The built-in quality game!

Think it then ink it!

" Think about what you already know about built-in quality.

Write three of these facts on an index card.

Be ready to state them when asked. "

One-person expert Jigsaw

- You each received different information about built-in quality

- Exchange with your colleagues until one of you feels ready to summarize the full content to all the table

"Inspection does not improve the quality, nor guarantee quality. Inspection is too late. The quality, good or bad, is already in the product. Quality cannot be inspected into a product or service; it must be built into it."

—W. Edwards Deming

From Wikipedia

LEAN STARTUP

TESTING THE MARKET TO ENSURE WE WILL SELL OUR SOLUTION CAN SAVE THE COMPANY!

BENEFITS
IMMUNITY TO "NO BUSINESS" (2)

WALKING SKELETON

AN END TO END EARLY WORKING ARCHITECTURE THAT PRODUCES FAST FEEDBACK EARLY CAN SAVE MASSIVE REWORK

BENEFITS
IMMUNITY TO "UNUSABLE" (3)

BEHAVIOR DRIVEN DEVELOPMENT

TIGHT COLLABORATION BETWEEN DOMAIN EXPERTS, DEVS & TESTERS CREATES EARLY SPECIFICATION BY EXAMPLES, LIVING DOC AND AVOIDS BUILDING THE WRONG THING

BENEFITS
IMMUNITY TO "BUG IN SPEC" (4)

TEST DRIVEN DEVELOPMENT

RED GREEN REFACTOR

WRITING TESTS BEFORE CODE MAKES IT SIMPLER AND ROCK SOLID

BENEFITS
IMMUNITY TO "BUGS" (6)

CONTINUOUS INTEGRATION

INTEGRATING EVERYONE'S CODE MANY TIMES PER DAY SAVES A LOT OF REWORK AND BAD MERGES LATER ON

BENEFITS
• HIDE THE INTEGRATING COLUMN
• FREE THE INTEGRATING PLAYER

DEV OPS

PRODUCTION

PUTTING OPS & DEVS IN THE SAME TEAM, OR HAVING DEVS DO OPS LEADS THE WAY TO CONTINUOUS DELIVERY

BENEFITS
• HIDE THE PRE-PRODUCTION COLUMN
• FREE THE PRE-PRODUCTION PLAYER
• CAN DEPLOY ITEMS 1 BY 1
• IMMUNITY TO "BREAKING CHANGE" (5)

CRAFTSMANSHIP

A FOCUS ON ENGINEERING BEST PRACTICES MAKES WRITING SOFTWARE A LOT MORE RELIABLE

THIS IS A BONUS YOU ONLY GET WITH BDD + TDD + CI
• NO IMPROVEMENT NEEDED
• IF YOU DREW IT AT THE START, NO LUCK, YOU HAVE NO BEST PRACTICE!

