The Kanban Game

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The Kanban Game

- A collaborative experience

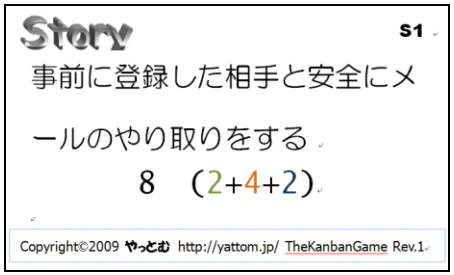
- Learn how to use Kanban
- Team-building tool
- Experiment for better Kanban

Please bring back something useful!

You mean it!?

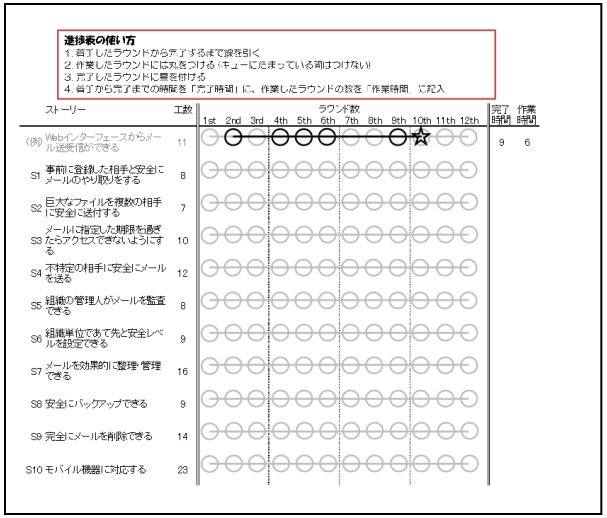
The Kanban Game

Materials



10 Story Cards

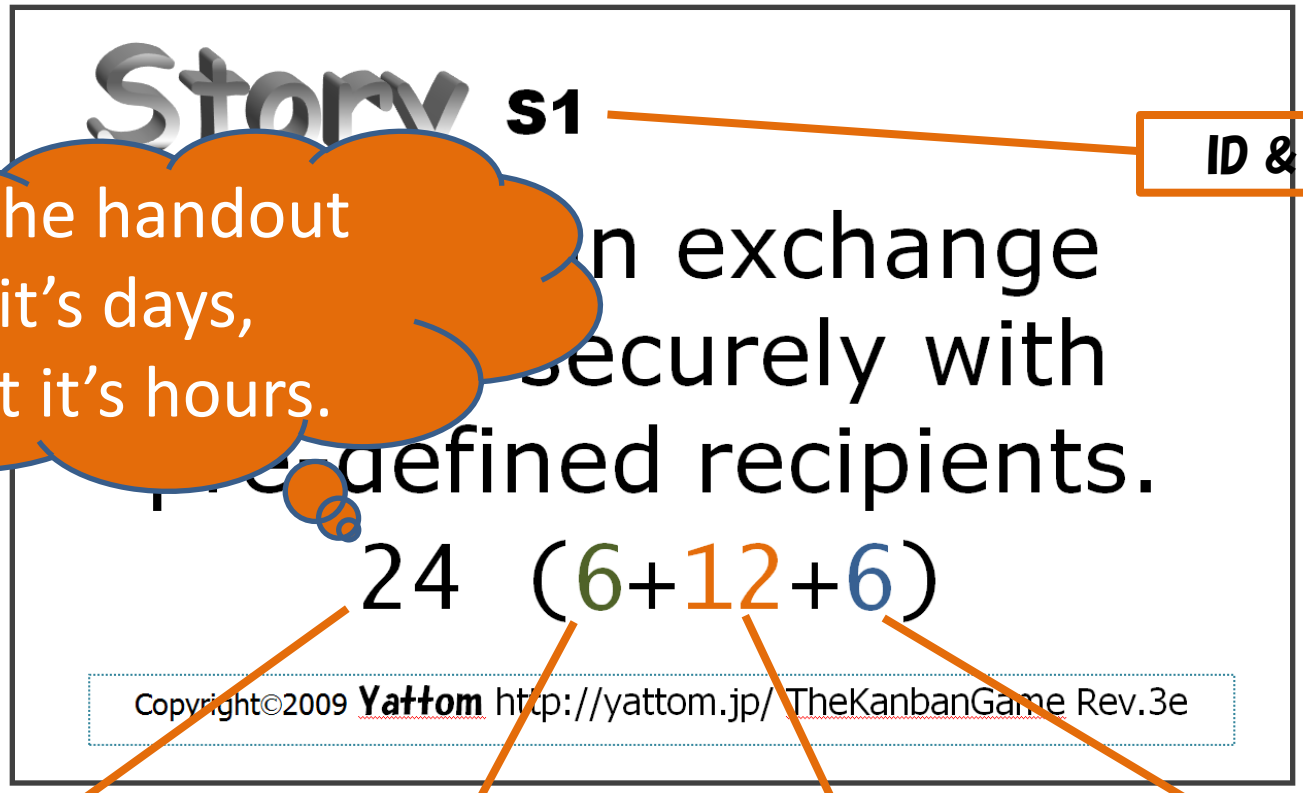
30 Chance! Cards
(Solution, Problem, and Event)



