



Agile Requirements Game

Phase 1 - Instructions

- Break group into **teams** with no more than 4 writers, no more than 4 receivers and 1 carrier
- Each team works toward the **creation of one** work of art duplication
- **Customers** need to communicate the work to be done to the Implementers with no communication other than **instructions written on index cards**
 - One instruction per card
- **Implementers** execute the instructions on the cards to the best of their abilities
 - **Implementers** can **ask Customers for clarification** in form of a question written only on the index card
- Customers **cannot show the picture** to Implementers
- Cards are passed between the teams only by the **carriers**
- Team has **8 minutes** to complete this task



Phase 1 - Tools

- **Customers:** Picture 1-1, index cards, pens
- **Implementers:** Blank paper, pens



Phase 1 - Lessons Learned

- No common language
 - How does an ellipse compare to an oval?
- Challenges when giving direction only in writing
- Clarity of written instructions
- Insight into the customers view



Phase 2 - Instructions

- Give **Customers** Picture 2-2 with same instructions as during Phase 1
- **Implementers** and **Customers** should use **pencils** for story writing and execution
- **Implementers** get blank paper with square and scale
- Customers **cannot show** picture to receivers
- Handing a **change** in requirements
- Team has **8 minutes** to complete



Phase 2 - Tools

- **Customers:** Picture 2, pencils, index cards
- **Implementers:** Blank paper with square and scale, pencils



Phase 2 – Lessons Learned

- Common language is becoming established
- Familiarity of domain variables (length, height, depth, etc.)
- Use of better tools
 - Pencils
 - Grid
- How did the tools affect story complexity?
- Reaction to change in requirements



