

CPSC 3720 Lesson 4

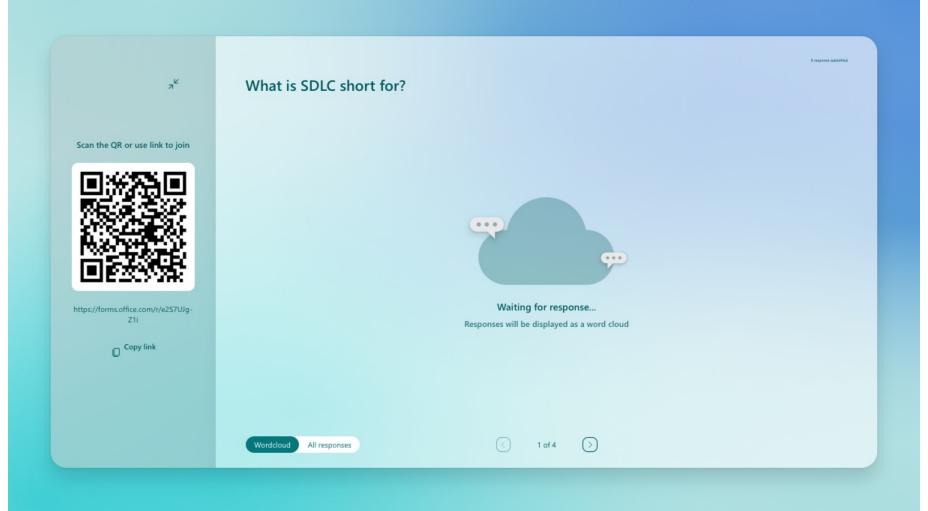
SDLC and Agile Recap GAMES

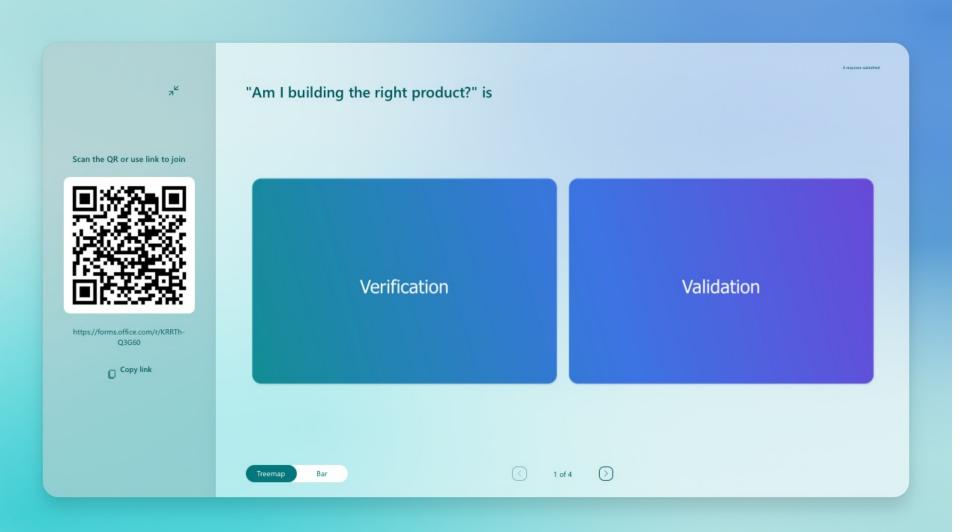
Connie Taylor Professor of Practice

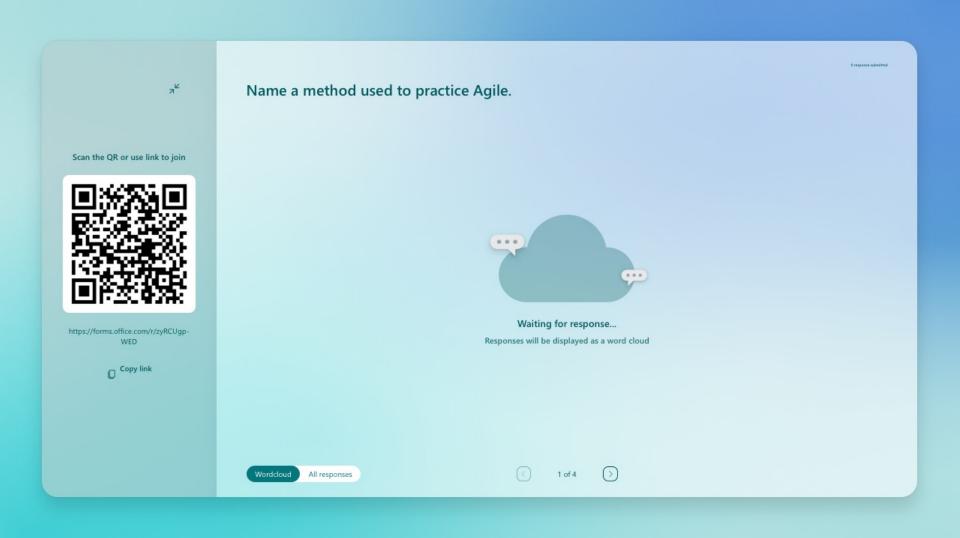


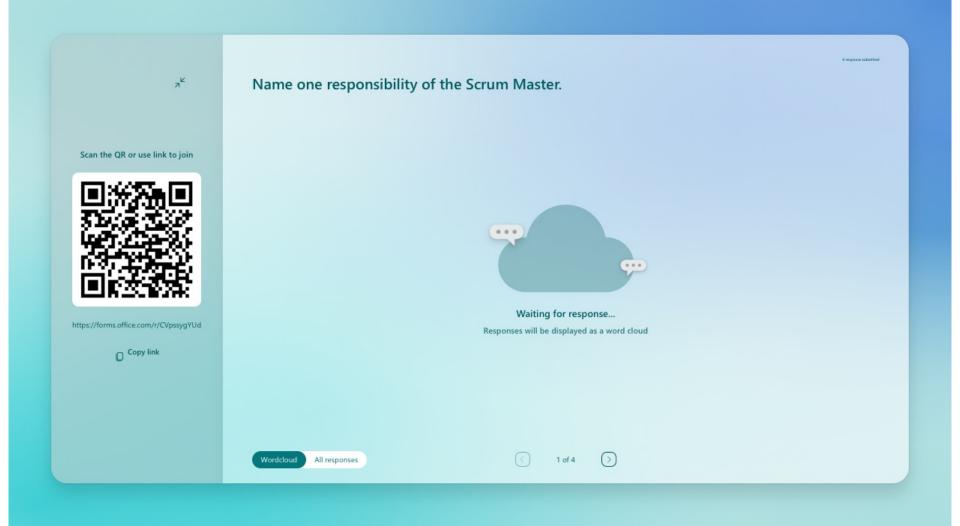
Today's Objectives

- Review of prior classes (Quiz Prep)
- GAMES!









Game #1: Airplane Game

The goal of the game is for each team to create as many high quality (tested) paper planes that can fly a distance of at least 30 feet.

HOW TO PLAY

- Identify a scrum master to facilitate the game for your team/table.
- Three sprints and each sprint lasts ~9 minutes:
 - 3 minutes for planning
 - 3 minutes for actual building and deploying/flying
 - 3 minutes for reviewing/retrospective
- After the planning iteration, each team should give an estimate of how many planes they are going to build, test, and fly. Document this estimate on the white board.
- Build and fly as many paper planes as you can in the 3-minute build timebox.
- Take score by subtracting the final count of planes that flew the required distance from the planes that were
 not yet tested or completed. Put the score on the whiteboard.

Example: Team A said they will complete 4 planes. 7 planes flew the distance but 5 more were WIP (work in progress that hadn't completed being built or tested). Subtract the WIP so the actual is 7-5 = 2.

• During the retrospective, teams must come up with one idea of improvement.

RULES

- Only one person can make one fold at a time.
- The planes must be built and deployed within the 3-minute timebox.
- Only planes that fly the marked distance will be counted.
- Have your scrum master be the counter.
- You cannot crush the plane into a ball and throw it.

The top scoring team members will get 5 points extra attendance credit!

I WILL RECYCLE ALL THIS PAPER!!!

Game #1: Airplane Debrief

- What would have happened differently if the timebox was not there?
- How would waterfall may be different from this?
- What did you do to improve? What waste was removed from the system that helped you get better?

Game #2: Scrum Labelling

You have five minutes to label the chart.

The top scoring student(s) who have the most filled in for the 20 scrum elements will get 5 points extra attendance credit.