BENEFITS
• HIDE THE TESTING COLUMN
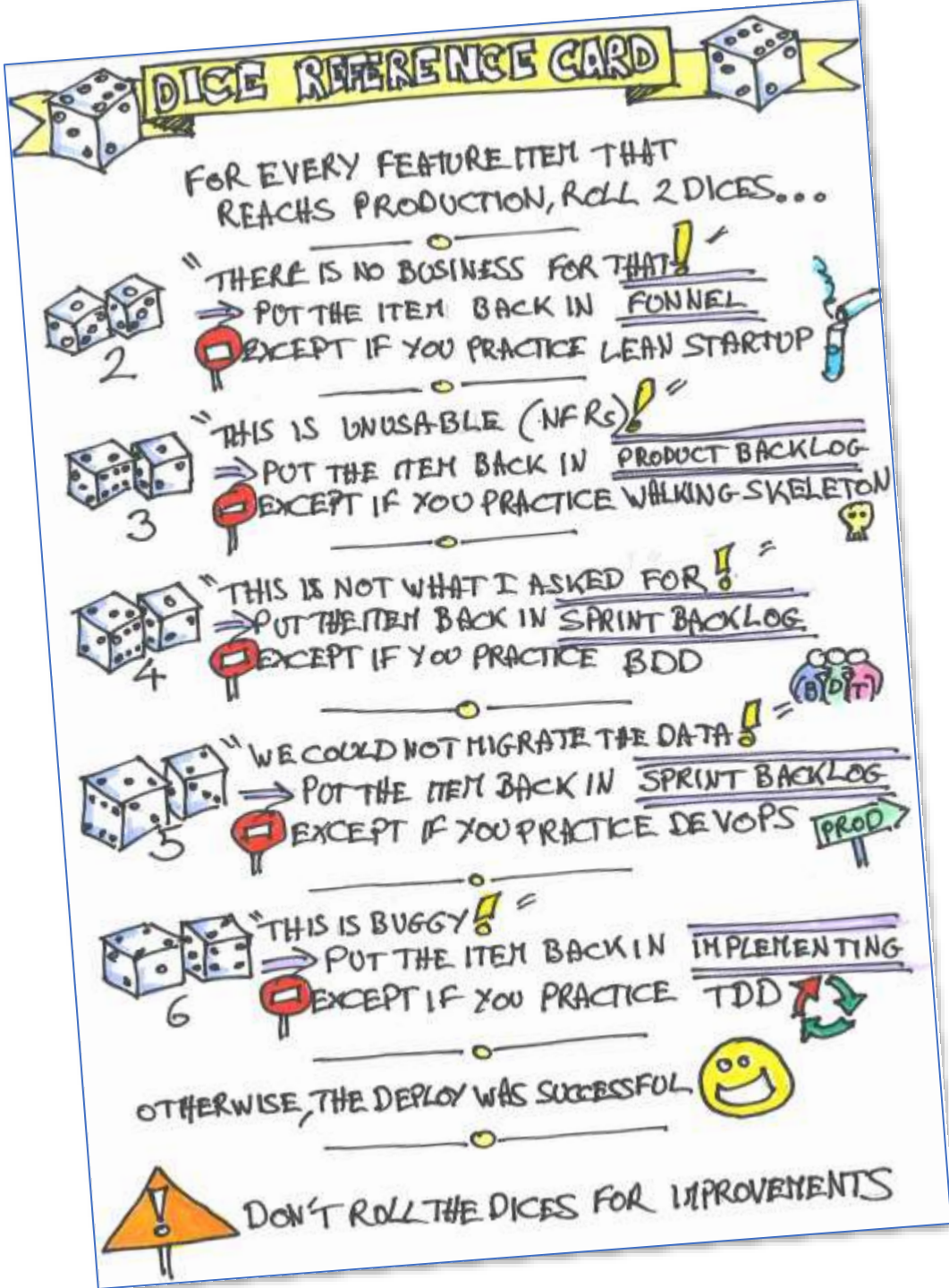• FREE THE TESTING PLAYER

Let's start to play!

1. Create a team of up to 8. Mix profiles!

2. Discover the material

3. Each team member should pick one or more roles, and read their role(s) reference card.

4. Read best practices cards

5. Read reference cards

6. Question? Ask an animator!

DICE REFERENCE CARD

FOR EVERY FEATURE ITEM THAT REACHS PRODUCTION, ROLL 2 DICES...

2
"THERE IS NO BUSINESS FOR THAT!"
→ PUT THE ITEM BACK IN FUNNEL
⊘ EXCEPT IF YOU PRACTICE LEAN STARTUP

3
"THIS IS UNUSABLE (NFRs)!"
→ PUT THE ITEM BACK IN PRODUCT BACKLOG
⊘ EXCEPT IF YOU PRACTICE WALKING-SKELETON

4
"THIS IS NOT WHAT I ASKED FOR!"
→ PUT THE ITEM BACK IN SPRINT BACKLOG
⊘ EXCEPT IF YOU PRACTICE BDD

5
"WE COULD NOT MIGRATE THE DATA!"
→ PUT THE ITEM BACK IN SPRINT BACKLOG
⊘ EXCEPT IF YOU PRACTICE DEVOPS [PROD]

