



- # The Agile Game

April 2009

- Welcome

- You're here to play the Agile Lego Game
 - Short on talk, big on action
 - Participate in a non-technical agile project
- Introductions.....
- Volunteer coaches.....?

- Let Play The Game

- Agile terms

- Iteration (a.k.a. Sprint)
 - We'll be doing three today
- Iteration Planning Meeting (a.k.a. Sprint Planning Meeting)
- User Stories
- Business Value
- On-Site Customer (a.k.a. Product Owner)

- 1st Iteration

- Discuss and estimate the stories (4 min)
 - Rank each story from easy (1 story point), medium (2 story points) or hard (3 story points)
- Sign up for stories (1 min)
 - Choose the stories you can get done in the iteration. Use a combination of estimates and business importance as a guide
- Development (10 min)
 - Build away
- Retrospective (5 min)
 - Each team should discuss how things went and changes for next time, and then have a spokesperson from each team present the results.

- 2nd Iteration

- New Terms
 - Showcase
 - Retrospectives
 - Simple Design
 - Refactoring
- The Play
 - Discuss and estimate the stories (4 min)
 - Sign up for stories (1 min)
 - Development (10 min)
 - Retrospective (5 min)

- 3rd Iteration

- New Terms
 - done, Done, DONE
 - Velocity
- Roles on agile teams
- The Play
 - Discuss and estimate the stories (4 min)
 - Sign up for stories (1 min)
 - Development (10 min)
 - Group retrospective (5-15 min)

• Takeaways From the Session

- **How agile teams:**
 - Collaborate
 - Incrementally Improve
 - Build Trust
 - Bridge the Communication Gap Between IT and Their Customers
- **Roles on agile teams**
- **The pattern and flow of an agile project including:**
 - Iterations / Sprints
 - Iteration Planning Meeting / Sprint Planning Meeting
 - User Stories / Business Value
 - On-Site Customer / Product Owner
 - Retrospectives
 - Showcase
 - Simple Design
 - Refactoring
 - done, Done, DONE
 - Velocity

- Thanks

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