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



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

ID & priority

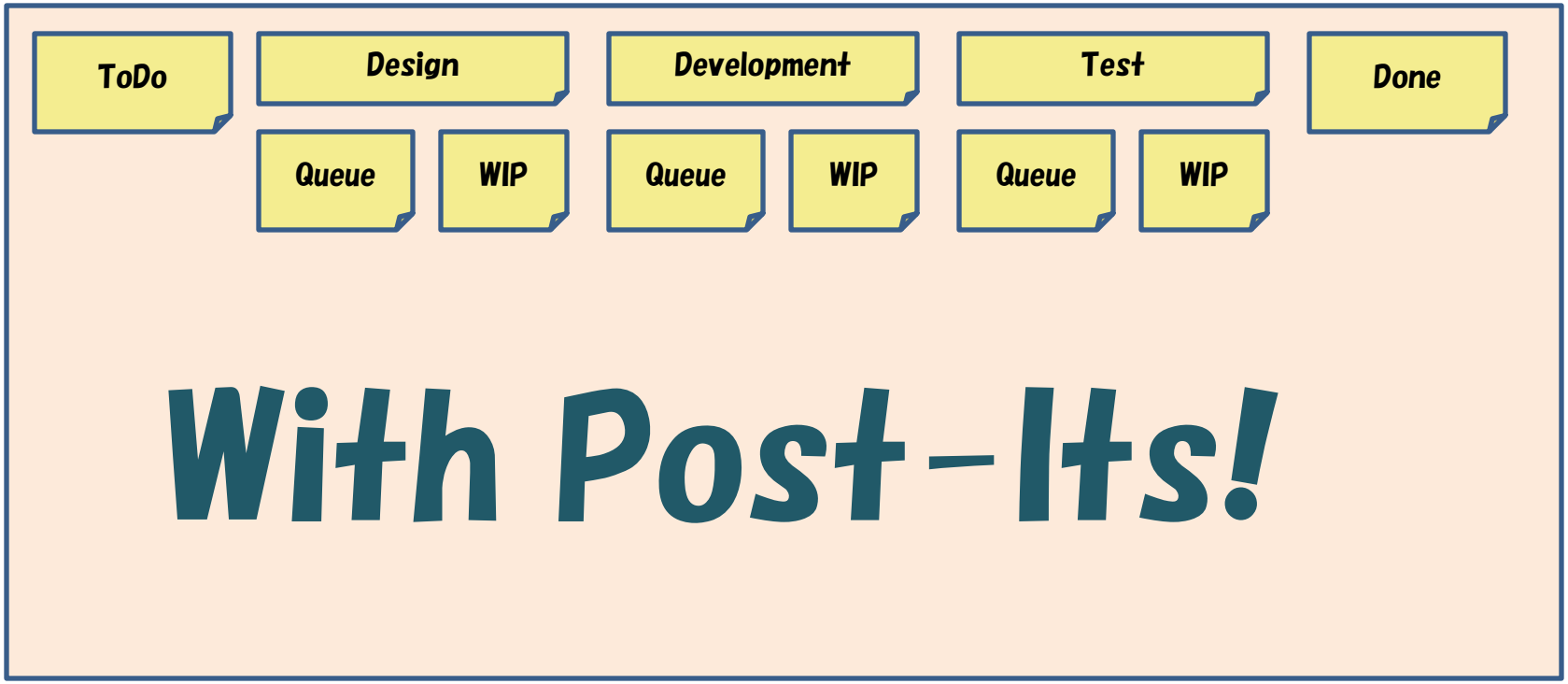
Estimated hours to finish the story

Estimated hours to finish design

Estimated hours to finish development

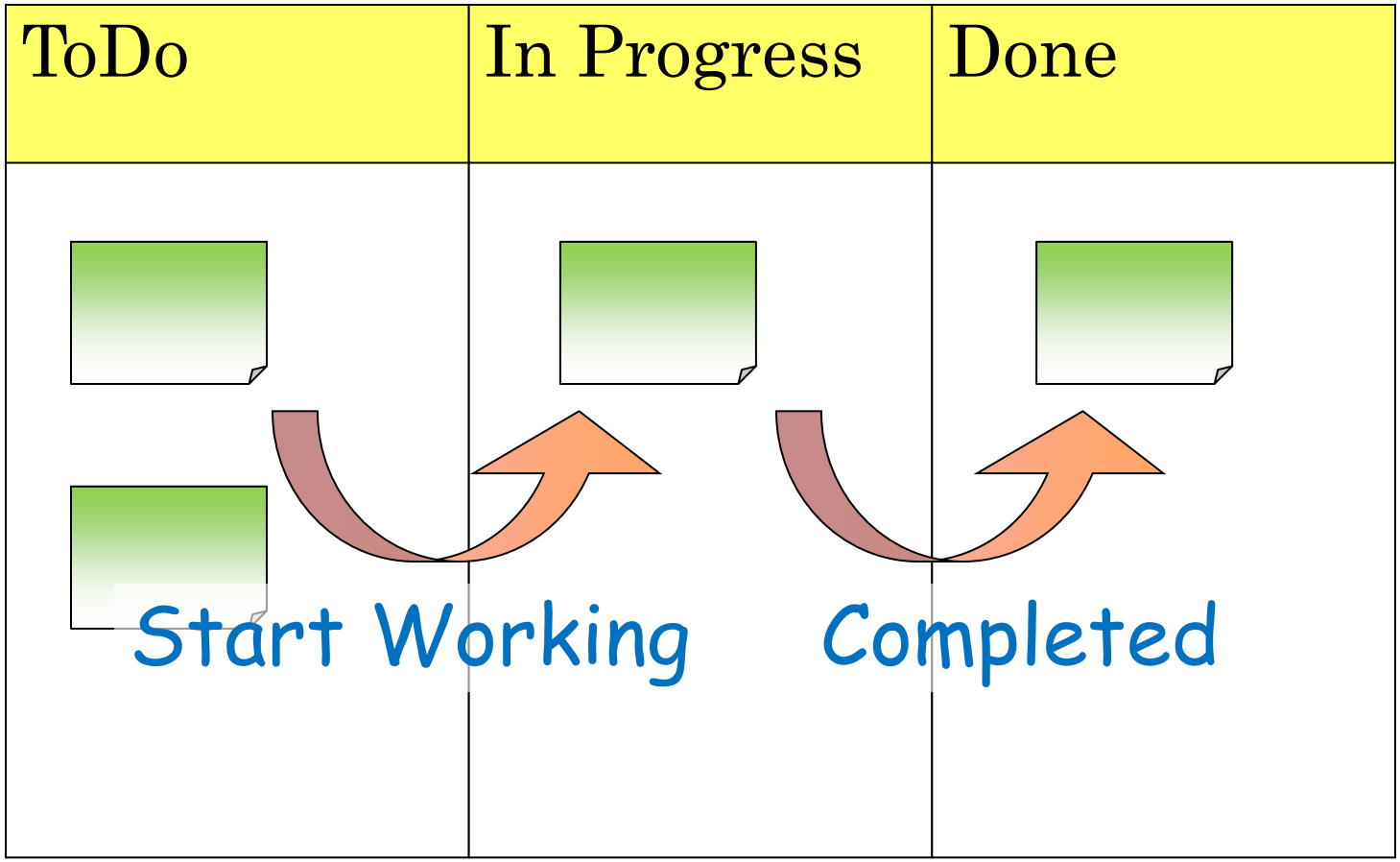
Estimated hours to finish test

Draw your Kanban board



Game 1
Simple Task Board
(or Scrum-ban)

