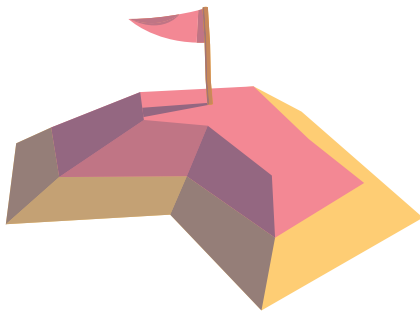


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## About

### Why play?

Project Navigation Game is a game which helps to uncover problems in your project, that you didn't know you had! It covers all project areas: budget, scope, objectives, people, organisation, practical arrangement and more. The game also helps to build up the team.

### When to play?

The game has the most impact when it is played 1–3 weeks after the start of the project. It continues to be valuable as a retro activity every 3–6 months. It loses impact towards the end of the project (if there is less than 3 months to go or if the team doesn't continue).

### Get your copy

Project navigation game is created by Futurice for the benefit of any project. Copies of the game are available in all Futurice offices. You can print your own copy from the github material:  
<https://github.com/futurice/projectnavigationgame>

## Preparations

### Contents of the box

Deck of question cards  
consisting of 3 different icons:



Deck of reward cards:



Harvest canvas (self printed/ created!)

1 Rulebook

1 Player's guides

10 Tokens

### Context

Project Navigation Game can be played by any delivery project, but it is written with the Futurice context in mind. Futurice is a consulting company helping clients to deliver services to their users. When playing the game interpreted the questions to suit your context. Here are some guidelines to help with that.

**FUTURICE:** The organisation or part thereof responsible for the designing, building and delivery of the product.

**CLIENT:** The organisation or part thereof who is profit and loss responsible for the product, they are typically the organisation paying for its development.

**USER:** The person deriving value from using the product.

## Roles

### HOST

- Books time slots
- Invite participants
- Collect & share preparation material

### FACILITATOR

- Know the rules
- Prepares the game
- Game master

Note: the host and facilitator can be the same person, and are in an ideal case not team members.

### HARVESTER (TEAM MEMBER)

The role of the harvester:

- Collect and clarify actions on the harvest canvas
- Document & share actions from the harvesting canvas
- Follow up on the agreed actions

## Invitation

**WHO:** the entire team. List each member individually with their role in the project into the invite.

**OPTIONAL:** The account manager, but in a passive role. The team needs to solve and own the challenges ahead.

**OPTIONAL:** Client, note that while it has advantages it also raises the threshold for asking 'stupid' questions or admitting you don't know something.

With the invite send the following information:

- Key project information like the Business Objective and Context canvas from the LSC toolkit (<https://leanservicecreation.com/>)
- Brief
- Sales material
- Other material previous phase (like concept/discovery/...)

## Harvest canvas

You need to print (see page 11) or reproduce a harvest canvas.

During the game the harvester collects actions on the harvest canvas. Each zone on the board has its own template for the action(s).

The canvas also contains two empty dates. One date for a quick follow up meeting and one for the next time the game is played, as a retrospective.

### SUGGESTED DATES:

**Follow up:** two weeks after the game is played. Modify based on when you expect progress on the agreed actions.

**Next time:** 3 months after the game is played.

## Gameplay

### Build your hand




1. Take all the question cards.
2. Divide the cards in roughly equal piles among the players
3. Each player selects, from the cards in front of them, the cards they want to play with. At most 3 cards per colour. Good cards are cards that reveal risks or unexplored topics. It is not beneficial to have cards with overlapping questions.
4. After 2 minutes all non selected cards move to the player on the right. A Player can at most have 3 cards per colour in their hand. This step repeats until each player has seen all cards.

Everybody should now have 3 cards of each colour. The remaining cards are put aside.

Besides the cards each player selects one token.

## Playing a round

The game consist of 3 rounds. Each round uses cards from only one deck.

Round	Image	1st turn by
Round 1		Youngest player
Round 2		Player who's birthday is up next
Round 3		Newest in the team (or team's organisation)

The first round starts with the youngest player. The round is completed when all players have taken a turn. See the card colour table to see who starts in rounds 2 and 3.

## Taking your turn

Choose a card from your hand which you consider most relevant to the project. The card needs to be from the deck currently being played.

1. Discuss the card with the group. he aim is not to answer the question, but to explore the topic to see if there is anything we forgot to do.
2. Decide where to place the card in one of the 4 zones on the board. This should be based on team consensus.
3. The player on your left goes next.

## End of the round

1. Each player selects the best card played during that round and places their token on that card. Multiple players can select the same card.
2. The player who's card won the vote wins the round.
3. The winner of the round selects a green card. Keep the contents of the reward card secret. Return the tokens to the players.

## End of the game

The players with a reward cards read them out now.

The player with the most reward cards wins.

List all the actions agreed on etc. and agree a follow-up session.

Review your harvest canvas, what needs to be done, who will be responsible.

## Alternative rules

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QUICK VERSION (max 3 players)

From the deck only pick the ⚡ marked cards.

Split the decks in as many parts as there are players.

Follow the normal rules from taking your turn onwards.

**Download the harvest canvas and other digital material here:**



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