

Issue #39: Wreck it, Everybody Product testing and iteration

Repository: CherrelleTucker/codesign-toolkit **URL:** <https://github.com/CherrelleTucker/codesign-toolkit/issues/39> **Author:** @CherrelleTucker **State:** open **Labels:** users-stakeholders, ⚙️ technical-codev, difficulty-advanced **Assignees:** None **Created:** 2025-11-16T01:53:53Z **Updated:** 2025-11-16T17:02:22Z

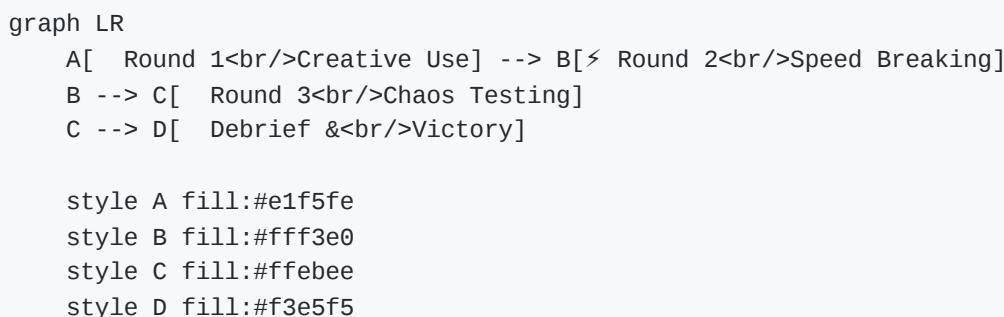
Break It Challenge Activity

⚡ **Competitive Product Testing:** Teams race to discover issues through structured "breaking" attempts
Goal: Find bugs faster than your competitors while having a blast doing it!

Quick Setup

Duration	Participants	Materials	⚙️ Prerequisites
60-75 min	6-12 people (teams of 2-3)	Product access, scenario cards, timers, scoreboard	Core functionality working

Game Rounds



Round 1: Creative Use Cases

15 minutes | Fun Exploration Mode

- ▶ ★ Scenario Card Deck
- ▶ Scoring System

⚡ Round 2: Speed Breaking

20 minutes | Competitive Racing Mode

♂ Phase A: Rapid Fire Testing (8 min)

Mission: Complete identical tasks faster than other teams while documenting friction

Phase B: Edge Case Olympics (12 min)

- ▶ Testing Stations Championship
 - ▶ Speed Round Scoring
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Round 3: Chaos Testing

20 minutes | Advanced Destruction Mode

⚠ WARNING: Only for products ready to handle some chaos!

- ▶ Chaos Stations Tour
 - ▶ Chaos Scoring Matrix
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Victory Ceremony & Battle Analysis

15 minutes | Results & Action Planning

- ▶ Champion Showcase (10 min)
 - ▶ ⚡ Action Battle Plan (5 min)
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Difficulty Selector

- ▶ Choose Your Adventure Level
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Mission Equipment Checklist

- ▶ ✅ Pre-Flight Checklist
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Success Metrics Dashboard

► Victory Conditions Tracker

Ready to Break Some Stuff?

Remember: *The goal is productive discovery, not destructive chaos!*
Celebrate both successful bug hunting AND creative solution thinking!

⚡ Let the Breaking Begin! ⚡