

# Dependency Game

by Dana Pylaeva & Ilja Vishnevski

## Objective of the Game

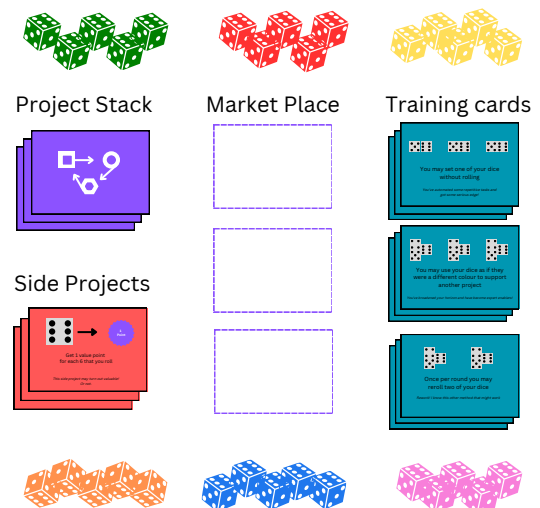
Each player represents a team or department in a company. Working together, players must find a golden path to delivering maximum value by benefiting from collaboration vs. getting stuck in dependencies

## Game Setup

Each player gets 5 dice of one colour.

The best game experience is with 6 players. If there are less than 6 players in the game, remove extra colours (dice and project cards of corresponding colour).

Place cards on the table as shown in the picture (purple project cards face down, red side projects and turquoise training cards face up).



## Game Flow

The game is played for 8-12 rounds (“months of work”). Each round consists of these 4 steps: Set - Plan - Work - Score.

**Set:** *1st Round:* Each player draws a project from the project stack. *Following rounds:* Players who have finished a project in the previous round draw up a new project from the project stack.

Players decide whether to keep (own) the drawn projects or put them into the market place in the middle of the table (face up).

**Plan:** Players choose what to work on and allocate dice (“capacity”) to projects, side projects or trainings (see types of cards). Players can agree to give each other dice (“support other teams”).

**Work:** Players roll the dice (“do the work”) as agreed. Dice must be assigned before they are rolled

**Score:** Calculate results - delivered projects, side projects, penalties - and note them on the score sheet

## Types of cards (available work)

**Project cards:** Display required dice values to score value points (bottom right). **Grey** stands for the dice colour of the player who becomes project owner.

Players *may not* become owners of projects that display dice in their own colour. This means each project in the game depends on teams collaborating to succeed.

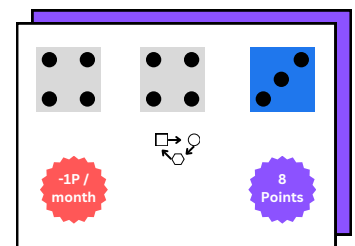
Some projects are “urgent”: If not delivered in the month (round) in which they are drawn, a penalty (bottom left) is induced each month until (including) the month when they are eventually delivered

**Side projects:** Worth 1 value point for each 6 that the players roll with the allocated dice

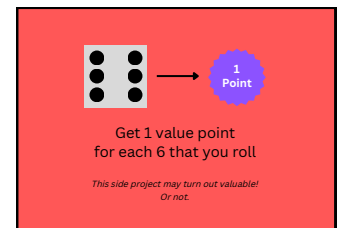
**Training cards:** Earn the players new permanent capabilities that can be used *after* the round in which the T-Card is solved (training completed).

## End of the game

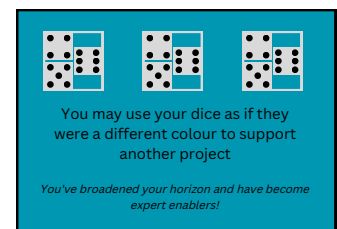
Calculate the sum of the points at the end of the agreed number of rounds (usually 8 to 12) . Follow up with a debrief.



Project Cards



Side Projects



Training Cards

# Scoreboard Dependency Game

Team Name:

Round / Month	Value Delivered	Penalties	Sum
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
Year sum			

## Game Debrief

When playing simultaneously with multiple tables, shuffle participants before debrief. Players can debrief at each table before sharing interesting insights with the whole group.

## Debrief Questions

- What were your biggest difficulties?
- How much attention did you pay to penalties?
- How did training cards influence the game?
- How did it feel to give away your dice?
- Was the spirit collaborative from the start?
- What did you notice in your communication, the way you made decisions?
- Did communication and decision making change during the game?
- What was the most effective change?
  
- What parallels can you draw from the game to your work experience?
- What learnings have emerged during or after the game?
- If you were to guess, what aspects of working with dependencies does the game try to make palpable? What could be the learnings?

## Acknowledgement

by Ilja Vishnevski

This game emerged as an idea in the Play4Agile 2022 game design pre-event facilitated by Tim Yevgrashyn and Katrin Elster. From an idea to a playable version, the game evolved through rapid prototyping, daily (and evening) play-testing with the help, ideas, feedback and cheers from the group of fantastic agile game designers who we are inspired by and very grateful to!

A first “polished” version of the game was developed by Dana Pylaeva and Ilja Vishnevski during the workshop. Since then the game has evolved and has been modified to incorporate new ideas and feedback. A special shout-out goes to Eddy Bruin for his ideas and support over the past years.