BALL POINT GAME

Feel the Scrum Flow



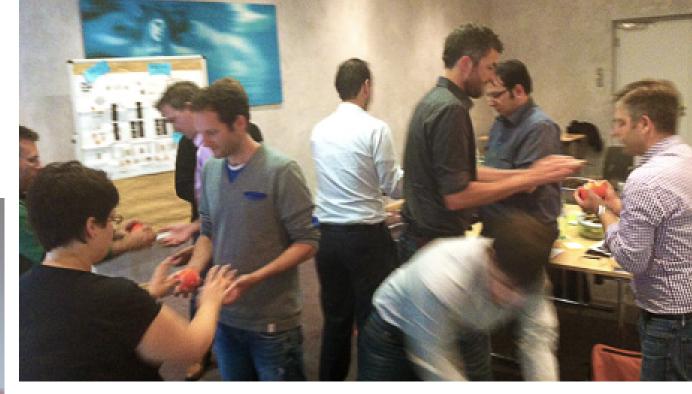


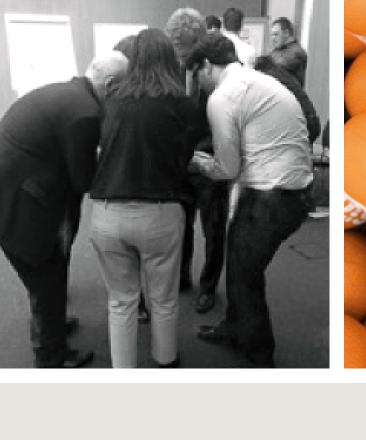
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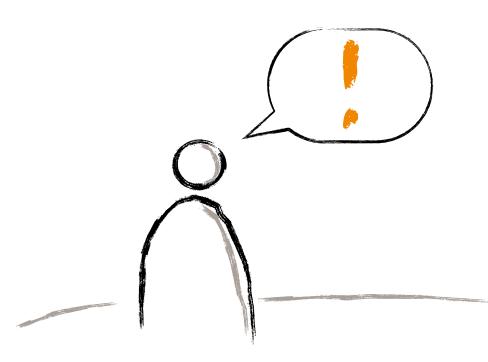




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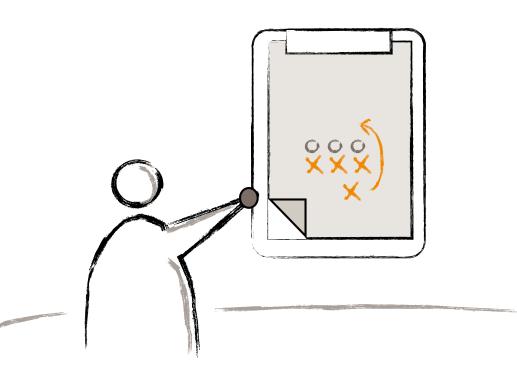
RULES OF THE GAME

- 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

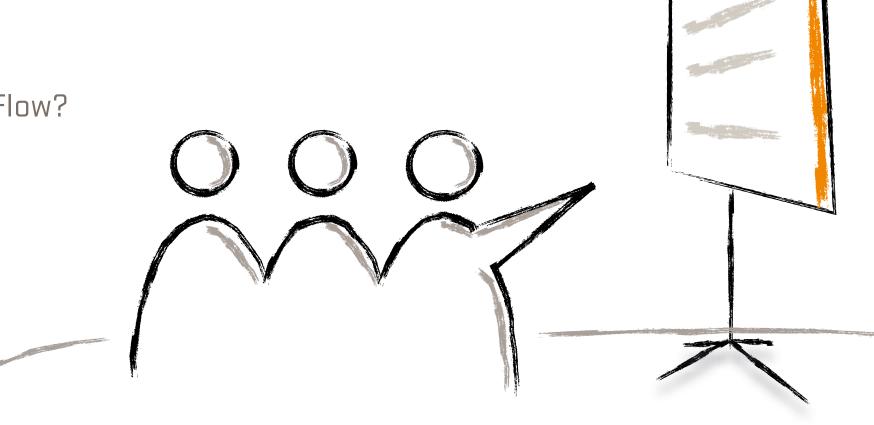


BALL POINT GAME CHART

Iteration	Estimate	Velocity	Results of change	Retro outcome
1				
2				
3				
4				
5				

