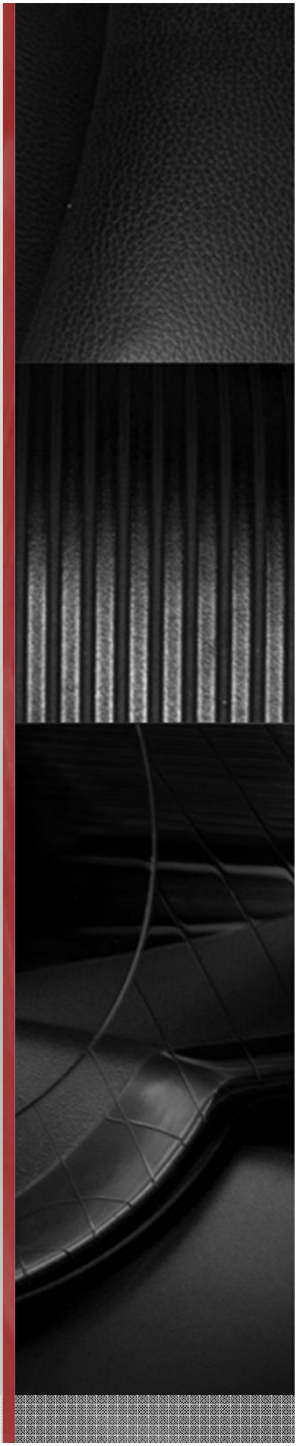
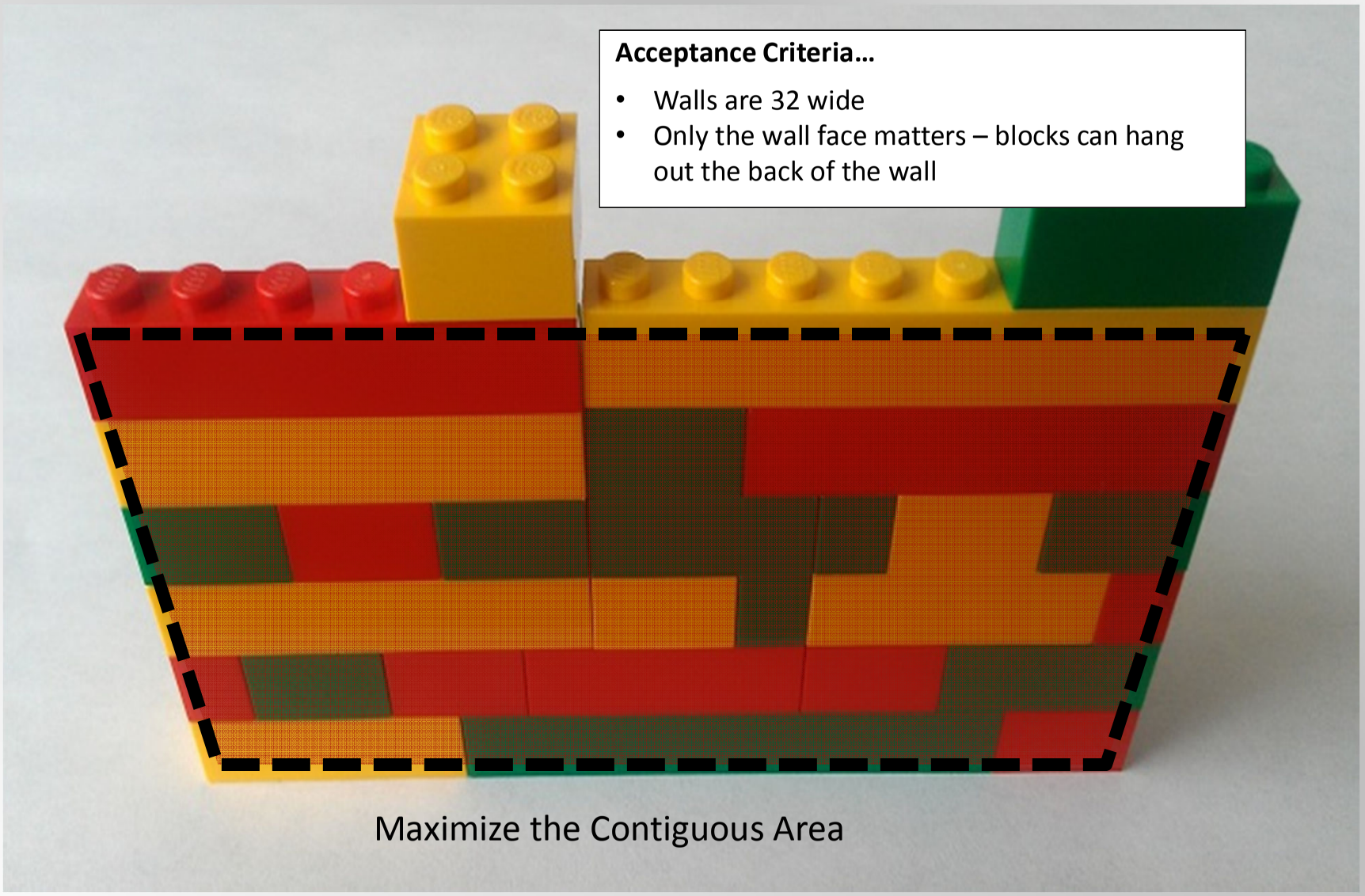
Kanban Tetris

