**Replenish the Species
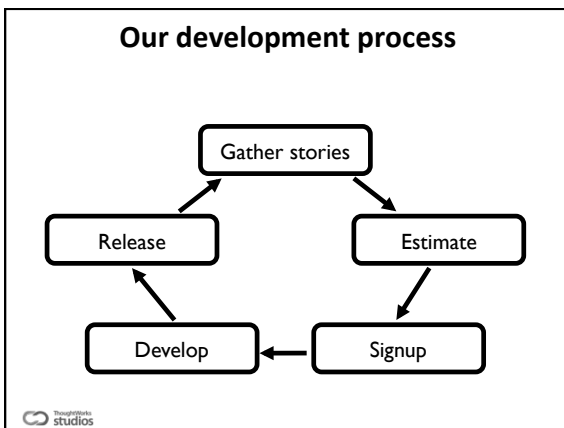Build your own animals**

Your task…

Build a next generation animal to replace an extinct species.

Our development process

Gather stories

Release

Estimate

Develop

Signup

We have everything, right?

Iteration 1   200

Give the animal four legs

Estimate: 1 2 3

Card wall

Burndown

Other stuff (illities, iteration plans, etc.)

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Iteration 1

- Story re-estimation - 3 minutes
  - Act as developers
  - Estimate how much effort each story will take
- Story selection -3minutes
  - Act as the business
  - Based on the importance (business value) of each story, select those stories you think you can complete in 4 minutes
- Development -4 minutes
  - To your Legos!
- Testing and acceptance
  - Act as the customer
  - Test the animal to make sure it meets all the acceptance criteria
  - Write bugs on cards

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How did it go?

Iteration 1   200

Give the animal four legs

Estimate: 1 2 3

Anything left on card wall?

Update the Burndown

Adjust the iteration plans

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Retrospective

Iteration 2

- Story re-estimation - 3 minutes
  - Act as developers
  - Estimate how much effort each story will take
- Story selection -3minutes
  - Act as the business
  - Based on the importance (business value) of each story, select those stories you think you can complete in 4 minutes
  - Update the card wall
- Development -4 minutes
  - To your Legos!
- Testing and acceptance
  - Act as the customer
  - Test the animal to make sure it meets all the acceptance criteria
  - Write bugs on cards

How did it go?

Iteration 1   200

Give the animal four legs

Estimate 1 2 3

Anything left on card wall?

Update the Burndown

Adjust the iteration plans

Did things improve

"If you do what you have always done, you will get what you have always got"

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Iteration Three

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Iteration 3

- Story re-estimation - 3 minutes
  - Act as developers
  - Estimate how much effort each story will take
- Story selection -3minutes
  - Act as the business
  - Based on the importance (business value) of each story, select those stories you think you can complete in 4 minutes
  - Update the card wall
- Development -4 minutes
  - To your Legos!
- Testing and acceptance
  - Act as the customer
  - Test the animal to make sure it meets all the acceptance criteria
  - Write bugs on cards

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How did it go?

Iteration 1   200

Give the animal four legs

Estimate 1 2 3

Anything left on card wall?

Update the Burndown

Adjust the iteration plans

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Did things improve

"If you do what you have always done, you will get what you have always got"

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Did it go well & when will you be done?

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Build your own animals

How do you know when you'll be done

- What you get done per iteration is called Velocity
- Now we have real velocity – is it close to your estimated velocity?
- So, look at what's left and work out how much you can do per iteration (on average)
- How many more iterations do you need to finish MMF?
- How many more to finish everything?

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What did you learn?

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Focus on Agility

- Accept that we will not know everything right away.
- Practice delivering chunks of work incrementally.
- Work collaboratively as a whole team.

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So what is next?

What are you going to take away from this workshop?

What are you going to do differently tomorrow (and the next day…)?

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Agile Lego Game

Thanks for attending!