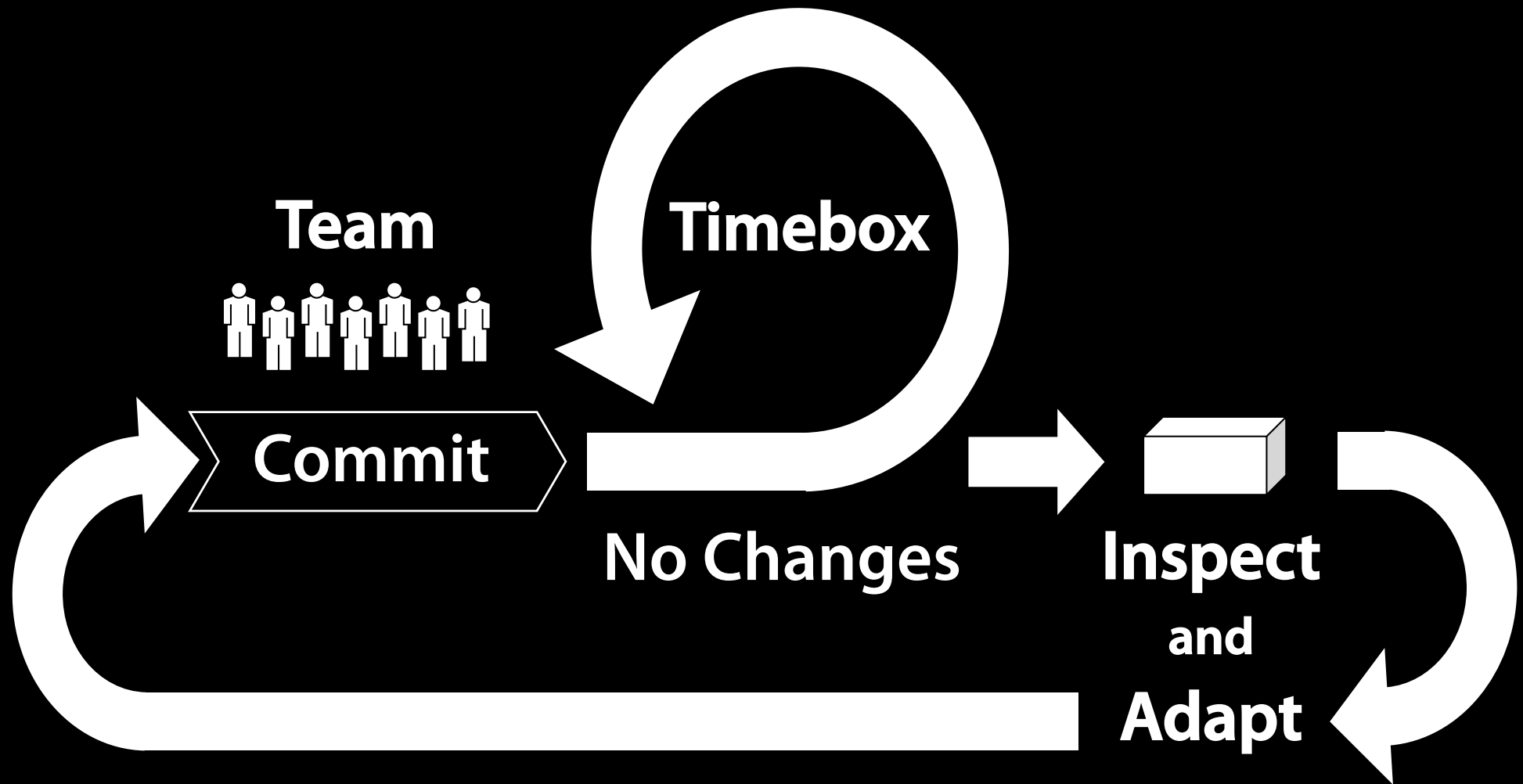


A Simple View of Scrum



How to Play the Game

- Goal: See how good your team can get at making airplanes
- Each airplane must be made from $\frac{1}{4}$ of a sheet of A4 paper
- Planes must have a blunt tip (so no injury if hit in the eye)
- Each airplane must be tested and shown to fly 3 meters in the testing area.
- Planes may only be tested once; if it fails, it must be discarded.
- Only successfully tested planes count towards your goal.
- Each team member may only do 1 “fold” of the paper at a time. You must then pass the airplane to another team member to do the next fold.
- Work in progress (partially folded airplanes) must be discarded at the end of each Sprint.
- Teams are responsible for self-organizing, and deciding among themselves how to manage the work, assign roles, etc.
- Teams are not in competition with each other – only with themselves.