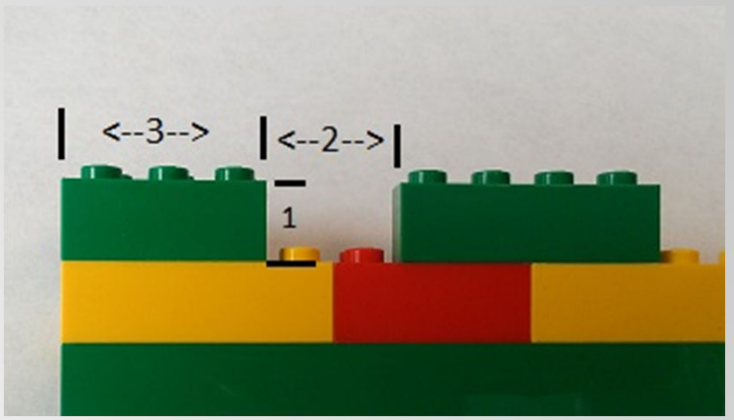
Game instructions



Objective: Build Walls for our Customers



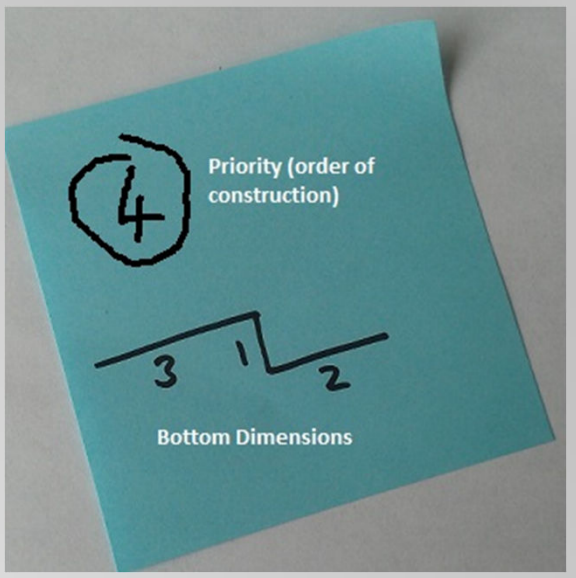
Step 1: Requirements



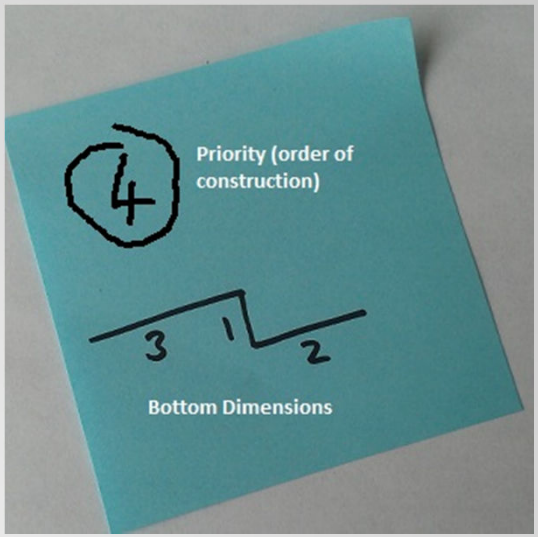
Acceptance Criteria…

- Each customer should use a unique color Stick Note for their requirements
- Number your requirements in the order from left to right that the wall should be constructed.
- The dimensions you specify are the dimensions of the base that this block needs to fit on to.
- Dimensions should be between 3 and 7 wide

