Adapted Game Rules

Same setup as before

1. Place game board
2. Place **resources** at **resource** **locations** on game board
3. Place **tools** at **tool maker hut** in **village**, in 2 stacks based on value (1-2 and 3-4)
4. Place **civilization cards** face-down next to game board. Draw top-most **N cards (N = number of players)**, and place face-up on game board.
5. Create 4 stacks of **building** **tiles**, place N stacks on game board, remove other stacks. Turn top-most tile face-up on each stack.
6. Each player places their marker on space **0** of ***food track*** and **1** on ***scoring track*.**
7. Each player gets ***player board***, 5 **pawns** of their color, and **12 food tiles**.
8. Place remaining pawns as ***general supply*** next to game board next to dice.

Establish a randomized order of players

# Game Play

back story – software game – build a scrum simulator to teach his developers – play and learn how scrum works

work in the fickleness of customers somehow

So we are teaching a developer how to use scrum, should we put in a card system where they draw it at the start of a turn similar to monopoly chance card giving resources/bonuses and one of the negatives being fickleness of customer, lose resource value?

Idea of the game: Many companies working towards same product, more feature points? Win the game.

Victory points: Time taken to develop

Player: Scrum Master

Pawns: backend, frontend, fullstack (start with 2 front end, 3 back end)

**In place of food: BUDGET** (development cost) lose victory points good

Scoring: feature points

Tool maker’s hut (Technical hut): per pawn training to become full stack

**Resources:** Design, implementation, testing, Requirements

Building tiles: artifacts

Civ Cards: Change of requirements, your customer did this and you adapted.

Shaman – documentation

# Resources:

Hunting Grounds: Side projects/investors

FIELD (Agriculture Hut): Burn Down chart

Resources: User stories (different types)

Wood (Use cases): Accept any pawn

Clay (UI User Story): Accept Front end only

Stone (Server-side User Story): Accept back end only

Gold (Knowledge Acquisition Story): full stack only

# Feeding Steps

If enough food take directly from budget.

Regular front end or backend devs require 1 budget, full stack requires 2

If unable to pay with budget, require a resource 1:1 ratio (optional)

If unable to pay with budget or resource, take feature away since it is not in the budget (score)

# End of turn

At end of turn if not enough budget, lose a developer

If at beginning of turn with excess budget, gain a dev, if 1 budget available die role (randomized) determines the type of the dev, if 2 available automatically gain a full stack dev.

# End game conditions

Note enough civ cards to fill the three option slots

Building stacks are empty

Burn Down chart

* Worth extra points if staying on track based on burn down chart as ahead of schedule.
  + Maybe influenced by budget per turn, gaining or losing budget each turn decided by if you are ahead of schedule or behind.

# Scoring

Shamans (UI designers) earned from civ cards multiply pawns to generate additional score –

Multiply # of pawns on card by value of players tools (1,2,3,4,5)

Multiply # of pawns on card by # of buildings

Each resource counts as 1 point

Bonus points:

# of buildings

# of pawns

TABLED DECISIONS:

user stories may work better – gather based on rolls

* In place of gather certain resources requires certain devs applied to gather resources. Ie front end for design

## Phase 2: Action Phase - Players use actions of placed pawns

### Pawns are returned to player board once used

### Village:

##### Tool Maker’s Hut: Gain 1 tool per pawn place

##### Hut: Gain 1 additional pawn for future use

##### Field: Increment ***food production*** by 1 (***NOT FOOD TILE***)

### Resources:

##### For each pawn placed at a resource, roll that many dice, and add up dice values. Optionally, expend a tool to increase dice sum by tool value.

##### Hunting Ground (Food): 1 food per 2 dice points

##### Forest (Wood): 1 Wood per 3 dice points

##### Clay Pit (Brick): 1 Brick per 4 dice points

##### Quarry (Stone): 1 Stone per 5 dice points

##### River (Gold): 1 Gold per 6 dice points

### Civilization Cards: Have resource costs (never food). To take card, pay indicated resources to supply from player board. If player does not want to, return pawn back to player board, leave card on game board.

#### Immediate Benefit: Each card has an immediate benefit (such as more tools, food, etc…)

#### End-Game Benefit: Each card givens a certain bonus. Some simply add points, others multiply a given number by your position on the food track.

#### Symbol: Each card has 1 of 8 symbols. An end-game bonus is given per number of different symbols obtained

### Buildings: To take a building, must pay shown resources. Player then increases score marker by number of spaces shown on building & value of resources used (see above on Resources), then turns over next building on this stack. There are 8 buildings where you can choose what kind of resources, but number is fixed. There are 3 buildings where both number and kind are up to choice. Player takes building.

## Phase 3: Feeding Phase - Players feed their people

### WHEN: All pawns have been returned to all players

### Each pawn = 1 food cost

### Feeding Steps

#### Each player takes food from supply **according to their food production level (based on food track)**.

#### Each player returns 1 food per pawn they have.

#### If insufficient food, return all of players food back into supply. Then, player can substitute resources for food at 1:1 ratio.

#### If still insufficient (by choice or lack of resources), player loses 10 score (on score track) and all food.

# End of Game

## Not enough civilization cards remaining to fill display at beginning of round (end immediately)

## If at least 1 building stack is empty (play to end of round).

# Scoring:

## Per civilization cards

### Green background: Multiply by themselves

### Sand background:

#### Multiply # of pawns on card by position of player’s marker on food track

#### Multiply # of pawns on card by value of player’s tools

#### Multiply # of pawns on card by # of buildings

#### Each resource player has scores 1 point

### Bonus points based on symbol on card. (Different symbols distributed amongst cards)

## Bonus points per building

## Bonus points per number of pawns