Your Task Board



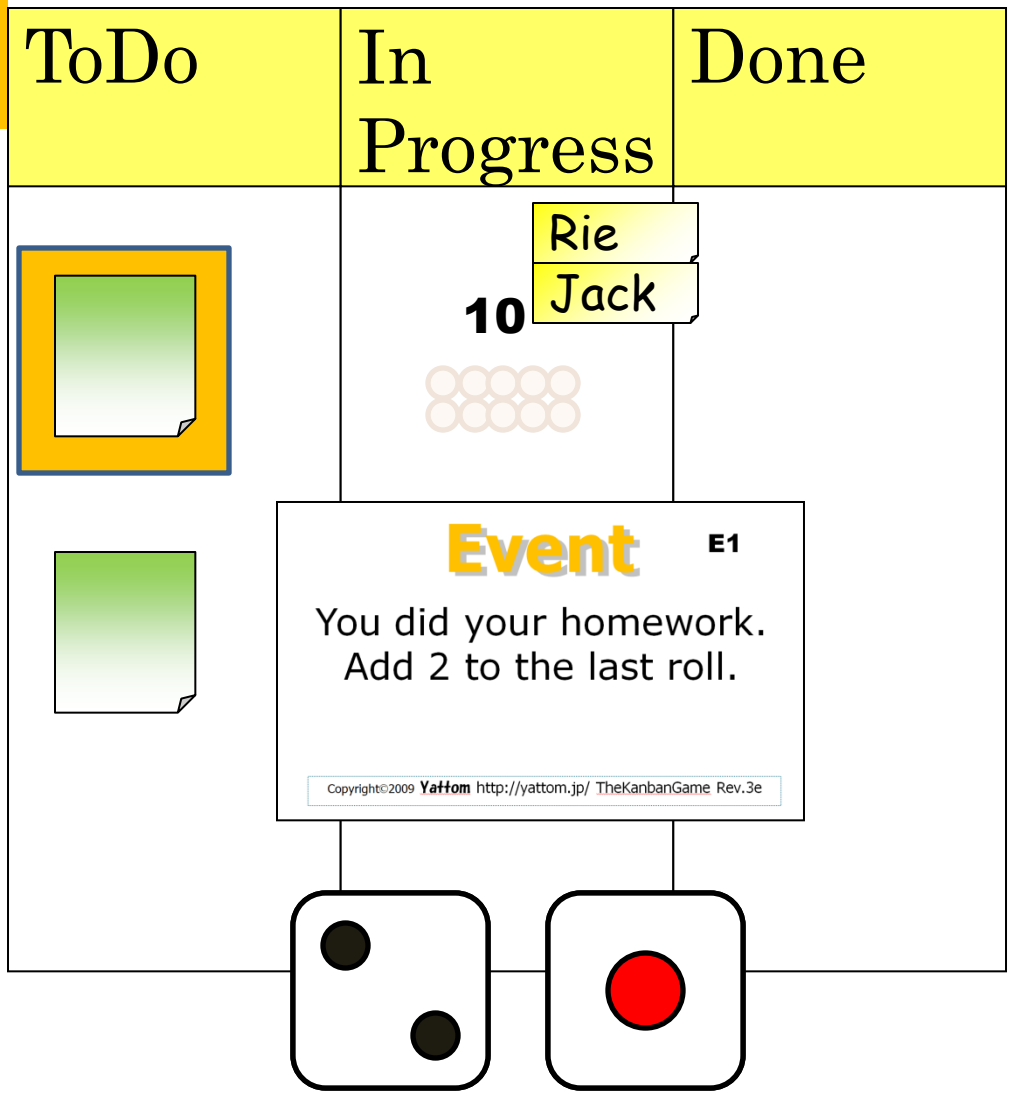
Pick a Story you work on (if none)

Roll 2 dice and deduct from the Story

Draw a Chance! card

Try a Solution

Next member



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.

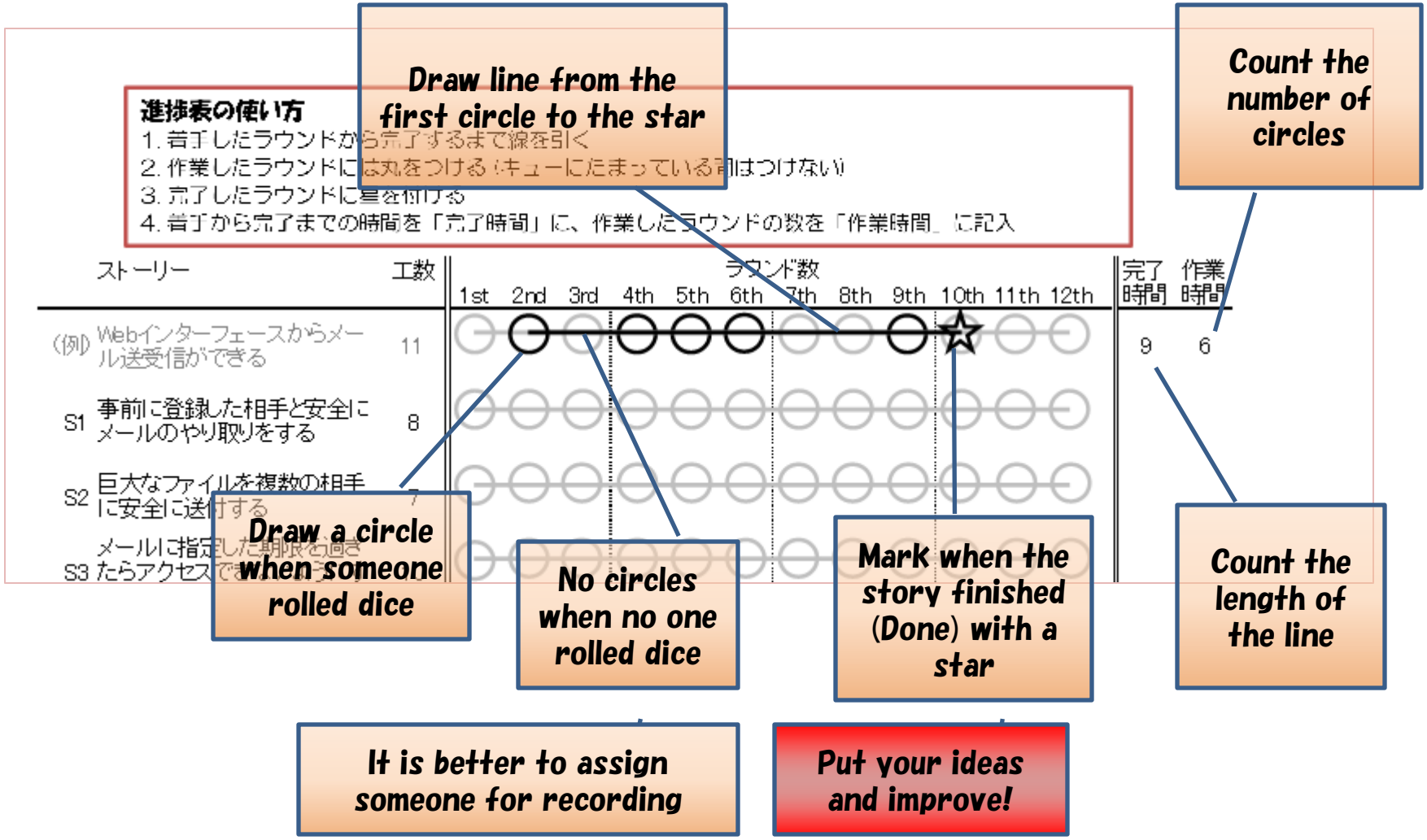
3. Draw a Chance! card and follow the instructions. There are three types of Chance! cards.

