

XTREM TDD

Game rules

This game is played in teams.

Sit around a table and distribute the cards face down without revealing them or laying them out.

We highly recommend you to use **mob programming** during the whole game.

Game principle

As soon as you see a number (or a letter) on a card, you have the right to look for the matching card in the deck and turn it over to read it.

Attention point: some numbers may be hidden!!!!

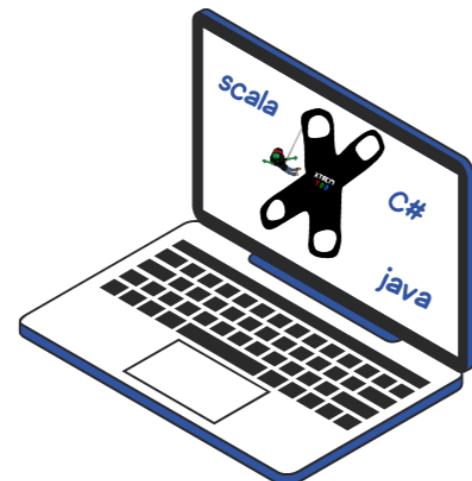
Discarding cards

At the top of some cards you may find numbers and/or letters that are **crossed out**, you have to immediately **remove** these cards from the game by **putting them aside**.

Material



Playing cards



A computer

Knowledge Base



Git repository

Types of cards

Grey and Green cards

You will find places, information, and references to draw other cards.



Blue and Red cards

During the game you can combine **blue cards** with **red cards** to draw a new card.

You can do it by adding their numbers together.

$$\begin{matrix} 13 \\ + \\ 27 \end{matrix} =$$



Yellow cards

Those are key moments in the adventure.

Stop playing with the cards, spend time understanding the given practice and use it in the source code.

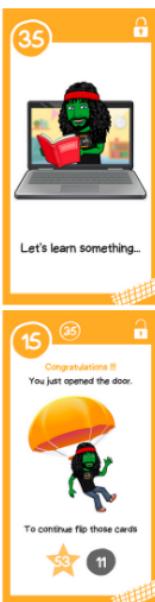
Use the **QR code** at the back of the card to find details.

Once implemented you can continue with the cards...



Success cards

Allow you to remember practices, techniques and approaches you have discovered and debrief them.



Let's start the game

You know enough to **start the game**.

Communication, sharing ideas, experimentation will be the keys to your success.

Take the **adventure card** and follow the instructions.



XTREM TDD

Welcome in this T.D.D adventure !!!

