## 21/03/21

Initial plans included a sequence of Sprints, where the player would respond to events each sprint. One problem with this is that there is no possibility of choosing a different Agile methodology during the game, in particular, switching from Scrum to Kanban to illustrate some of the differences.

I think it should be straightforward to abstract away the differences between these two approaches by having game time pass in either weeks or Sprints depending on which methodology is being used. In either case, there is an identical Product Backlog which needs to be prioritised. The only difference is the creation of a Sprint Backlog and the carry-over of unfinished work for Scrum.

In order to represent the players own knowledge, it might be possible to get them to play some kind of buzzword bingo. Perhaps ask them to type in as many Agile buzzwords as possible, and make those available in the game as knowledge they have.