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

Preparation

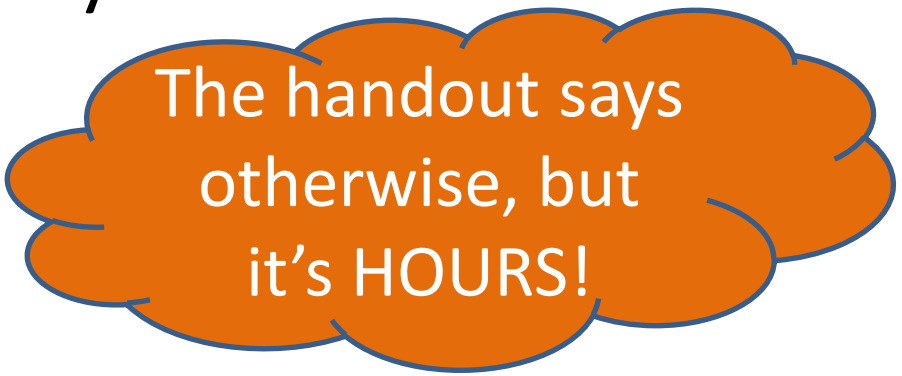
- Create your Kanban board on the tables
- Take out Problems and Solutions from Chance! Cards
- Shuffle Chance! Cards and stack face down
- Set Progress Record Sheet and pens in place
  - I recommend someone to record progress

Progress Record Sheet

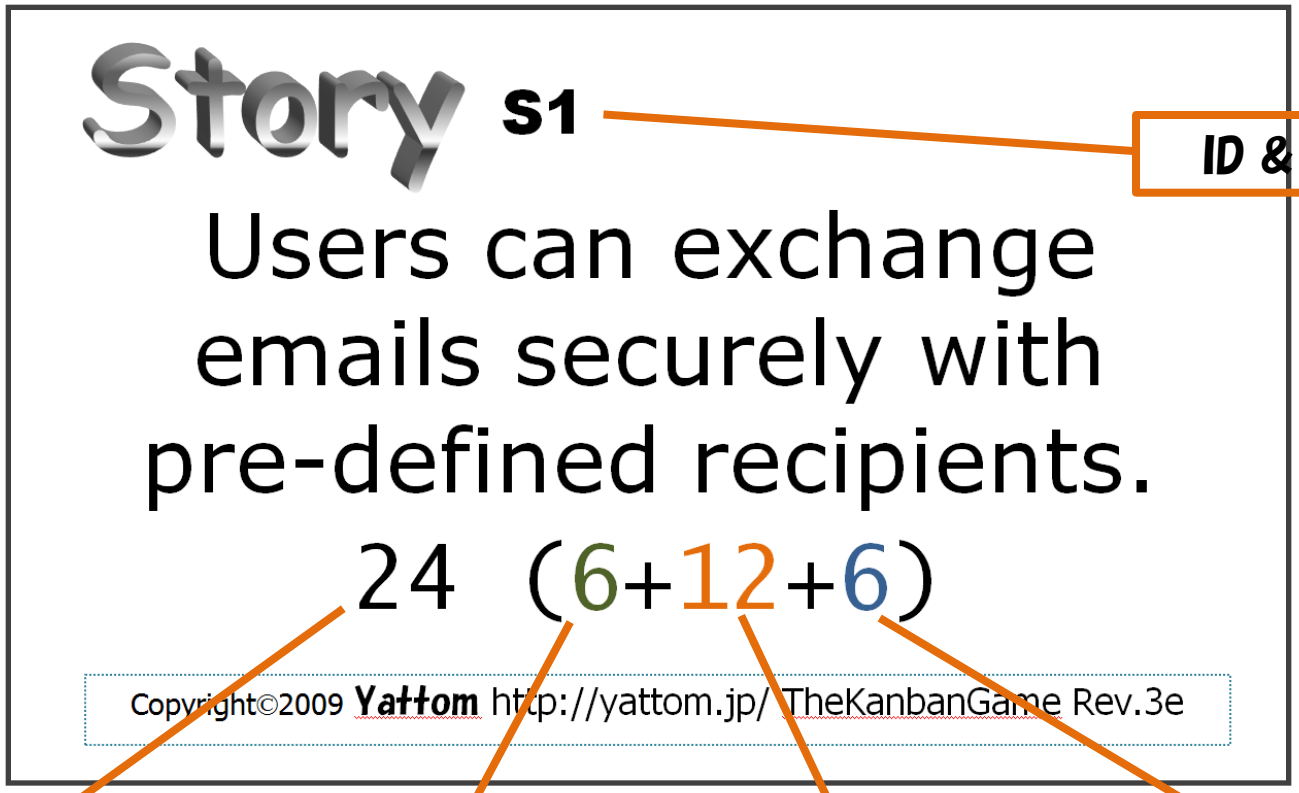


Planning for an iteration

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



Story Cards and Estimated Work Effort



ID & priority

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

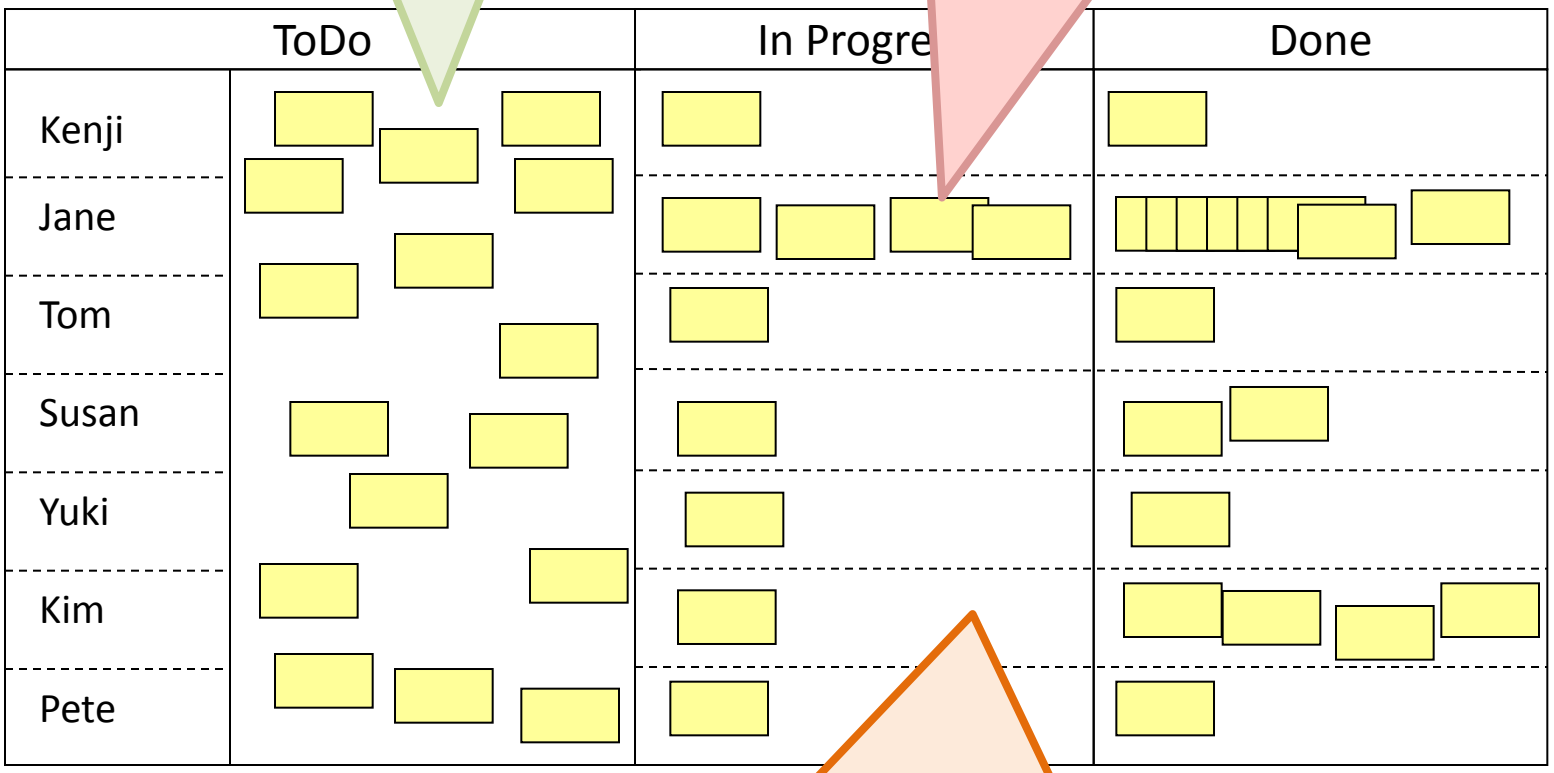
- Visualization (or *MIERUKA*) of team's progress and status
- Kanban show problems or wastes
- Enhance communications

