



Technology

PART OF

Accenture Digital

Lego 4 Kanban

Agile game night

Wednesday 23rd of January 201

01

Kanban

► THERE IS A BETTER WAY ◀

High level principles - Visualisation

- ◉ Appropriate visual management
- ◉ Show the pains/bottlenecks/achievements
- ◉ **Intuitive communication**
- ◉ Transparency
- ◉ Pushes for collaboration
- ◉ Forces to understand

High level principles - Pull mechanism

- ◉ Continuous ongoing workflow
- ◉ Based on **customer/business or organisation value**
- ◉ Tasks need to be **feasible to not block workflow**

High level principles - Continuous improvement

- ◉ Identify bottlenecks
- ◉ KPI / **measurements** on workflow: lead time, cycle time, number of defects, number of bugs, blockers...
- ◉ WIP limit => slack time ?
- ◉ Incrementally change the process
- ◉ Leadership: each person tries to be better iteration after iteration

02

Goals of the exercise

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Goals

- Experiment Lean concepts in a safe environment not a SAFe env
- Experience self-organisation
- Understand effects of limiting parallelization / WIP

03

Game Rules

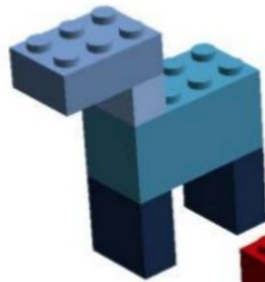
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DISCLAIMER

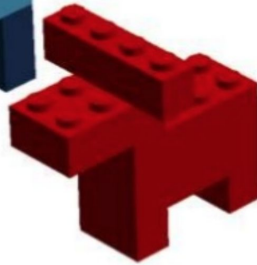
This game is re-using most of the content found on LinkedIn slideshare:

<https://fr.slideshare.net/lunivore/the-lego-kanban-game-85817610>

Animals you will build



Horse



Cow



Sheep



Duck

2 lines high for each body for each animal

- > horse: long legs and a neck
- > cow: horns

Tester - What is a bug? head ? Body ? leg ?

- leg bug:
 - > Remove ONE leg and return the bricks to the center
 - > Pass the incomplete animal to the leg dev with its associated card
- body bug
 - > Remove ONE block of the body and return the bricks to the center
 - > Replace legs and head to the remaining bricks
 - > Pass the incomplete animal to the body dev with its associated card
- head bug:
 - > Remove the head and return the bricks to the center
 - > Pass the incomplete animal to the head dev with its associated card
- When no bugs: break down the animal, put back in the centre the bricks and move to the pile the score pile.

04

Game Rounds

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If you have a bug (see tester rules), that animal goes back to the relevant station, and must be passed up the remaining stations until it reaches the tester.

After each round we'll have a 2-minute retrospective.

Round 1

Each dev can only perform their speciality

You must wait for the dev “below” you (i.e.: legs, then body, then head)

Testers: your instructions will be provided. No cheating!

Round 2

You can help another player!

Point at the player and count to 10 at a reasonable (not rushed) pace.

You can return to your own role at any point.

If you want to help someone else, or help someone again, restart the count.

Round 3

Let's try again

Round 4

Put 2 cards on the table in front of you.

Animals must be placed in an empty space where possible.

When your 2 spaces are full, only the Tester can move an animal back to you (as a result of bugs found in testing). Other devs have to wait or help out in some other way.

Round 5

Let's try again

Round 6

New Rules

| Quality Dice | Bug Dice | Result |
|--------------|-------------|--------|
| 1 | 1/2/3/4/5/6 | BUG |
| 2 | 1/2 | BUG |
| 3 | 4/5 | BUG |

4 min round

30 seconds code freeze for body dev at 2 min

05

Conclusion

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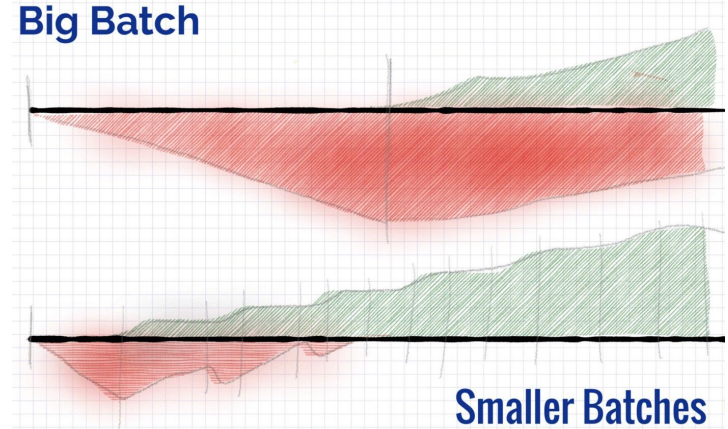
Conclusion

Pull principle & Optimise flow : the bigger the more important
Continuous improvement

Maximise Output = (Knowledge + money\$\$)

Limit WIP :

- Decrease context switching = productivity
- Limit dependencies
- Make the whole team delivering more efficiently



*There
is
a Better
Way*