

agile activities

working with kanban

getKanban version 2

Open source

Download your own at [getKanban.com](https://getkanban.com)

Later versions

Most recent is Version 4

Rules are different (improved?), but it costs

organize your team

Control Chart tracker

You own the Control Chart – update every time a story is deployed

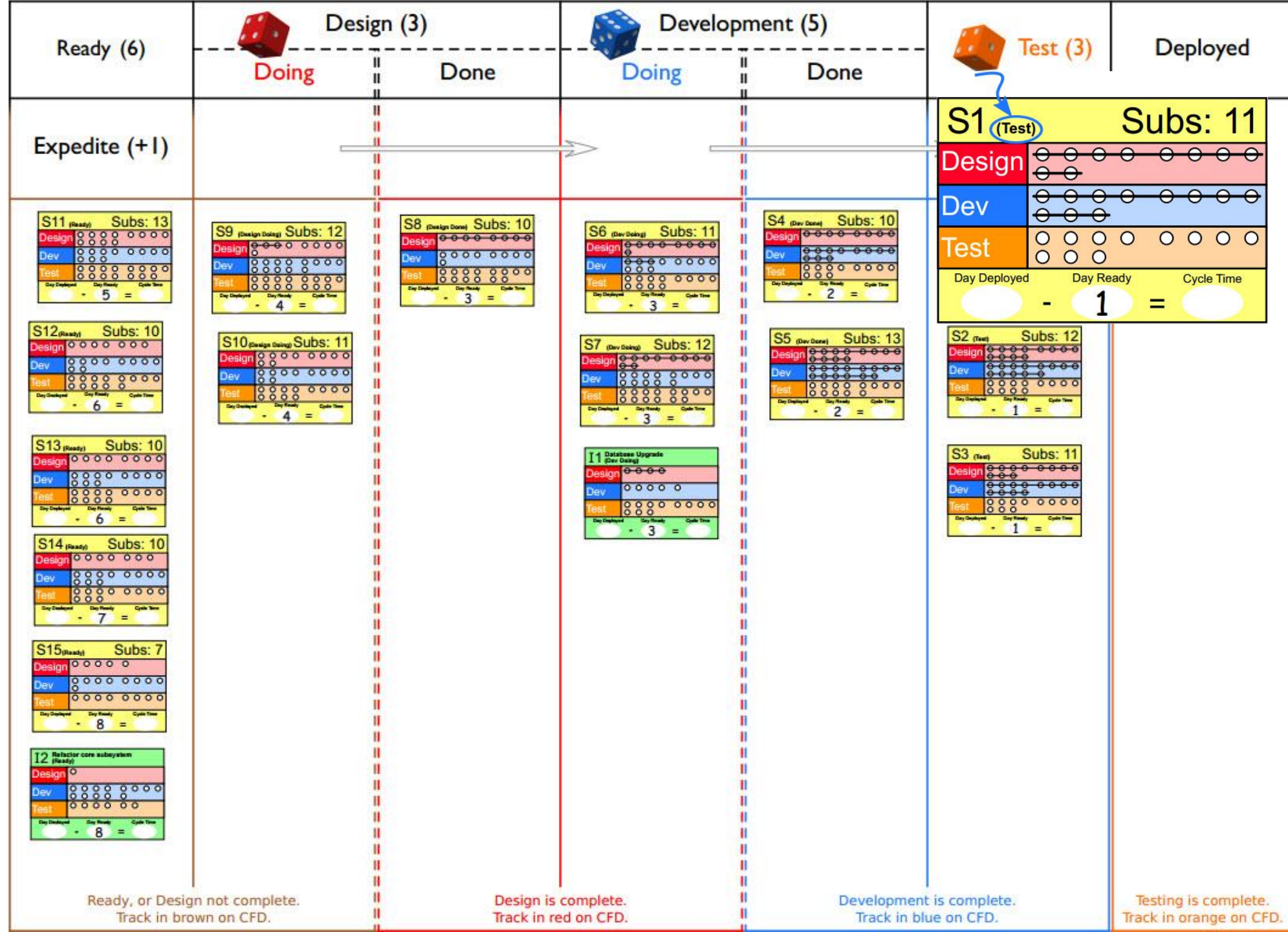
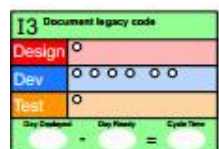
CFD tracker

You own the Cumulative Flow Diagram – update every day

Financial Analyst

You own the Financial Summaries sheet – update every *three* days

When decided, come to the front for training :)



story cards

S17		Subs: 7	
Design	○ ○ ○ ○ ○ ○		
Dev	○ ○ ○ ○ ○ ○ ○ ○		
Test	○ ○ ○ ○ ○ ○ ○		
Day Deployed	Day Ready	Cycle Time	
○	-	○	= ○