- Many variations

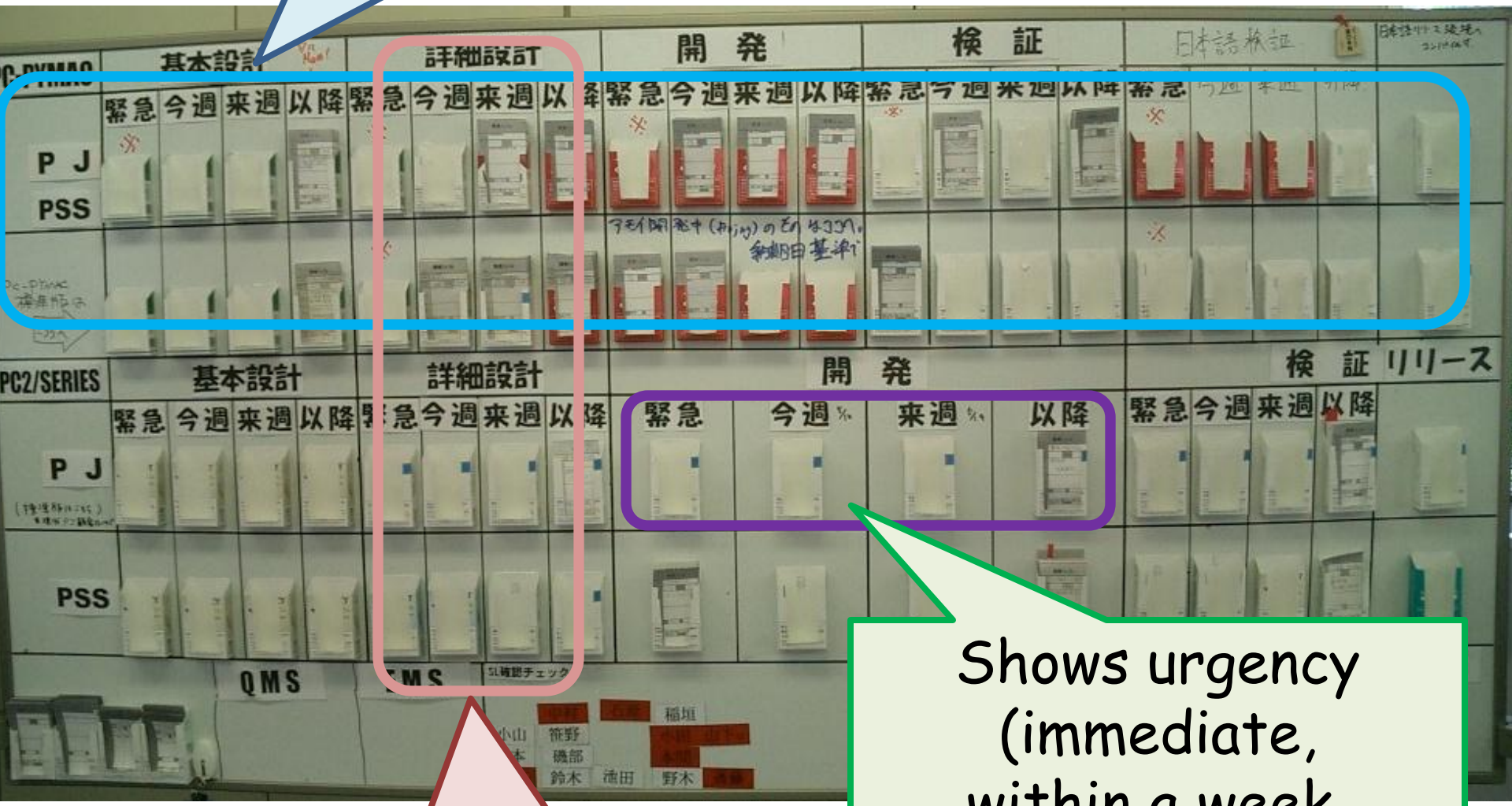
Simple Task Board (also called Scrum-ban)