6
"THIS IS BUGGY!"
→ PUT THE ITEM BACK IN IMPLEMENTING
⊘ EXCEPT IF YOU PRACTICE TDD

OTHERWISE, THE DEPLOY WAS SUCCESSFUL

⚠ DON'T ROLL THE DICES FOR IMPROVEMENTS

Play level I, discover the game

1. The production player gives the go

2. All the columns are empty, so the only player who can pull some work in is the 'Funnel' player.

3. Every round, from right to left, players pull work in their column if there are tickets in the previous one

4. By the 15th round, work can be pushed to production. It's time to practice a blank release
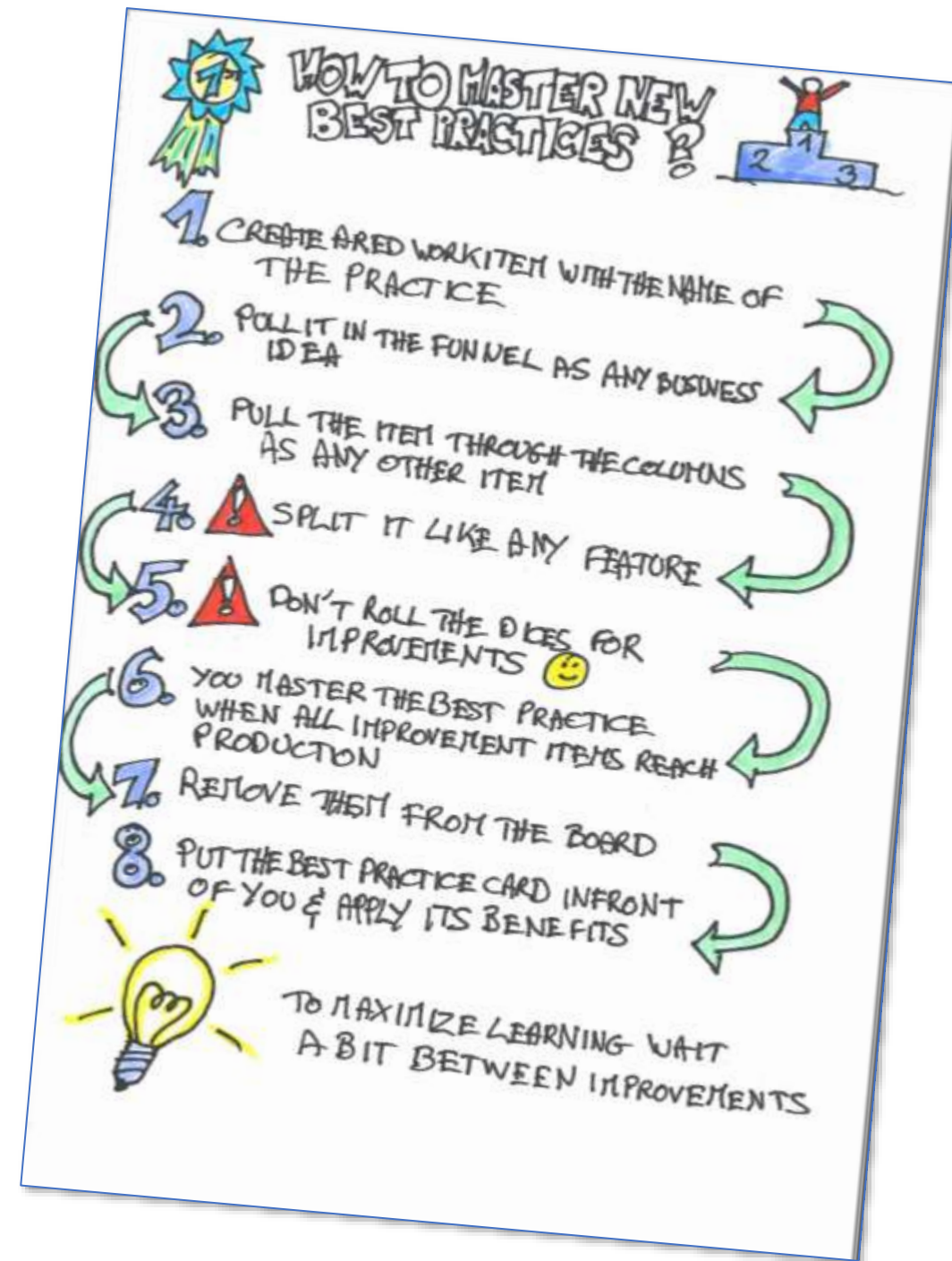
Play level 2, for real!

From Wikipedia, by Gaz, CC BY-SA 3.0

1. Let the team randomly pick a 'free' unfair advantage best practice to start with. If they get 'Craftsmanship', no luck, they start with nothing :-(

2. Pause for a while and read out loud the reference documentation about this new practice.

3. Apply the actions of this best practices and resume the game.

4. As before, the production player should keep track of the delivered features per round

Play level 3 and 4

1. You'll get improvement tickets to master a new skills!

2. Discuss and agree about what skill you want to invest in

3. When acquire a new skill, pause and read the reference documentation aloud

HOW TO MASTER NEW BEST PRACTICES?

1. CREATE A RED WORKITEM WITH THE NAME OF THE PRACTICE

2. PULL IT IN THE FUNNEL AS ANY BUSINESS IDEA

3. PULL THE ITEM THROUGH THE COLUMNS AS ANY OTHER ITEM

4. ⚠ SPLIT IT LIKE ANY FEATURE

5. ⚠ DON'T ROLL THE DICES FOR IMPROVEMENTS 😊

6. YOU MASTER THE BEST PRACTICE WHEN ALL IMPROVEMENT ITEMS REACH PRODUCTION

7. REMOVE THEM FROM THE BOARD

8. PUT THE BEST PRACTICE CARD INFRONT OF YOU & APPLY ITS BENEFITS

TO MAXIMIZE LEARNING WAIT A BIT BETWEEN IMPROVEMENTS

Learning Log

"In what ways does this information change previous perceptions you've held about built-in quality?

How do you think you might use this information?

Be ready to share with your table"