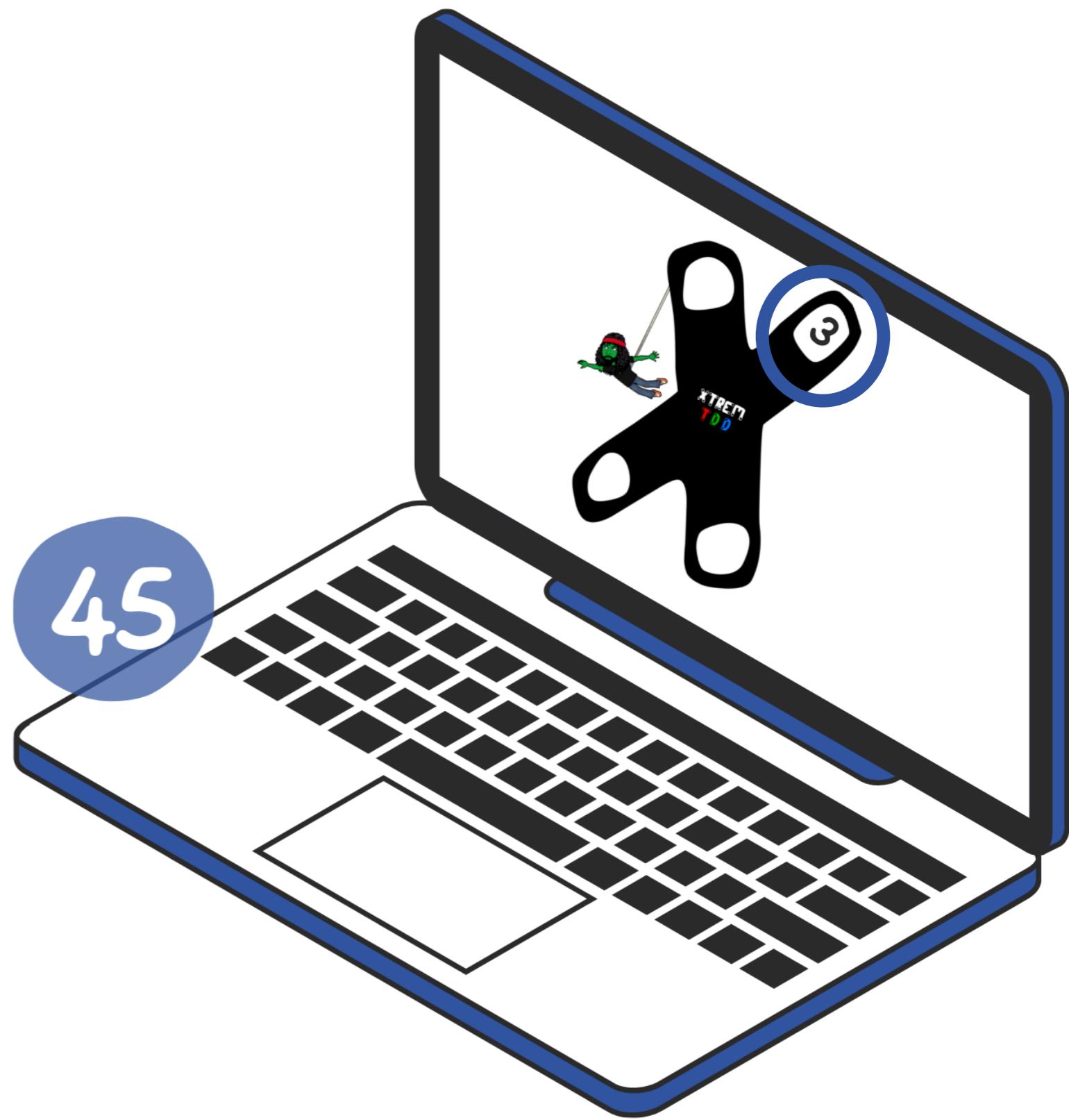
You have seen and experienced many stories of unmaintainable, untested code that no one knows about.