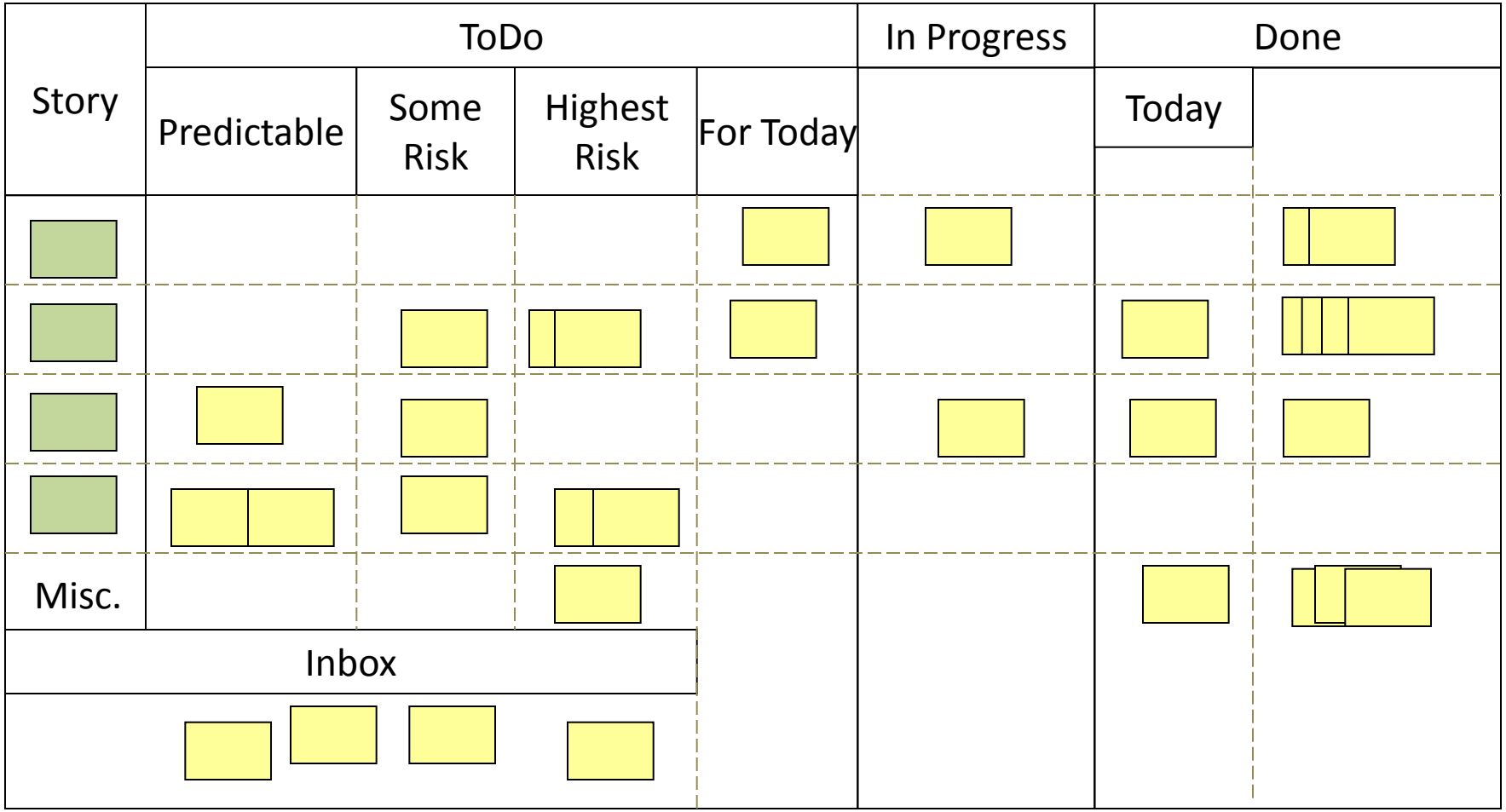
ToDo are shared

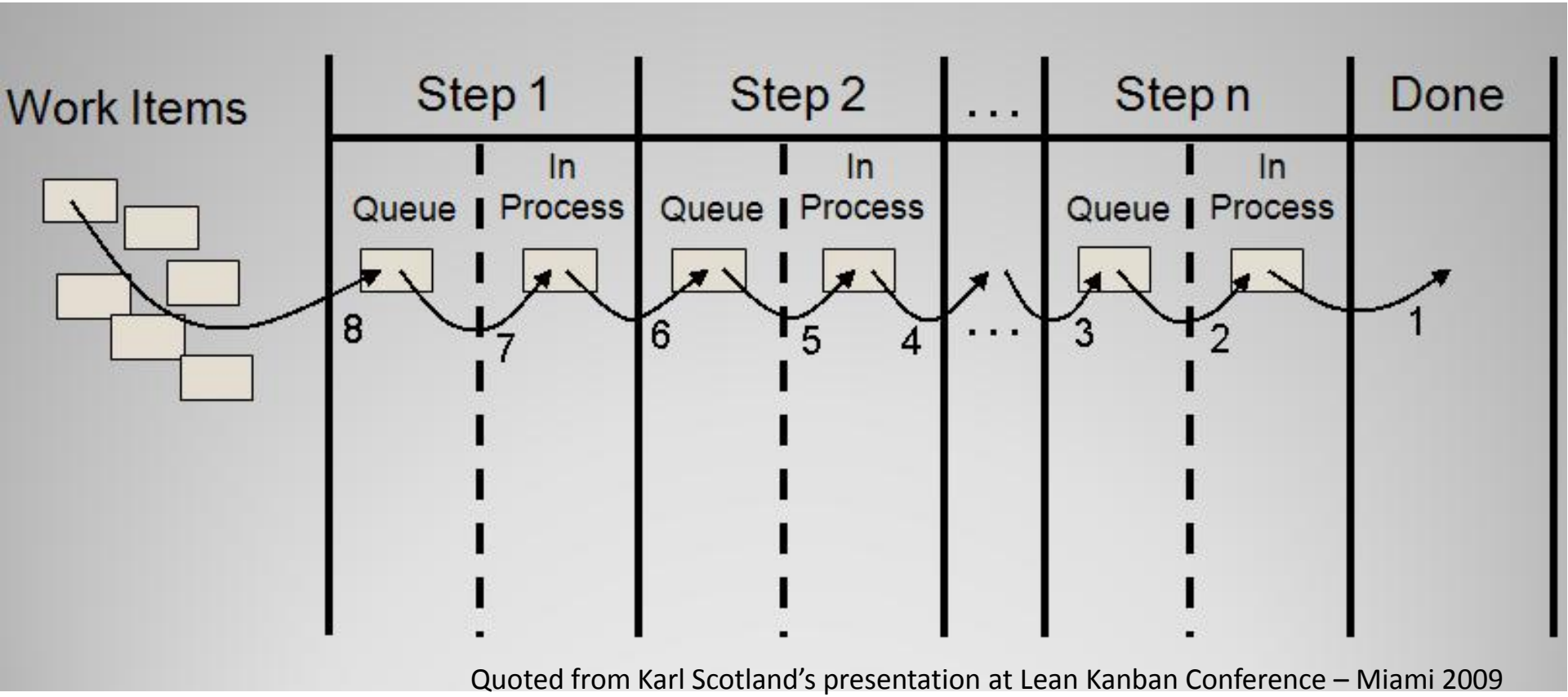
Jane is working too much?



Show who's on working what


Projects
基本設計
詳細設計
開 発
検 証
緊急 今週 来週 以降
P J
PSS
PC2/SERIES
基本設計
詳細設計
開 発
検 証 リリース
緊急 今週 来週 以降
P J
PSS
QMS
Shows urgency
(immediate,
within a week,
next week, later)
Stages


