## 20/03/21

In order to give the player a sense of agency, it’s important that they can make decisions that impact the game. Two different approaches were discussed, a CTO making decisions (which may need to be at a high level), or key team members making decisions, such as the CTO, Product Owner and Scrum Master. The second approach could be represented by the player taking on different roles.

To evaluate these approaches and also to further develop feasible flows within the game, I will outline “happy path” gameplay scenarios.

### Player acting as CTO only

Initial event before a sprint starts:

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| Event | Consequence | Notes |
| Accept a job offer with x, y or z company. | Each company has strengths/weaknesses in different areas, and so will require a different approach. These could be randomly generated or fixed. |  |
| “There’s no SM, PO, PM or architect yet. You’re going to have to spin a lot of plates for a while”. |  |  |
| Meet the customer. | Gain an understanding of their needs and how urgent the features are. |  |
| “The team are new, do you want to spend some time evaluating their strengths and weaknesses or get on with delivering features for the customer?” | Evaluating will delay delivery, but help you identify shortcomings sooner. | This can be done at any time later by accessing a Team menu. |
| “The team have built a PoC already and are eager to start work for real. Do you want to spend some time helping them set up the project or just let them get on with developing features?” | This is an opportunity to ensure automated CI pipelines are set up, with unit tests, code review, build and deployment. It will delay initial development, but have a positive impact in the longrun. | It would be useful here to find a way of importing the player’s own knowledge about CI/CD pipelines somehow. |
| “The team don’t really understand how to prioritise a backlog. Show them how.” | The player should use their knowledge of the customer’s priorities to do this. Perhaps they are able to refer back to the customer via menu. | This should be repeated every time the customer’s priorities change (say at the end of a Sprint). This step will become automatic once a Product Owner is employed. |

### Recurring events (occasional)

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| Event | Consequence | Notes |
| The company have increased your budget. Do you want to hire new people? | Hiring a Scrum Master or Product owner will automate some of the decisions in the game, and add new decisions (such as sending them on training).  Hiring devs or testers will allow you to hire people with skills needed to get the work done well. | If budget is available, new candidates should be available via a Recruiter menu. They can be randomly generated each Sprint if required. |
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Recurring events (every Sprint)

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| --- | --- | --- |
| Event | Consequence | Notes |
| 3 Amigos | Improved quality and flow due to a shared understanding of the requirements. Also makes Refinement more efficient. | This isn’t available initially, but discovered during the game. |
| Refinement | Improves requirements, and understanding. Reduces bugs. |  |
| Sprint Planning |  | An opportunity to learn about velocity, Sprint Goals and balancing customer needs with other important work. |
| Daily Standup |  | There is an opportunity here to teach how to do the daily Scrum well and how to do it badly. |
| Review |  |  |
| Retrospective |  |  |
| Firefighting | Firefighting reduces the velocity of the team, negatively affects achievement of the sprint goal and reduces the number of features delivered to the customer. | The amount of firefighting required each Sprint is a direct consequence of the quality of processes in place.  This could be modelled by increasing the number of bugs if quality is poor, with each bug having a severity. |