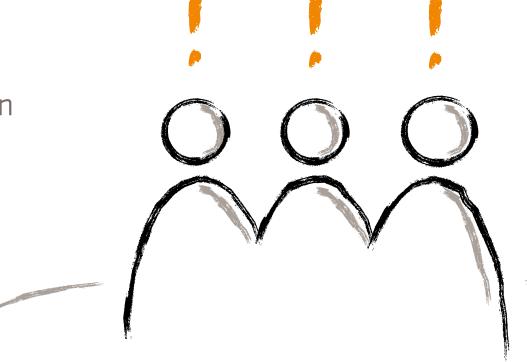
DEBRIEFING

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

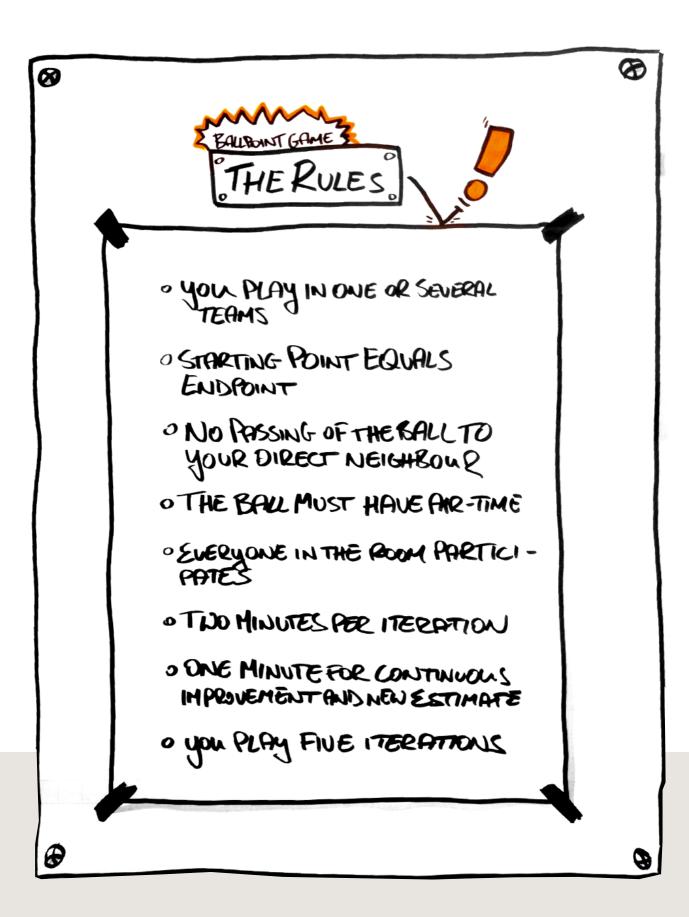


INSIGHTS

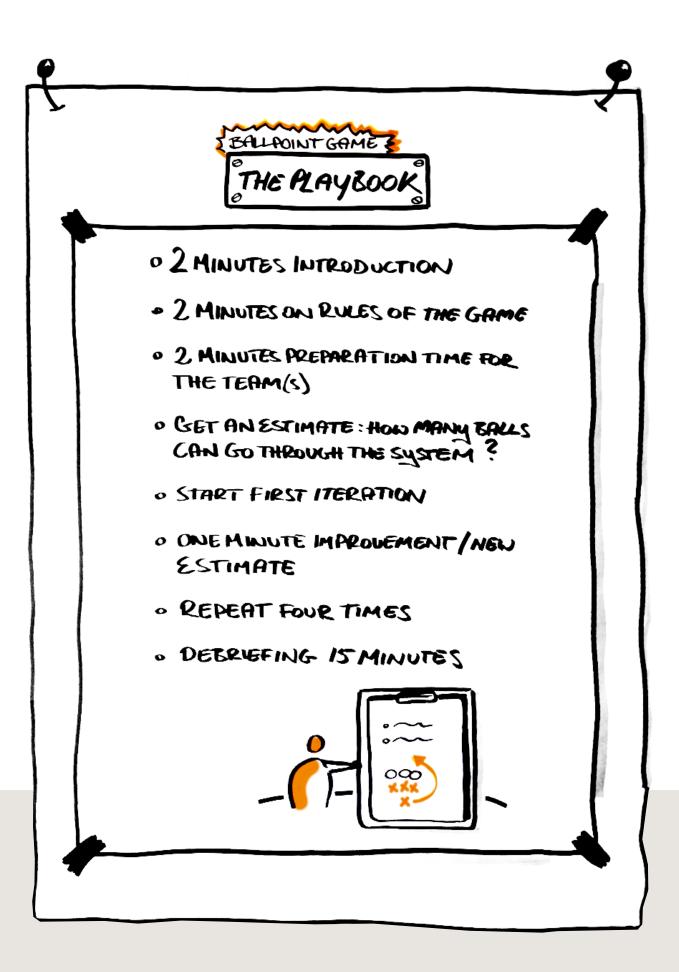
- Scrum Flow = Deming Cycle (plan, do, check, act)
- A system has a natural velocity
- ➤ The feeling of "flow" will happen if the challenge is doable