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
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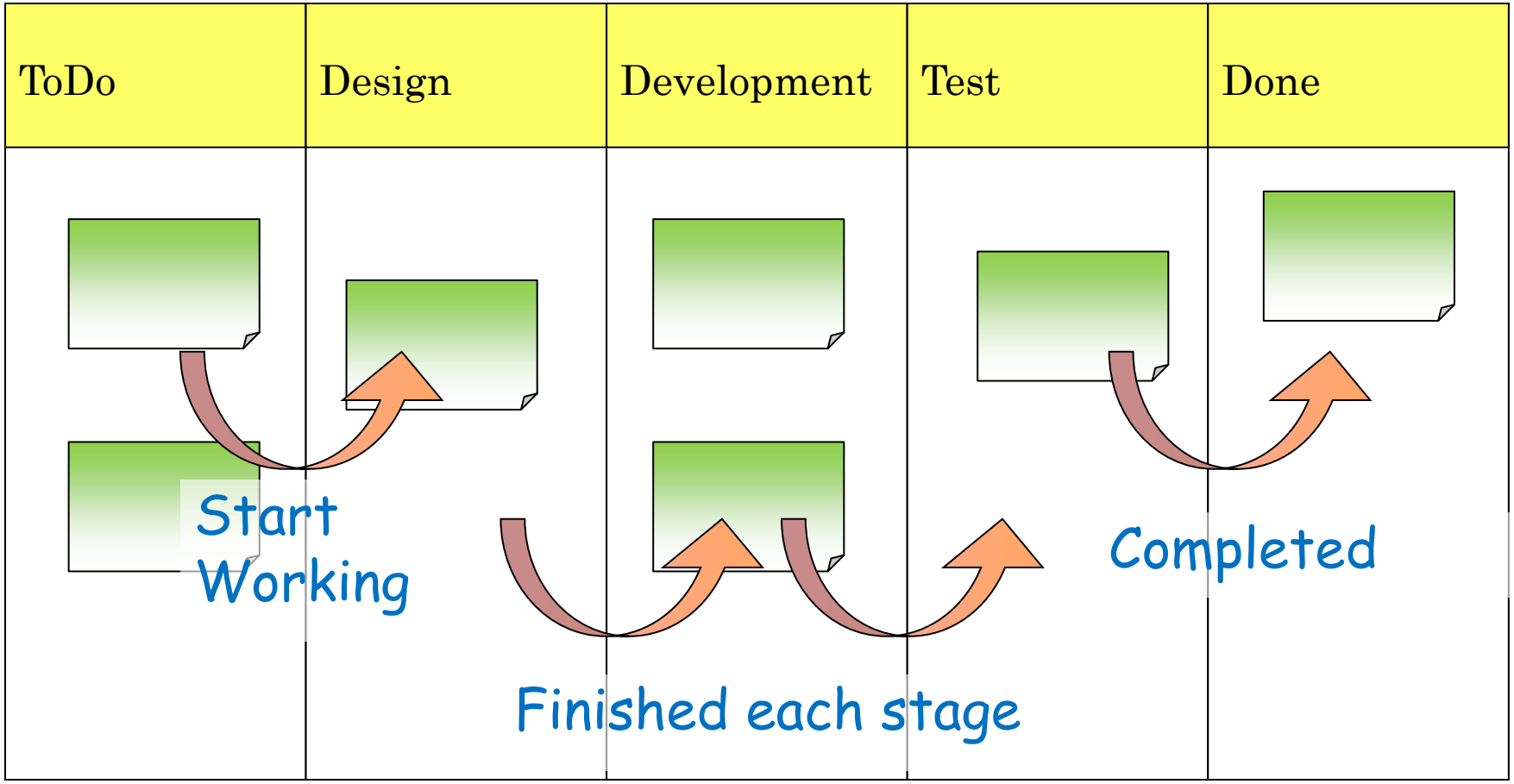
3 Games for Today

