## 14/03/20201

I have searched for some papers on Agile and software development practices, but so far have only found papers comparing Agile and Waterfall at a high level and would like to find something more granular.

I have built a Phaser game consisting of a series of sequential sprints. Team velocity is calculated based on the average skill of each team member. Within each sprint a series of (currently dummy) events are triggered, where a decision is made. These decisions will later affect the game state and the team’s ability.

A queue-based linear state machine has been built to manage the sequential phases of the game. The states can be created at boot time and/or added during runtime.

Next steps:

* The game needs to be refactored a bit before continuing development.
* A selection of game variables and game events need to be chosen to start demonstrating the cause/effect of choices made during each event.
* The variables should represent the Agile and software dev practices present in the company, probably by using a value between 0 and 1. For example:
  + Unit testing
  + Continuous integration
  + The practice of using of each Scrum event
* The events should represent opportunities to discover and apply good practices.
* Explore how to reflect the player’s own knowledge.
* Discuss if the current game format makes sense:
  + The team are working in sprints from the outset.
  + The team are already using some other aspects of Agile development, and other software development or QA practices. These will likely be randomly generated at the start of the game.
  + Could it be possible to switch from Scrum to Kanban without a complete overhaul of the game design?