Note that the first set of requirements – up to 32 across - will all just be straight lines (the base of your wall is flat)

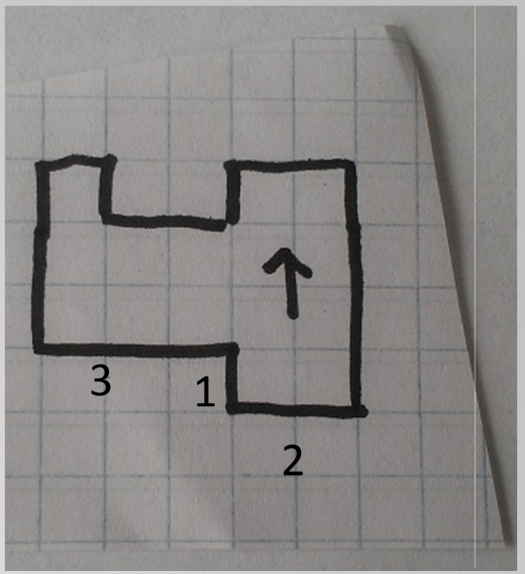


Step 2: Design

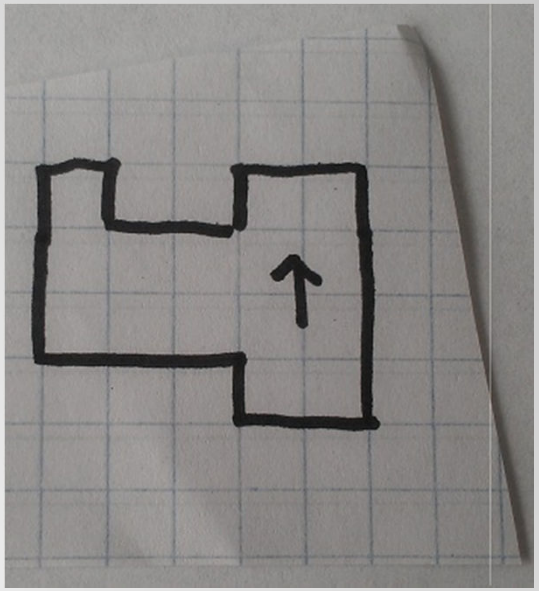


Acceptance Criteria

- The total number of squares must equal 15
- No 'overhangs' are allowed. This is to make the integration stage simpler.
- Indicate which way is up using an arrow
- Every shape should be unique – you can't just specify rectangular building blocks for example!
- Blocks also need to be unique across customers – don't give two customers the same design!



