**Activity: Agile Development Simulation Workshop**

**Objective:**  
Understand and practice key Agile development concepts such as user stories, sprints, backlog management, daily standups, and iterative development.

**Activity Overview:**

In this workshop, participants will simulate the Agile development process by working in teams to develop a product (in this case, a simple board game). They will experience sprint planning, task prioritization, daily standups, and review meetings to iteratively improve the product.

**Instructions:**

1. **Form Teams:**
   * Split participants into small teams (4-5 people per team). Each team will act as an Agile development team.
2. **Product Concept:**
   * The goal is to design and create a simple board game in a time-boxed manner using Agile principles. The game can be physical (using paper, dice, etc.) or conceptual (if played online or virtually).
3. **Define Roles:**
   * **Product Owner (PO):** Defines game requirements and ensures it meets user needs.
   * **Scrum Master (SM):** Facilitates the Agile process and helps remove impediments.
   * **Development Team:** Focuses on building the game as per user stories.
4. **User Stories Creation (15 minutes):**
   * Each team will brainstorm and write down 5-7 user stories describing features or elements they want for the game. Use the format:  
     “As a [user], I want [feature], so that [goal].”  
     Example:  
     “As a player, I want a simple rulebook, so that I can understand how to play the game quickly.”
5. **Sprint Planning (15 minutes):**
   * Teams will prioritize the user stories and create a task backlog.
   * Select 2-3 user stories for the first sprint (time-boxed to 15 minutes) based on team capacity.
6. **Sprint Execution (15 minutes):**
   * Teams work on the selected user stories to design and create the game (a basic version).
   * Teams will be limited to 15 minutes (Sprint 1). They should focus on delivering a working increment of the game.
7. **Daily Standup (5 minutes):**
   * Teams will hold a 5-minute standup meeting halfway through the sprint, where each member answers:
     + What did I do?
     + What will I do next?
     + Are there any blockers?
8. **Sprint Review & Retrospective (10 minutes):**
   * After Sprint 1, teams will review the game increment, testing the current version. The Product Owner gives feedback.
   * Conduct a brief retrospective:
     + What went well?
     + What can be improved in the next sprint?
9. **Sprint 2 (15 minutes):**
   * Teams will refine the game based on feedback and continue developing more features (next set of user stories).
10. **Final Review & Presentation (10 minutes):**
    * After Sprint 2, each team presents their game to the class, explaining how they applied Agile methods and showing the final product.

**Debrief Discussion (15 minutes):**

* Reflect on the following:
  + How did Agile help in managing time and features?
  + What challenges did teams face during sprints?
  + How did prioritization and feedback improve the product?