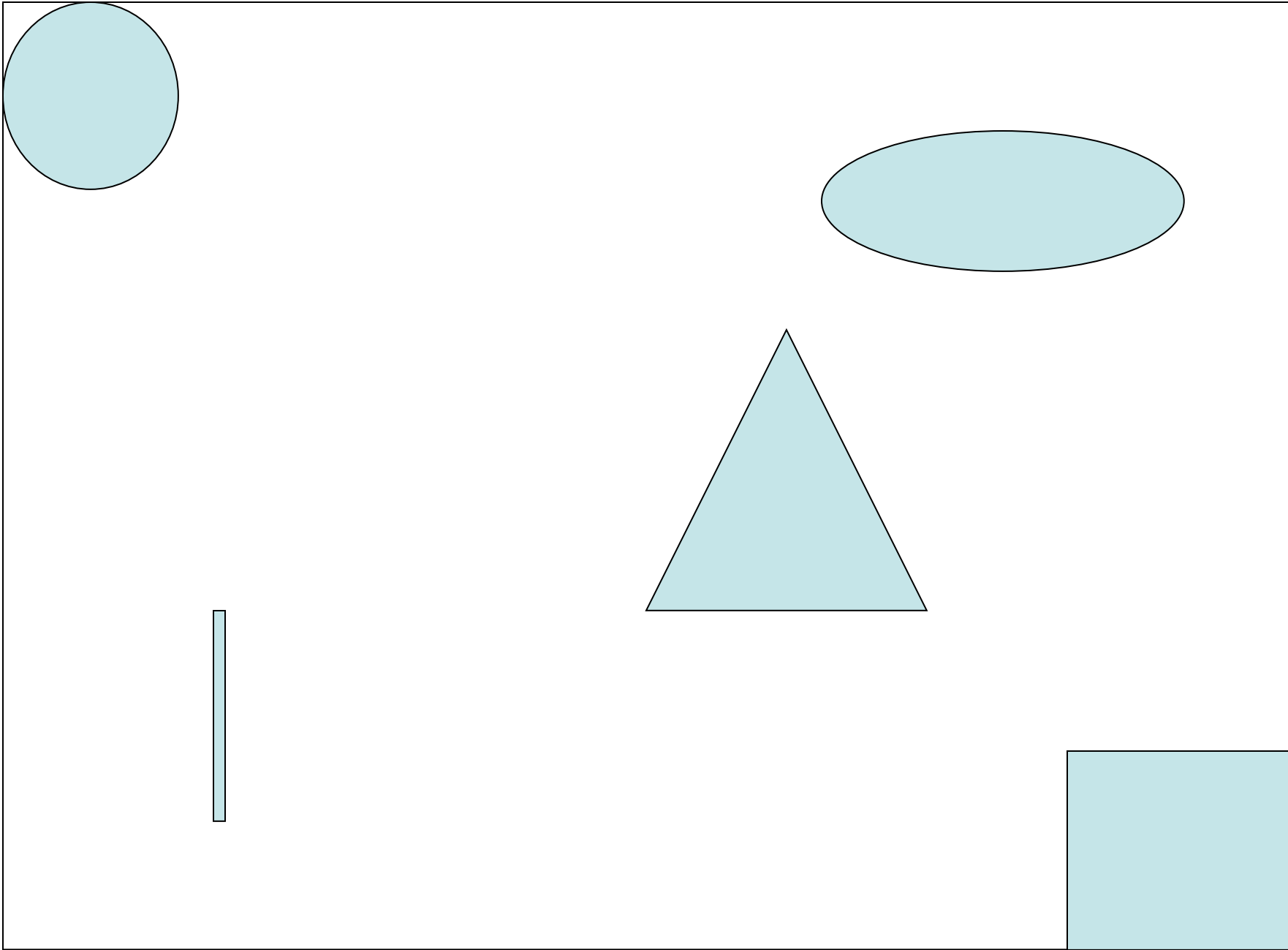
Phase 3 - Instructions

- One **Implementer** should pair with one **Customer**
- **Customers** should **plan** their story execution
- **Implementer** should begin work on a **grid sheet**
- Writers **cannot show** picture to receivers, but can **verbally guide them** in any way
