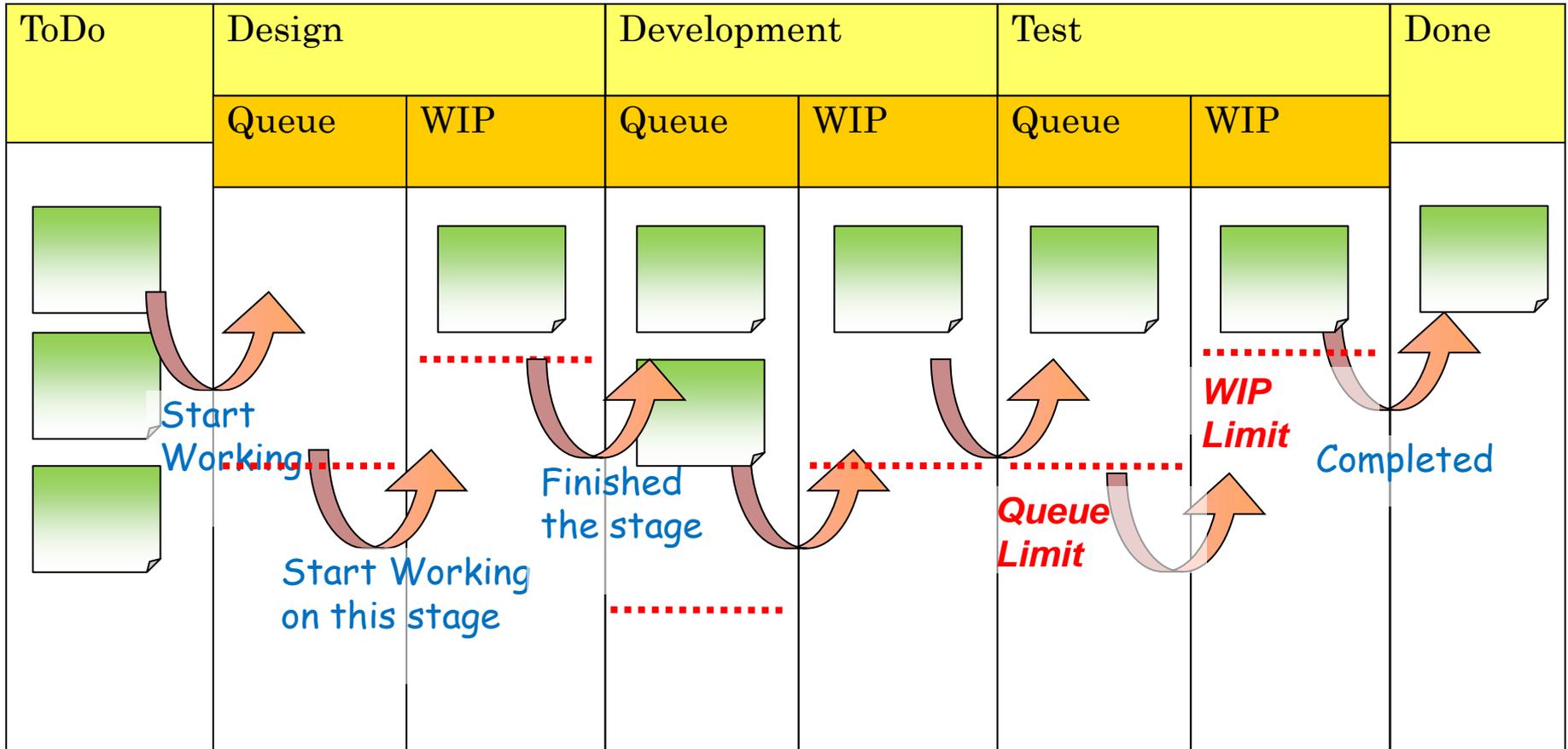
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Kanban Pull – With Limits



Quoted from Karl Scotland's presentation at Kanban Conference – Miami 2009
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Create Your Task Board



Show limits explicitly with Post-Its

WIP and Queue Limits

- In WIP, no more cards than the number of assigned personnel are allowed
- For Queue, team decides the limit
 - Try and see, change as you like
- **No Stories can be worked on while the Queue in the next stage is full.**

Additional Rules

- Risk of Requirement Changes
 - At the end of an iteration, roll 2 dice for each Story on the board (except Done.)
 - If it's double one, the Story is changed and it needs to be started from ToDo!

Set off when you're ready!

This Game3 is for 30 min.

Retrospective Game 3

Conclusion

- The game materials are open and free
<http://yattom.jp>
- The cards are not enough for everyone
- I'd love feedbacks!

Thank you for coming!

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 @yattom