# General Rules

Before the game starts, go through these general rules. You can also add your own rules.

#### Respect

Each player has an equal voice and has valuable contribions to make. Leave your rank at the door.

# Safety

Every player should feel safe to say what needs to be said. Everything can be said during the game.

#### **Team**

All issues raised today are our issues. We together need to find an answer.

# **futurice**

# Reference guide



# Zones board

The board has 4 zones. Each card that is discussed is placed in the most severe zone that is applicable to the card. Note that a red alert card could still have actions etc.



#### Red Alert!

A major risk or problem has been identified which threatens the success of the project and the team cannot solve this without outside help.

Example: Budget is insufficient to deliver the minimal scope. Critical dependency unable to work in time.



### Monitor!

Something has been identified which is going to remain a risk throughout the project. An eye needs to be kept on this.

Example: Other project could have some impact on our timeline. Budget is tight and critical to the success.



## Fix it!

Something has been identified which requires a one-time action. This could be related to getting information, a meeting to make a decision etc.

Example: When is the marketing campaign? How do we get access to the brand guidelines?



#### No worries!

The discussion didn't reveal any risk or any important unanswered questions. No need to take action.

Example: One team member knows something and shares that info. We understand there is some risk, but it is very unlikely to have an impact.

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## Instructions





