**Objective of the Game**:

Scrum the Board Game simulates the coordination and teamwork of software product development. The objective of the game is to deliver the most value to your customers. Value is delivered by completing the user stories in the product backlog. But be careful – some backlog items like defects and technical debt have zero value but letting them stay in your backlog can cause you big problems!

Scrum the board game is a collaborative game, meaning the individual players are not competing against one another, and must collaborate and help one another to maximize the value they deliver. Multiple teams playing simultaneously may compete with one another.

**Before starting the game**, organize into teams of 5 - 10 players for each team, and designate one player as the Product Owner. The Product Owner will own the product backlog, prioritize the backlog items, possibly split items and track the progress (value) delivered by each team. The other team players will do the work of building their product, simulated by completing each backlog item’s tasks with the help of daily *Happenchance* cards. Each player should read these “how to play the game” rules, familiarize themselves with the game board and the initial product backlog.

The game facilitator (instructor) will decide how many rounds (Sprints) will be played in the game. If you have no game facilitator, then form an agreement amongst the players as to how may rounds will be played. Each Sprint will typically take between 10 and 20 minutes depending on circumstances.

**Sprint Planning Guide**

1. Select the scope: choose the backlog items your team will attempt to complete this sprint. Place a post-it note for each story on the Sprint backlog in the User Story lane.
2. Create tasks for each item: create the same number of tasks as the point size of the backlog item.
3. For each task, roll the die to determine the time estimate (# of days) for the task, write the estimate on the task (small post it note). Place the tasks on the Sprint backlog in the Planned lane.

**General Play**:

* Play is conducted by moving through the days of the Sprint – Day 1 through Day 10 – selecting tasks and completing them by drawing a daily Happenchance card.
* On the first day (Day 1 – Sprint Planning Day) the team plans their Sprint by selecting the backlog items they intend to complete during the Sprint, and creating tasks for each backlog item (See the detailed Daily Instruction on Sprint Planning on the game board. This planning takes a simulated half day the remaining half of Day 1 is dedicated to doing the work.
* On each work day, the development team members choose *tasks* to complete, conduct a *Daily Scrum* to coordinate their efforts, and draw a Happenchance card to simulate the development work.
* Multi-tasking. A player can work on 1-2 tasks simultaneously. If working on 1 task, the burns full effort on that task (1 day of time in the game = 1 day of effort). If the player is working on 2 tasks simultaneously, then one task get half of his effort and the other gets ¼ of his effort – it does not add up to full time as there is a penalty for multi-tasking.
* Pairing & Mobbing. Players can pair-up on a task or work alone on their tasks. A task can even be worked by more than 2 players. When a task is being worked by 2 or more players, 1 player burns full effort to the task, while all others count as half-time to the task.
* Each day, one Happenchance card is drawn for each task that is being worked on. Note, when a team member has been told to miss a turn (by a Happenchance card), they are Out of Office and the task is not being worked on so no card is drawn. When tasks are completed, players draw new tasks to complete the stories in their Sprint scope.
* During the play, the Product Owner is free to re-sequence (a.k.a.: re-prioritize) the Product Backlog and he/she may split and/or add new backlog items to the Product Backlog. They may not add scope to the Sprint Backlog after Day 1 Sprint Planning is complete.
* As the final activity on Day 10, the team must conduct a Sprint Review and Retrospective. The Review is conducted by having the Product Owner review and record the Sprint results – i.e. acknowledge the completed backlog items, aggregate and record their value on the information radiators. A Retrospective is a short time-boxed event (4 minutes) where the team discusses how their work strategies and agrees to any changes/adjustments to those strategies.