Stone Age Scrum Adaption

Group A

**Goal**: To learn scrum by playing the game to gather resources to complete user stories and features to submit the best project in the time allotted compared to other teams.

**Victory conditions**: Less than 4 civ cards available on the board or 1 building stack is empty.

**Round** = Sprint during development.

**Beginning of the game:**

Game can be started with 2-4 players. Enter name for each player. Populate the game board automatically, starting with 2 front end developers, and 3 back end developers, fill the civ card slot with cards to increase shaman (documentation), fill resources with set amount for game (later designed/balanced), place 3 stacks of building cards (artifacts) and the game is ready to start.

**Starting a turn:**

When starting a turn, a player has a set amount of front end, back end, and full stack developers to use on the playing field. During this phase the player is allowed to put their pawns (devs) in the hunting grounds (side projects/investments), agriculture hut (financial advisor), tech hut (training), baby hut (interviews), resources such as Wood (Use cases), Clay (UI User Story), Stone (Server-side User Story), and Gold (Knowledge Acquisition Story), civ cards, or building tiles.

Once the player has assigned 1 or more pawns to one of these options it then goes to the next player continuously until all players have placed their pawns.

**Action phase:**

During this phase the player is allowed to pick where they would like to start rolling dice for resources. This can be done by selecting their pawns at the locations assigned in previous phase. During this action the game will randomize dice roll based on number of pawns currently at that location. Depending on the location that will determine how many resources by using the dice roll and dividing by a set amount per resource.

When choosing to resolve the civ cards or building tiles it will require the amount of resources or roll dice depending on the card/tile and will then be added to the user’s score/resources.

**Feeding phase:**

During the feeding phase each player will take the amount of fund production from their budget (ag level) and add it to the current funds.

During the feeding phase we will subtract the amount of current funds determined by back/front end = 1 fund and full stack = 2 fund, if the player does not have the appropriate funds then the player will lose all available funds and a random dev.

If insufficient funds and lack of resources the player, then loses 10 score (feature not in the budget).

**End of game:**

Once there are no longer 4 available civ cards to place at the beginning of the turn or one stack of building tiles has been depleted after the last player resolves their feeding phase the game will end.

**Scoring:**

Civilization Cards:

1. Green background: multiply by number of green cards
2. Sand background:

a) Multiply # of farmers on card by position of player’s marker on food track

b) Multiply # of tool makers on card by value of player’s tools

c) Multiply # of builders on card by # of buildings

d) Multiply of developers by shaman (documentation)

Bonus points per building card, added as game progresses.

Bonus points per number of pawns.

Front end/back end programmers = 1

Full stack developers = 2