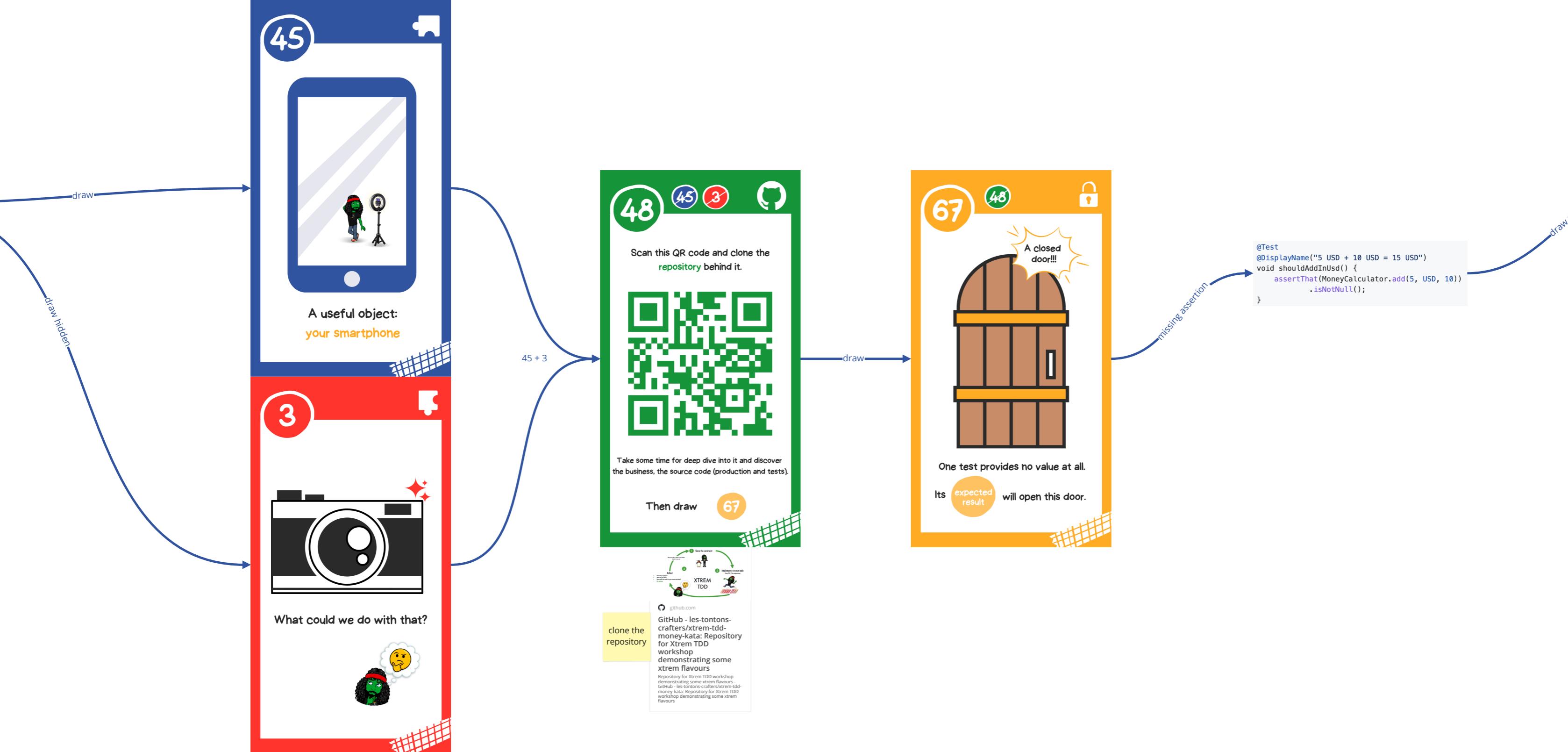
More than ever determined to demonstrate that **software craftsmanship** allows us to avoid this kind of situation, you decide to participate to this adventure.

Your mission: work in teams on an existing money project that you will have to make it evolve and maintain by applying given practices, techniques and approaches.



Your adventure begins as soon as you
flip this card.





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Congratulations !!!

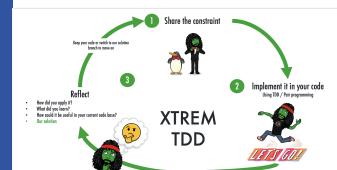
You just opened your first door.



Flip this card, scan the QR code,
follow the instructions then draw



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github.com

xtrem-tdd-money-kata/1.mutation-testing.md at iteration/1-mutation-testing · les-tontons-crafters/xtrem-tdd-money-kata

Repository for Xtrem TDD workshop demonstrating some xtrem flavours - xtrem-tdd-money-kata/1.mutation-testing.md at iteration/1-mutation-testing · les-tontons-crafters/xtrem-tdd-money-kata

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once fixed tests and reflect done