Step 3: Construction



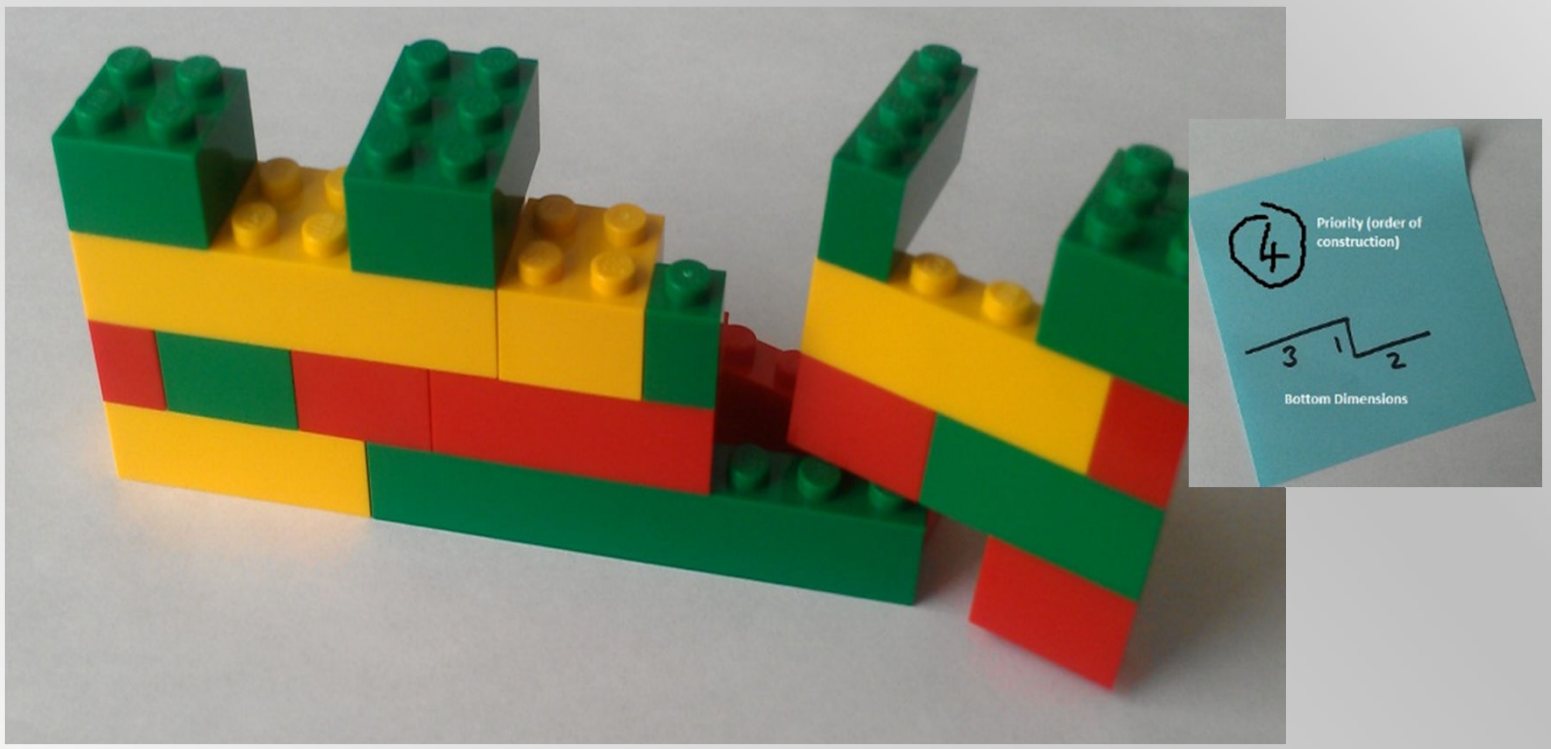
Acceptance Criteria -

- No two adjacent blocks should be the same color
- Only the face matters – it does not matter if you have Lego blocks overhanging at the back of the structure (this is to make the brick selection easier)