 - Written story cards are not necessary
- Team has **5 minutes** to complete



Phase 3 – Lessons Learned

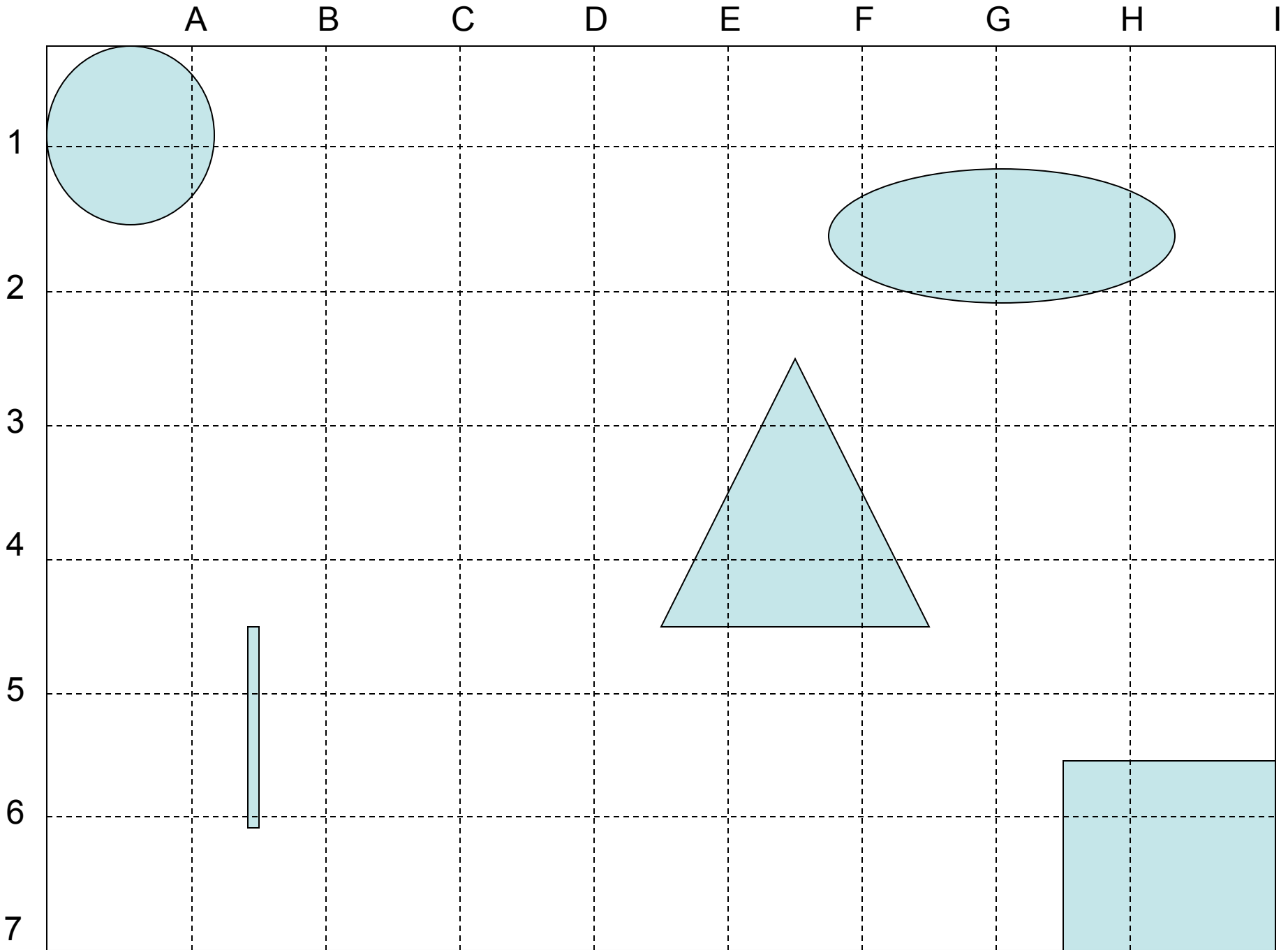
- Value of verbal communication
- Effects of team collaboration
- Effects of customer proximity