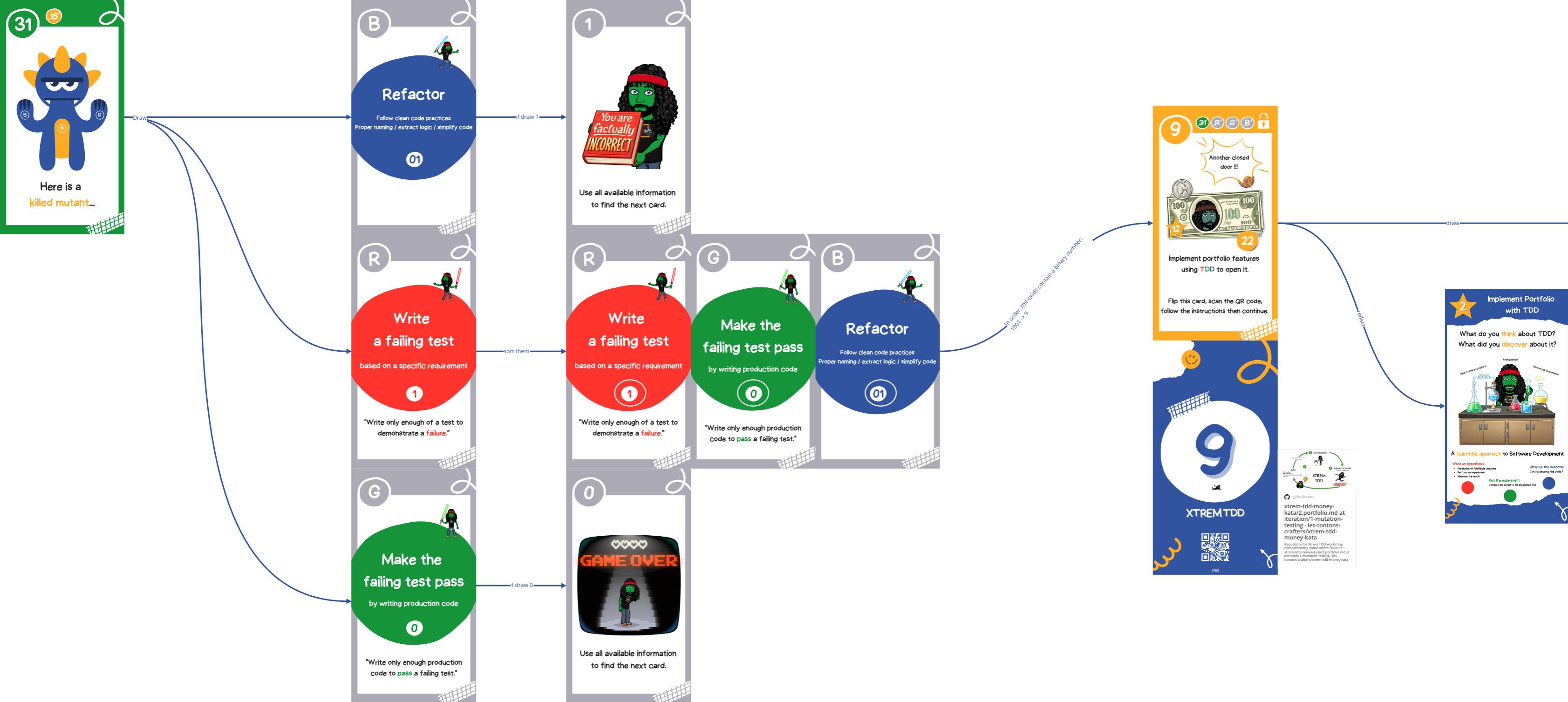
reflect

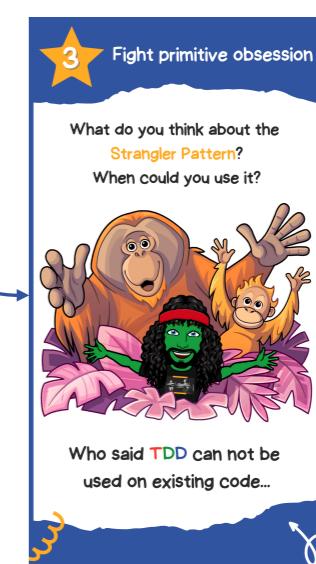
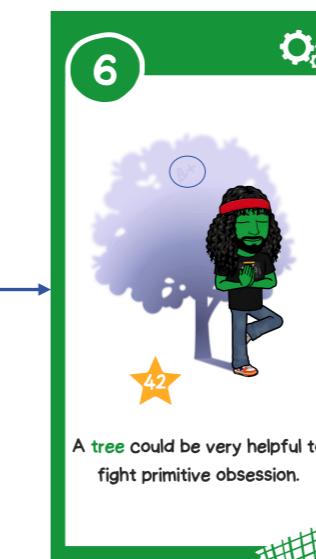
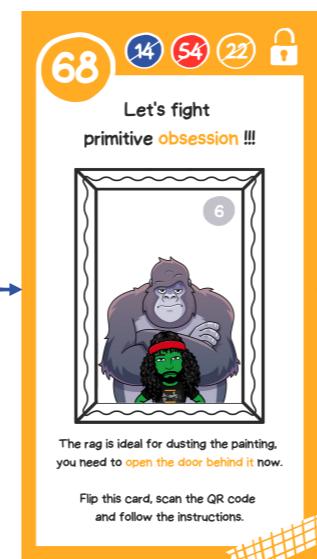
