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.

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PROJECT NAVIGATION GAME

Unboxing the unknown

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?

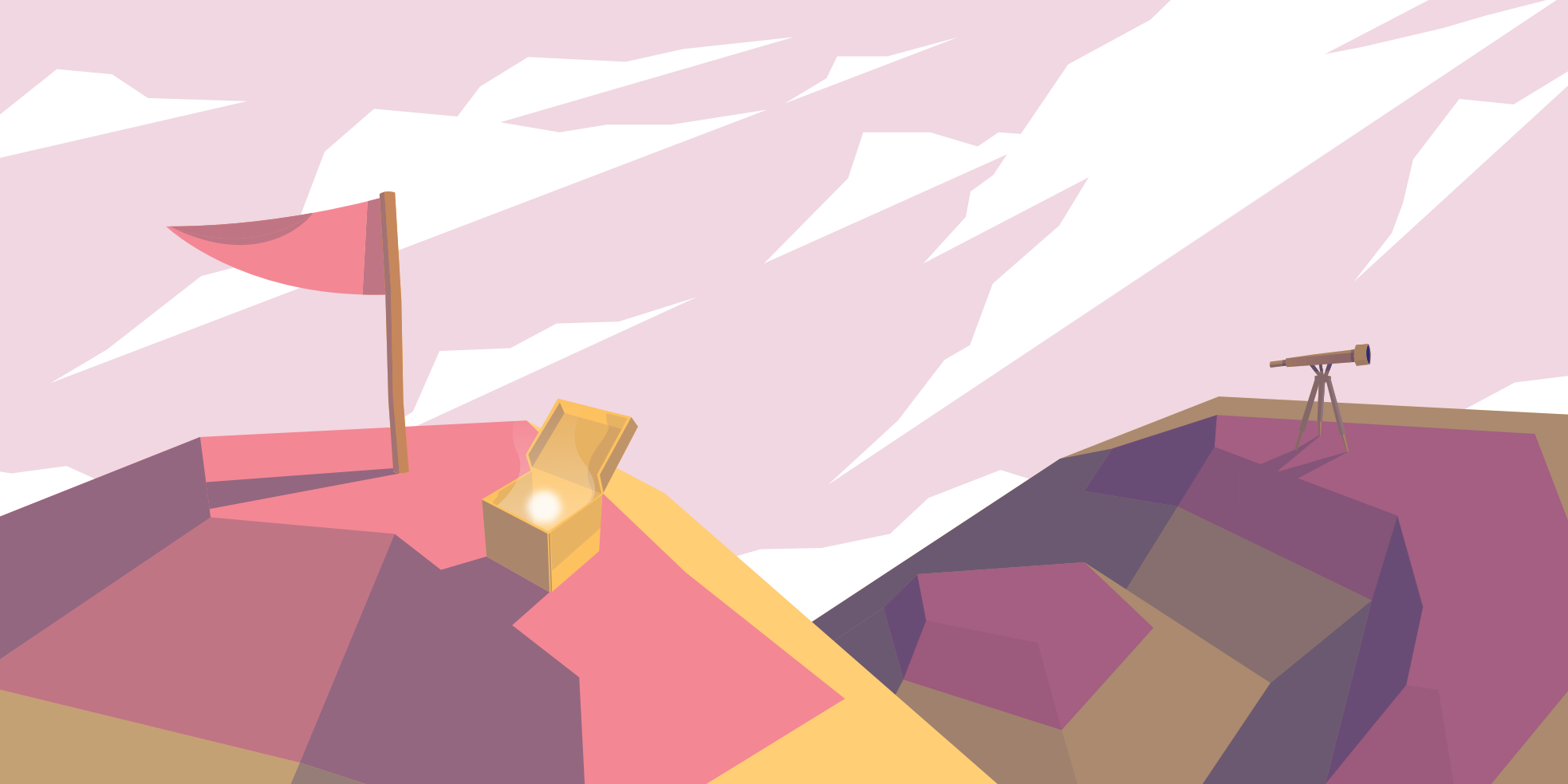
No worries!

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.

Instructions

PROJECT NAVIGATION GAME

Unboxing the unknown

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