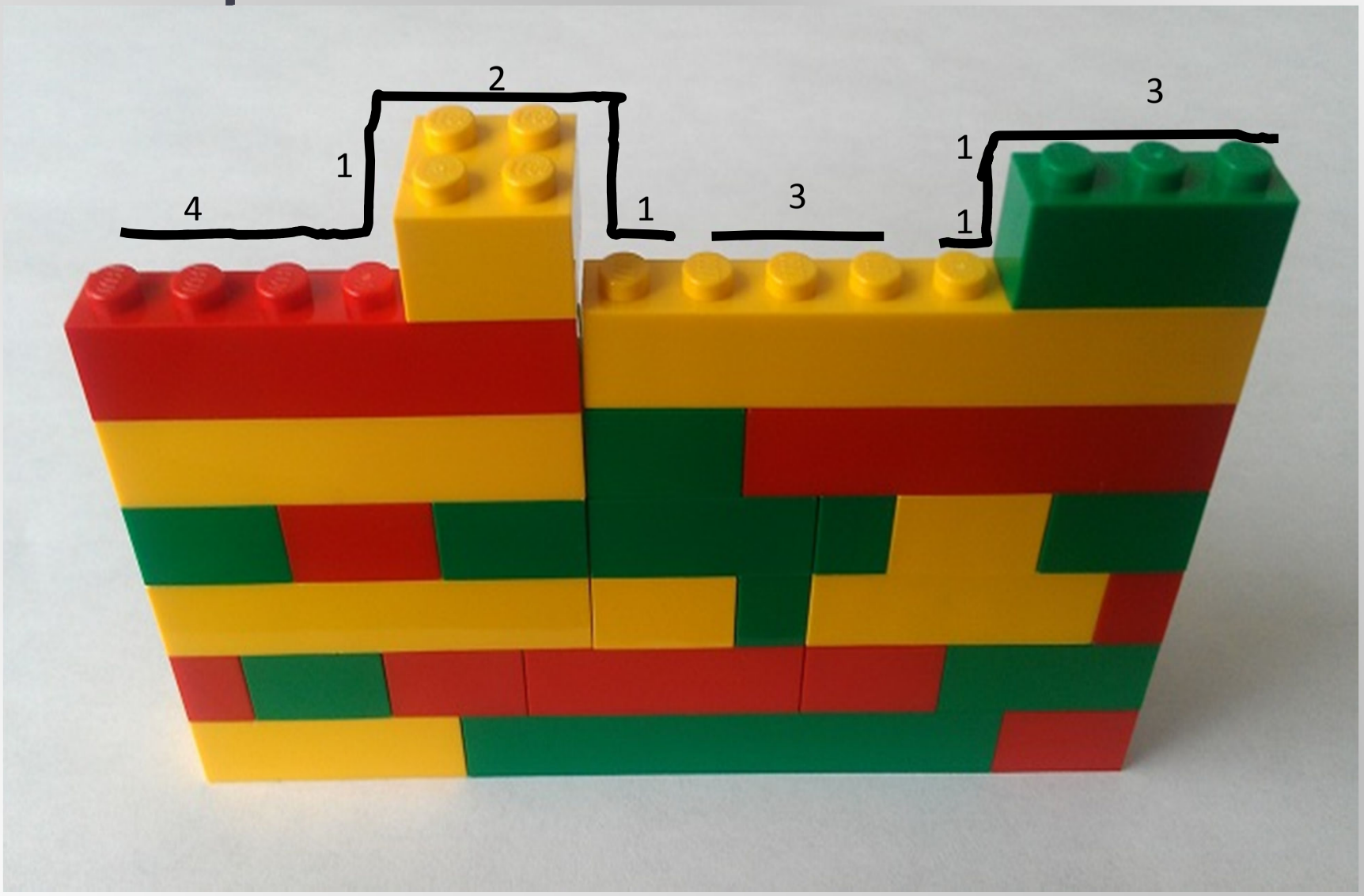
Step 4: Assembly

Acceptance Criteria

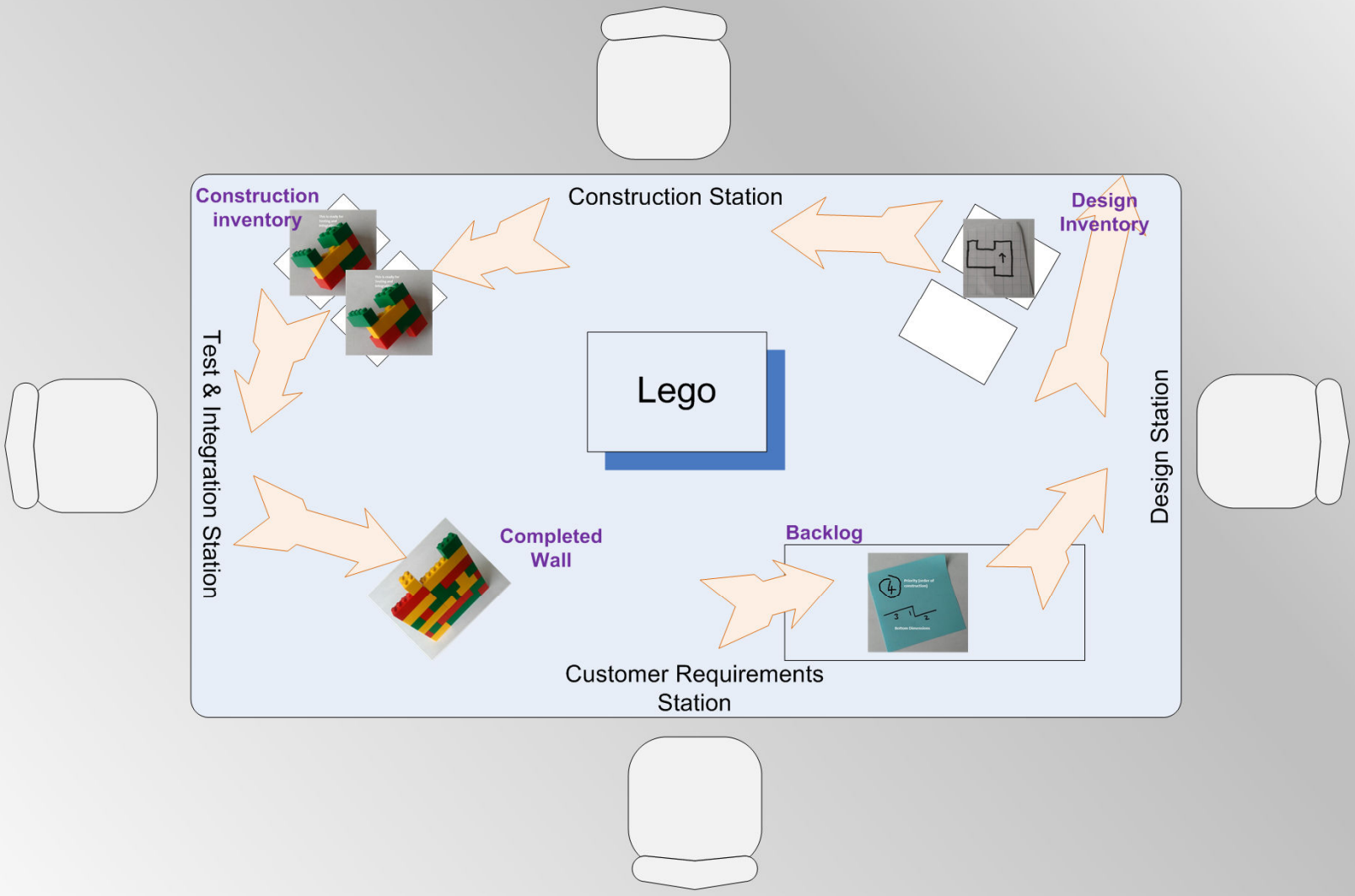
- Build the wall on the bases provided – the bases are the exact width of the wall – start on the left and work to the right
- The circled number on the Sticky Notes are the order of assembly
- Remember: different Sticky Note colors denote different walls for different customers!