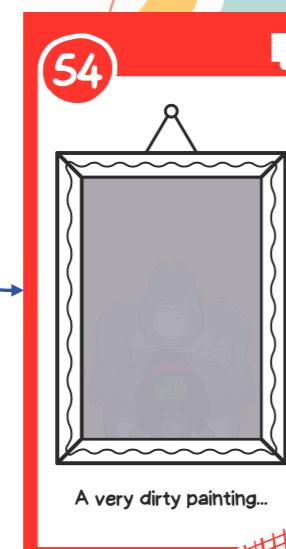
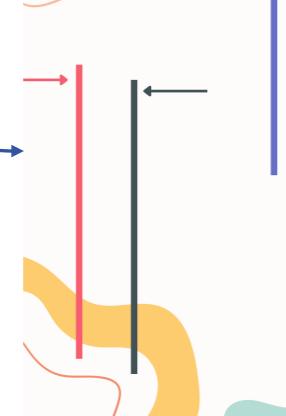
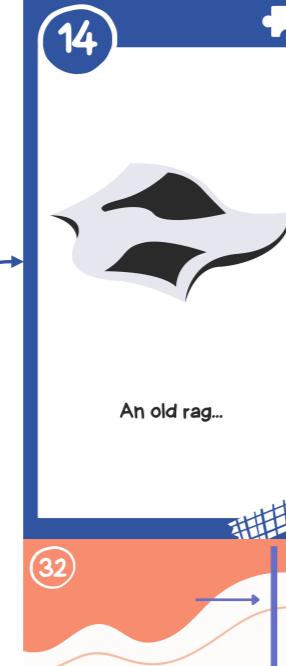
1 Let's mutate some code