- 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

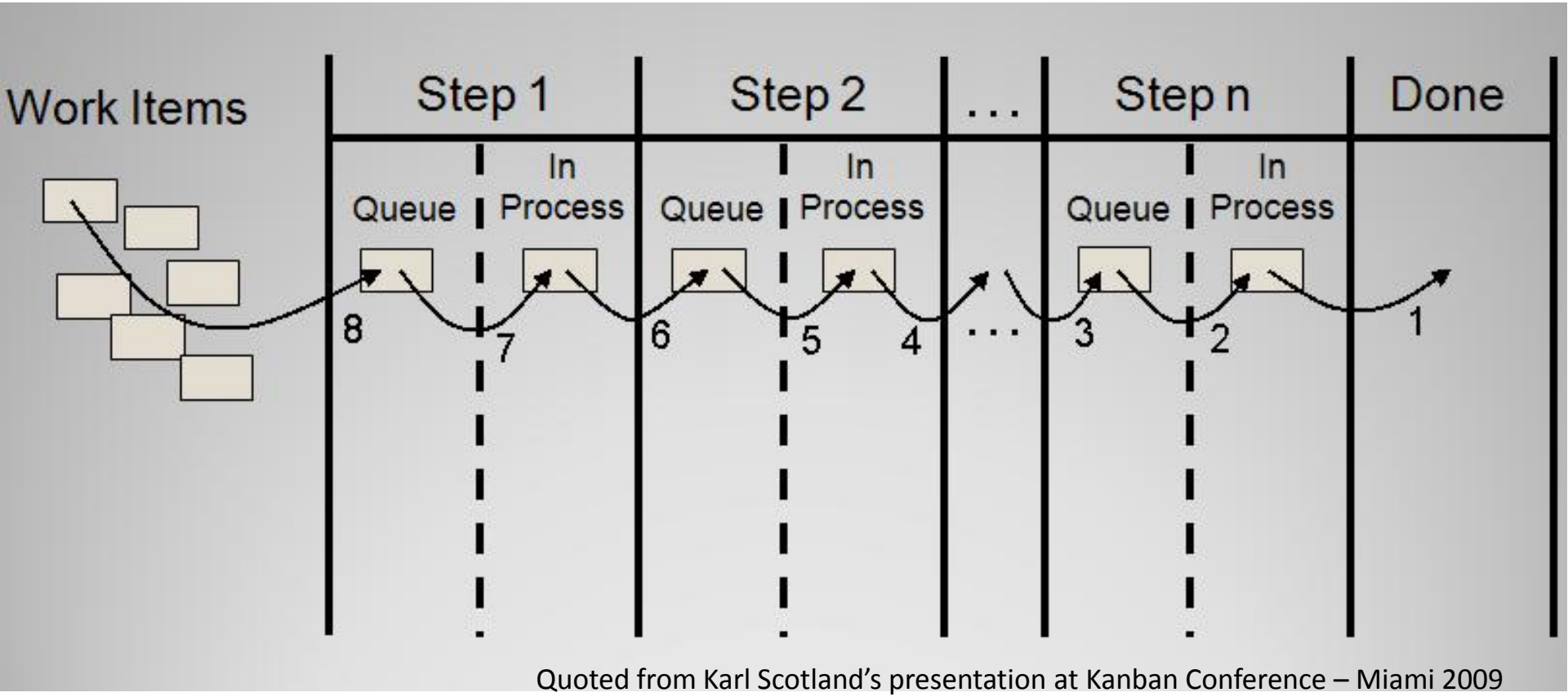
Then write them down on flipcharts

Coffee Break

till 15:50

Game 3
WIP and Queue limits

Kanban *Pull*



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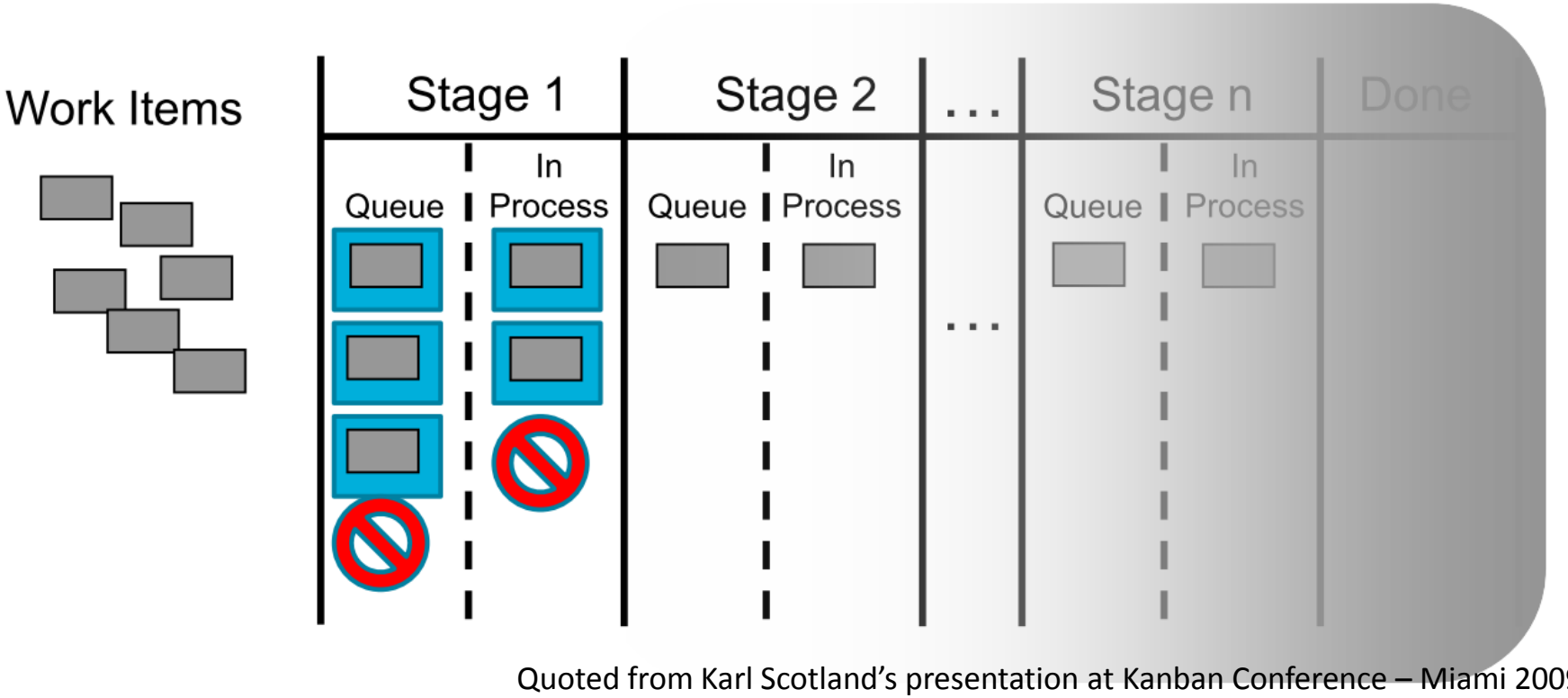
Kanban Pull – With Limits



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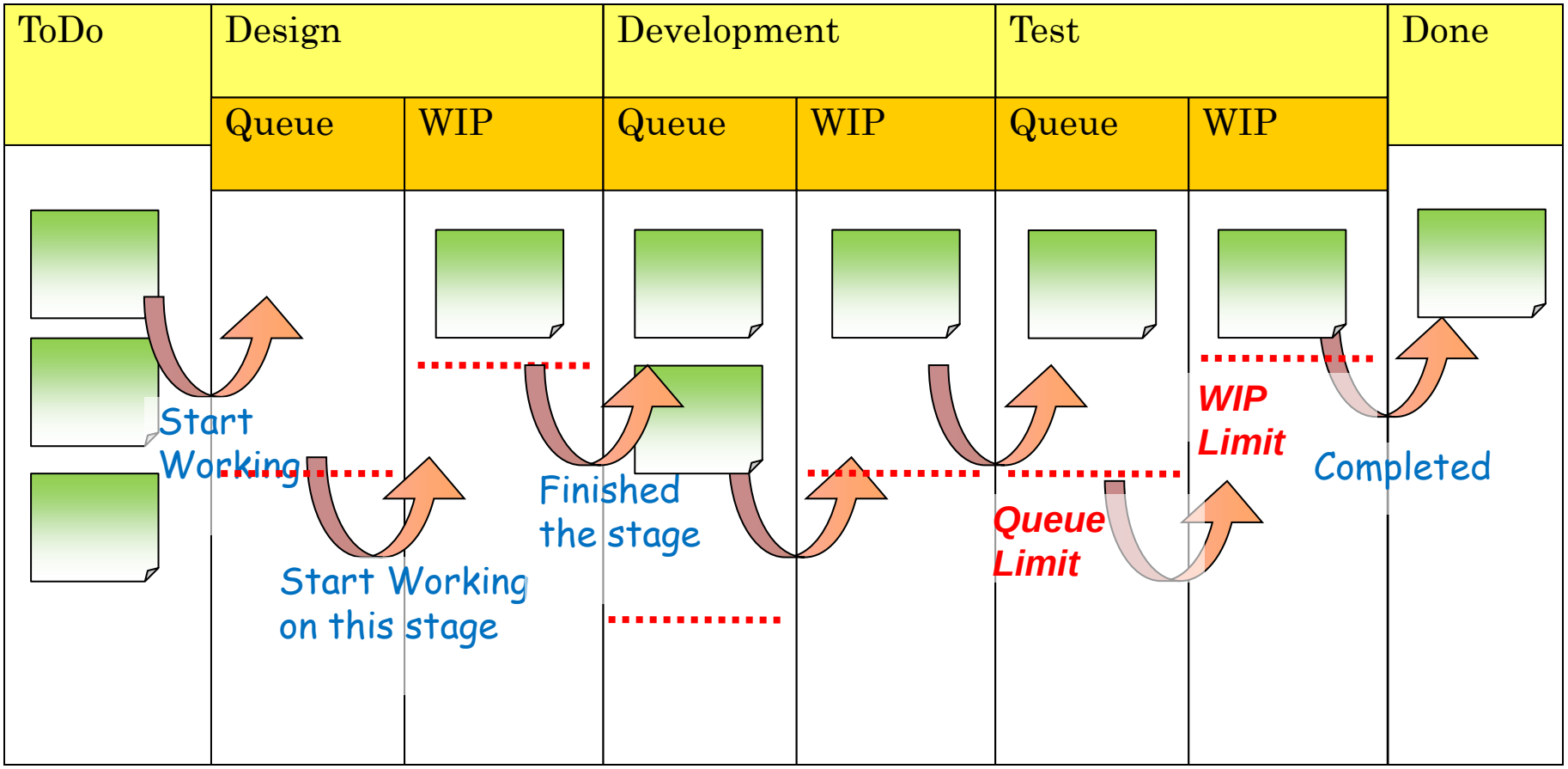
Create Your Task Board



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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