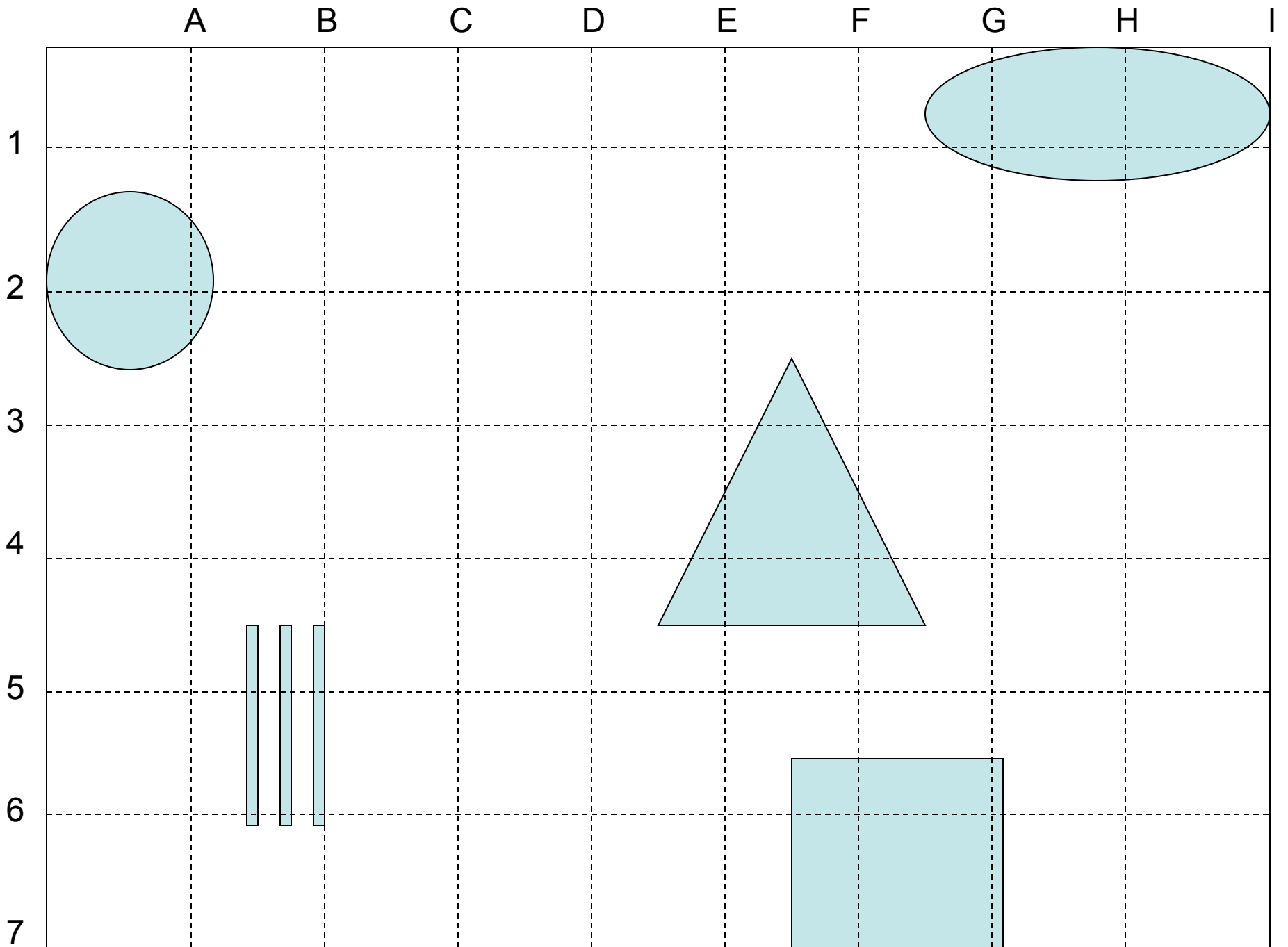
Picture 1 – Phase 1

	A	B	C	D	E	F	G	H	I
1									
2									
3									
4									
5									
6									
7									

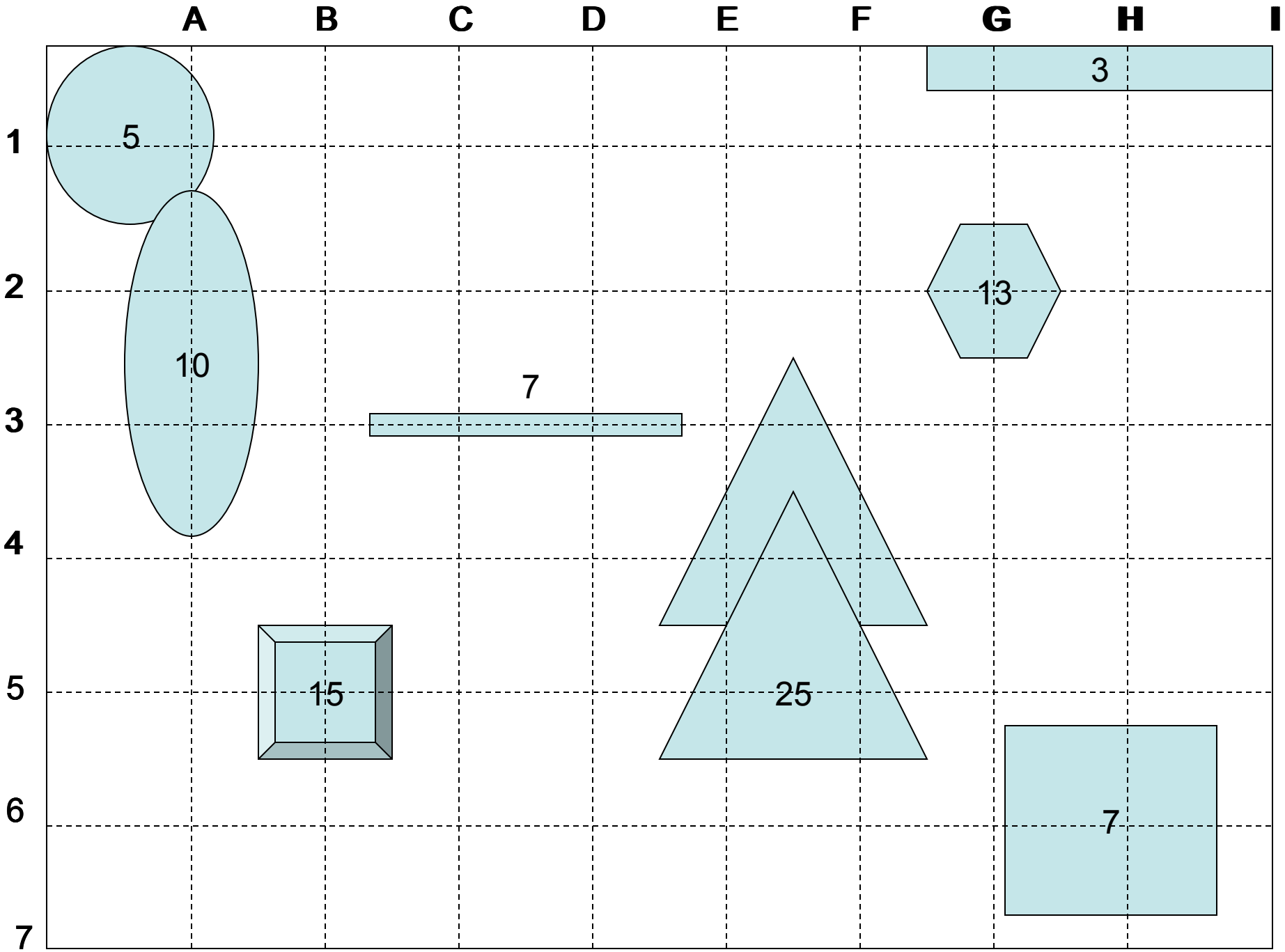
Phase 2 - 4



Picture 2 – Phase 2



Picture 3 – Phase 2



Picture 4 – Phase 3