What did you learn?
How/when can it be useful ?

Pitest
Stryker

Tests are code too, proceed with them with the same care that for your production code.



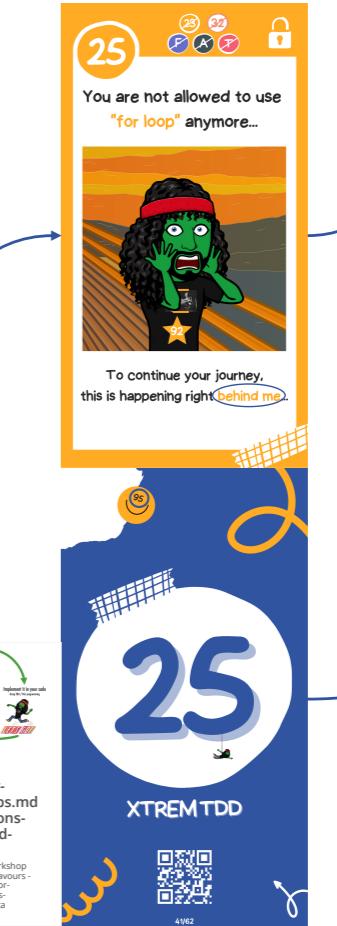
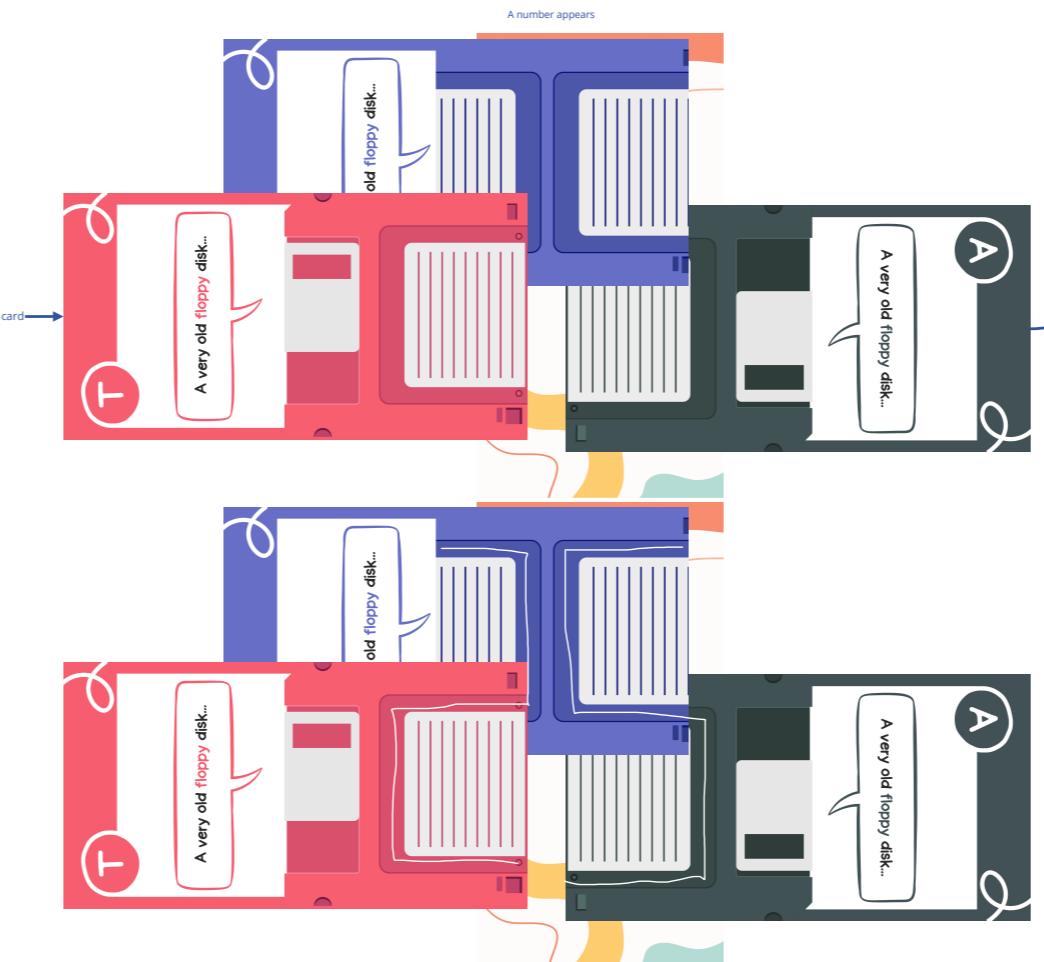
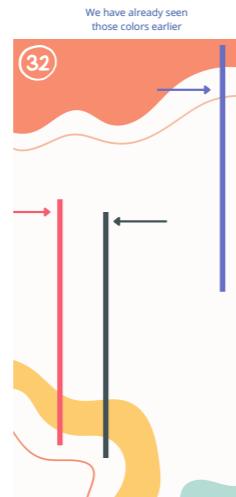
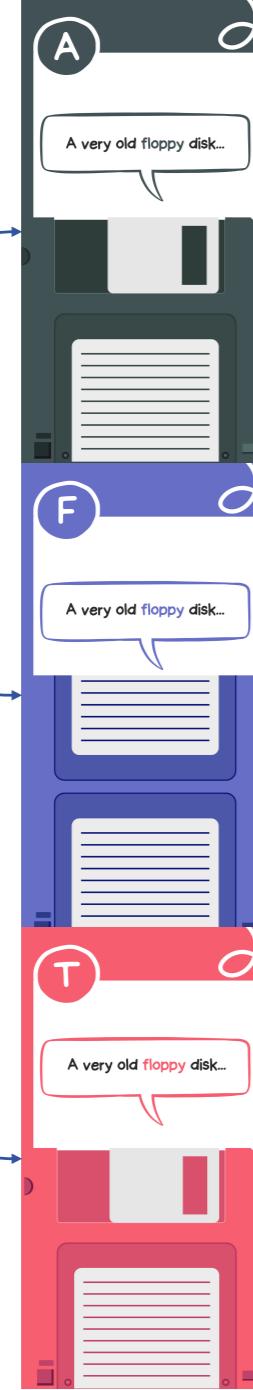


4 No for loops

What do you **take** from this step?



It can help you reduce code complexity and avoid breaking command / query separation.



github.com
xtrem-tdd-money-kata/4.no-for-loops.md
at main · les-tontons-crafters/xtrem-tdd-money-kata
Repository for Xtrem TDD workshop demonstrating some xtrem flavours - xtrem-tdd-money-kata/4.no-for-loops.md at main · les-tontons-crafters/xtrem-tdd-money-kata
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