

Scrumban simulation – in steps

1 Preparation

- Form the team
 - Assign product owner
 - o assign team roles
- Determine WiP limits

Prepare	Execute	Validate	
WiP =	WiP =	WiP =	

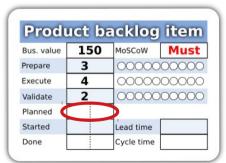
2 Prioritization

- Product owner decides
- Focus on the whole backlog
- How to prioritize:
 - MoSCoW: most important first
 - Business value: highest value first
 - Workload: fastest value first
 - Or combine criteria

3 Planning

- Determine your capacity
 - per activity
- Forecast which backlog items can be implemented
- Move these to the To do column

3.1 For advanced teams



Fill in iteration number and day of iteration when the item is planned.

 \rightarrow Used for Cycle time & Lead time calculation

4 Start working



- Day 1 is sprint planning
- Half of the day is spent planning
- Only work 1 unit within your specialty

Pull a card from To do column

150	To do	Prepare
Product backlog item Product backlog item Res value 2 000 Mascow Should Should Done		WiP =
Product backlog item Product backlog item Res value 2 000 Mascow Should Should Done		
Product backlog item Product backlog item Res value 2 000 Mascow Should Should Done	Product bac	Product backlog item
Product backlog item Par value	Bus. value 150 Bus. value 150	Bus. value 150 00000000
Product backlog item Sa value 100 Mescow Shouts Assistant Assi	Prepare Prepare 4	prepare
Product backlog item But value 100 Mescow Should Feed 1 0000000000000000000000000000000000		OGO Wildeto
Product backlog item No. value 100 No. Scow Should Scow Should		
Prepare 1 MSCow Should COCCOCC	0,700	Cycle time Cycle time
Prepare 1 MoScow Should		
Prepare 1 MSCow Should COCCOCC	Product	\
Prepare 1 MSCow Should 1 COCCOCCOC	Bus, value 100	
Validate COOCOCCOCC	Prepare Moscow Should	
Validate 2 CCCCCCCCC	100000000	
	Validate 2 0000000000	

• Put your pawn on the card

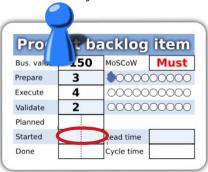


- More than 1 team member can work on a task
- Working means marking a dot 1 per unit of work

4.1 Advanced teams

Fill in iteration number and day of iteration when the item is planned.

→ Used for Cycle time & Lead time calculation

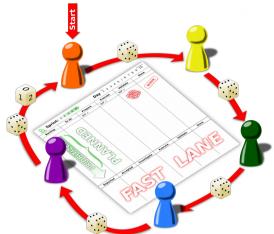


4.2 When an activity is done

- Remove your pawn
- Don't push card to next stage!

 Don't validate yourself what you implemented: four eyes principle

5 Play in rounds



Each team member throws regular dice after working: evolving insight



5.1 Why evolving insight

- A task can take longer than expected
- Blocked waiting for someone else
- Something got clarified (unblocked)
- Something unforeseen can happen

6 End of the day



At the end of the day: throw the unplanned work dice

6.1 Accepting unplanned work

Move the card to Accepted



6.2 Value creation/loss

- Finished backlog item's business value x MoSCoW multiplier
- Unfinished unplanned work: penalty based on priority for each day it is not done

6.3 Advanced teams

Draw cumulative flow diagram

7 Item done

Calculate cycle time & lead time



8 Last day of the iteration



- Day 10 is review & retro meeting
- You need to prepare the review properly
- Only spend half a day of work
- Only on unplanned work

9 End of iteration – retrospective

- Planned versus done
- Flow: picked up tasks outside your specialty?
- Unplanned work: did you take the right decisions?
- Did you respect the WiP limits?
- What did you learn from the metrics?