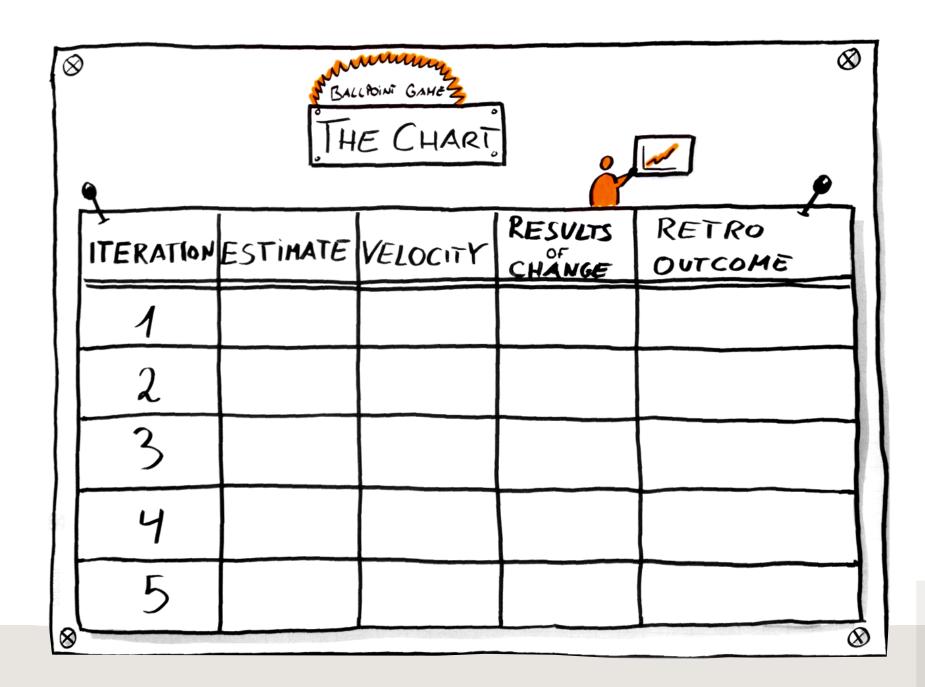
TEMPLATE RULES



TEMPLATE PLAYBOOK

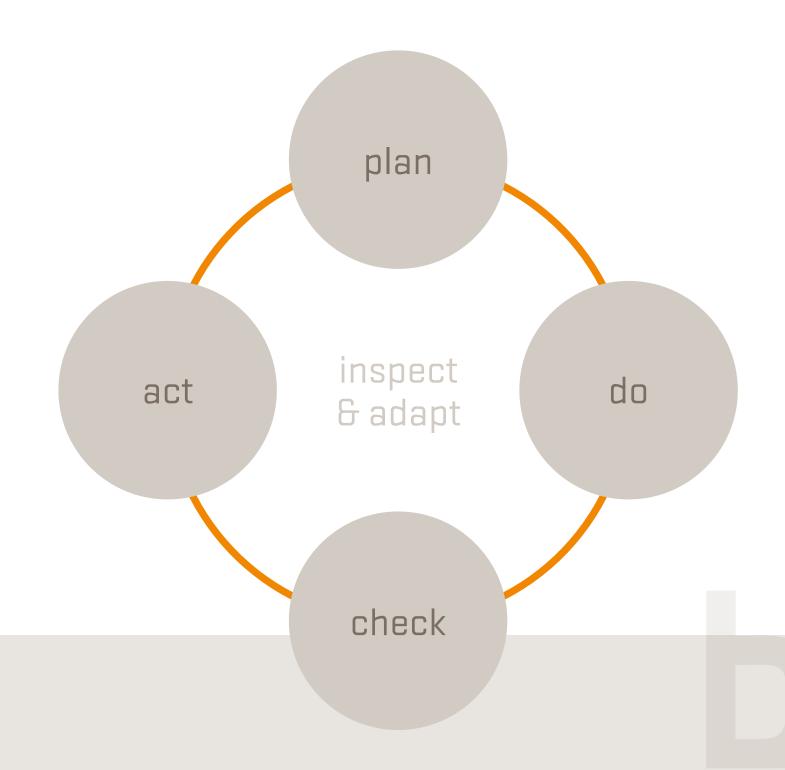


TEMPLATE ESTIMATION



DEMING CYCLE

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





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