BALL POINT GAME
Feel the Scrum Flow

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RULES OF THE GAME

- You play in one or several Teams
- Starting point equals endpoint
- No passing of the ball to your direct neighbour
- The ball must have air-time
- Everyone in the room participates
- Two minutes per iteration
- One minute for continuous improvement & new estimate
- You play five iterations
THE PLAYBOOK

- 2 minutes introduction
- 2 minutes on rules of the game
- 2 minutes preparation time for the team(s)
- Get an estimate: How many balls can go through the system?
- Start first iteration
- One minute improvement / new estimate
- Repeat four times
- Debriefing 15 minutes
# BALL POINT GAME CHART

<table>
<thead>
<tr>
<th>Iteration</th>
<th>Estimate</th>
<th>Velocity</th>
<th>Results of change</th>
<th>Retro outcome</th>
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DEBRIEFING

- What happened?
- Which iteration felt best?
- Where did you feel the Scrum Flow?
INSIGHTS

- Scrum Flow = Deming Cycle (plan, do, check, act)
- A system has a natural velocity
- The feeling of "flow" will happen if the challenge is doable
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THE PLAYBOOK

1. 2 minutes introduction
2. 2 minutes on rules of the game
3. 2 minutes preparation time for the team(s)
4. Get an estimate: How manyballs can go through the system?
5. Start first iteration
6. One minute improvement/new estimate
7. Repeat four times
8. Debriefing 15 minutes
## Template Estimation

### The Chart

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DEMING CYCLE

- Plan = Decide what to do.
- Do = Do it!
- Check = Did it work?
- Act = Decide what to do next.