

# XPGame: the Rules



## Step 1: Estimation

- Go to the play-table: *you are now developers*
- Take the cards for iteration 1
- Read all the stories and Ask Questions
- Order the stories by effort: how long does this story take?
- (re)estimate stories relative to each other (planning poker)
- To start : take the easiest story -> estimate 2
- How many stories can we estimate in 180 secs? (points)

The simplest thing ?  
Can this possibly work?

## Step 2: Make a plan

- Go to the plan-table: *you are now customers*
- Order the stories by business Value/effort ratio
- Select the stories to implement in the given budget
- Choose the order of implementation
- Make a public iteration plan (score sheet)
- Leave the story cards on the plan table

Do we want a plan?

## Step 3: Implementation

- Choose a time-guardian (stopwatch)
- Take the first card of the plan, go to the play-table
- Think. Talk. How are you going to do this story?
- Time-guardian starts the time
- Implement the story (team decides when the story is ready)
- When ready, time-guardian stops the time
- Coach performs Acceptance test: Story correct?
- Mark the story card
- Adjust the score sheet
- Take the next story, follow the plan (until out of time)

If there is any problem,  
stop the time, go back  
to the plan-table to  
review your options!

Retrospective: learn from your experience