Standard stories
earn subscribers
Don't change the
order of the stack

I3 Document legacy code			
Design	○		
Dev	○ ○ ○ ○ ○ ○		
Test	○		
Day Deployed	Day Ready	Cycle Time	
○	-	○	= ○

"Intangible" stories
will earn a secret
benefit later in the
game

F2 Trade show Due day: 20		Subs: 25	
Design	<div><div></div><div></div><div></div><div></div></div>		
Dev	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> <div><div></div></div>		
Test	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		
Day Deployed	Day Ready	Cycle Time	
<div></div>	-	<div></div>	= <div></div>

"Fixed date" stories
have special prize
or penalty

E1 Special job by day 21		Cash: \$5,000	
Design	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		
Dev	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		
Test	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		
Day Deployed	Day Ready	Cycle Time	
<div></div>	- <div>18</div>	= <div></div>	

Hand over your
"expedited" story;
you'll get it back
after Day 18

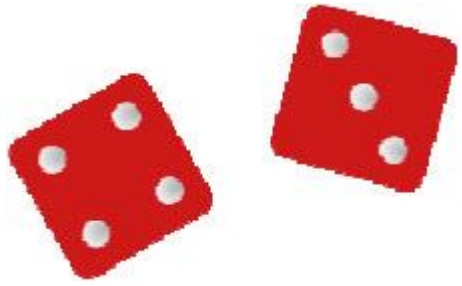


the story card

Write earned subscribers here
(Subs minus Cycle Time)
They can be negative!

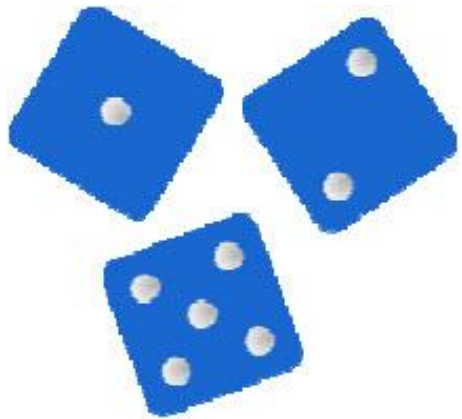
S17	Subs: 7
gn	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Dev	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Test	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Day Deployed Day Ready Cycle Time	
<input type="text"/> - <input type="text"/> = <input type="text"/>	

dice



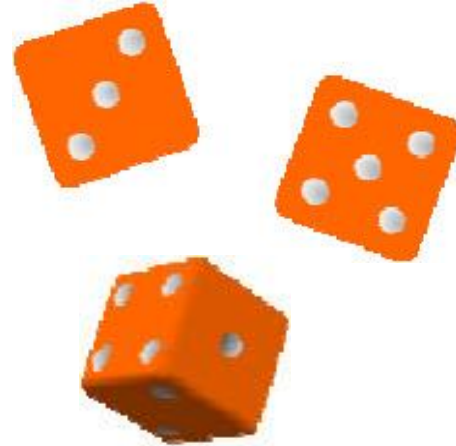
Red dice, *or* the color you have **two** of:

Designers



Blue dice, *or* a color you have **three** of:

Developers



Orange dice, *or* a color you have **three** of:

Testers



... but wait!

Hand over one of your tester dice. You haven't hired them yet.

Dice represent people, and dice rolls represent the effort they perform. They score **double** if they are working in their own **area of specialization**. If they are helping out in another area, they score **face value** only.

rules to remember

Dice

Represent people:

2 designers "red"

3 developers "blue"

2 testers (to start) "orange"

Scored by die roll and column:

x2 when working in their own area

x1 when helping in another area

Read the Day Cards!

Except Day 13 – don't do that one

Cycle time

Day finished – day started == cycle time

Subscribers

Max subs – cycle time == earned subs

Except F2 which gets a flat 25

Special stories

Do not start E1 until Day 18!

Do not count F2 until Day 20!

prioritization

competing priorities

How do you decide relative value?

Stories are measured very differently, and some are immeasurable!

What choices are informed by priority?

Whether to add a yellow, purple, or green card in the Ready column

Which stories to move to the top of their column during the “daily standup”

Of course, every story you move up, pushes other stories down

Where to allocate resources (dice) each day

queues

queue patrol

Where do you see queues on your board?

How do you address queues?

How hard is it to get rid of a queue once it's formed?

How *expensive* is it?

Have you spotted the one worthless queue?

cycle time

your dice don't earn subscribers

What's your average cycle time now?

How much did that start to suck when you got those low-subscribers stories?

What's your best cycle time?

How did you get it?

Why isn't every story as fast as your fastest story?

kanban wrap-up

questions?