The ‘Requirement’ for the next row…



The Game Setup

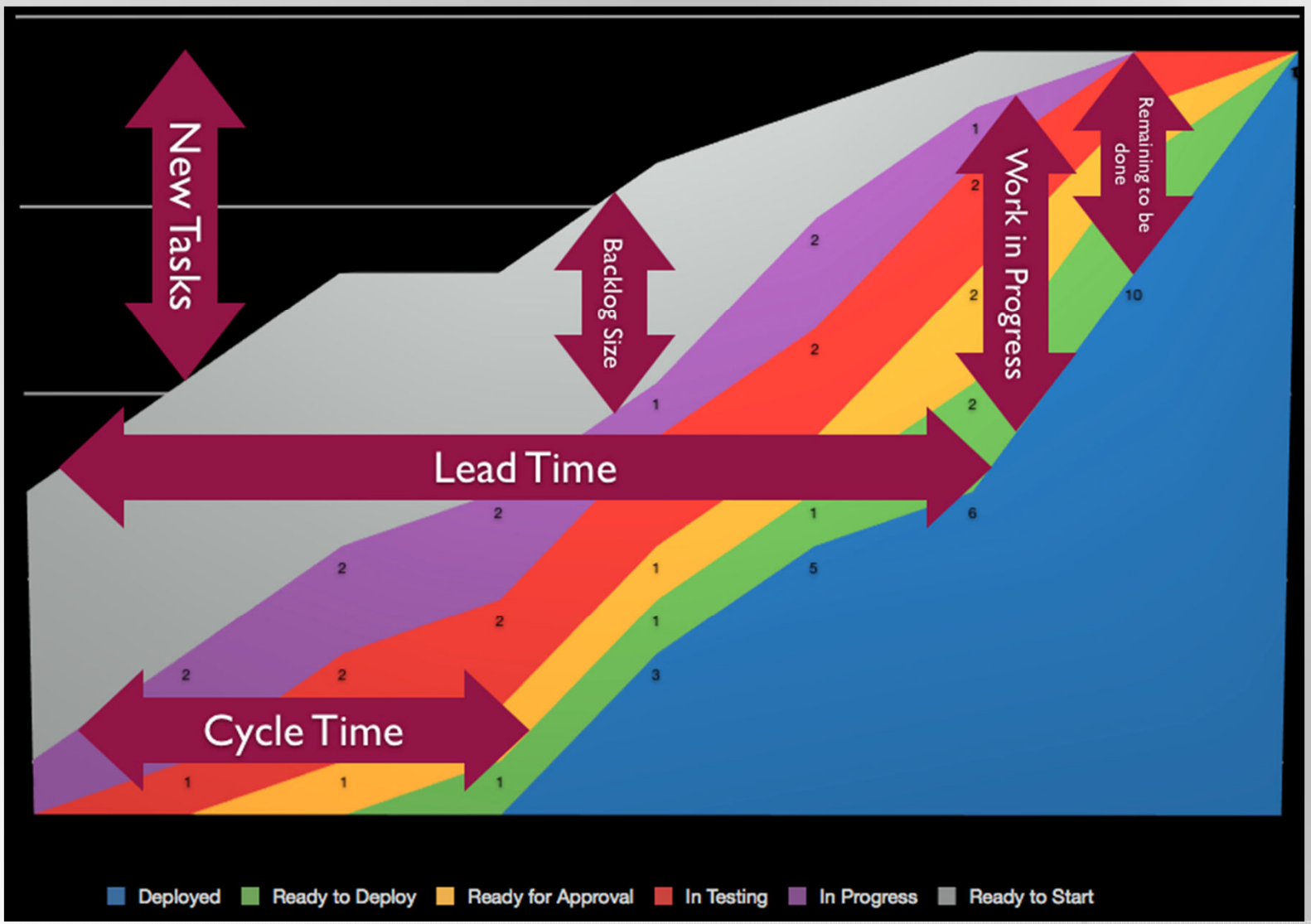


Construction of this chart is a variation.

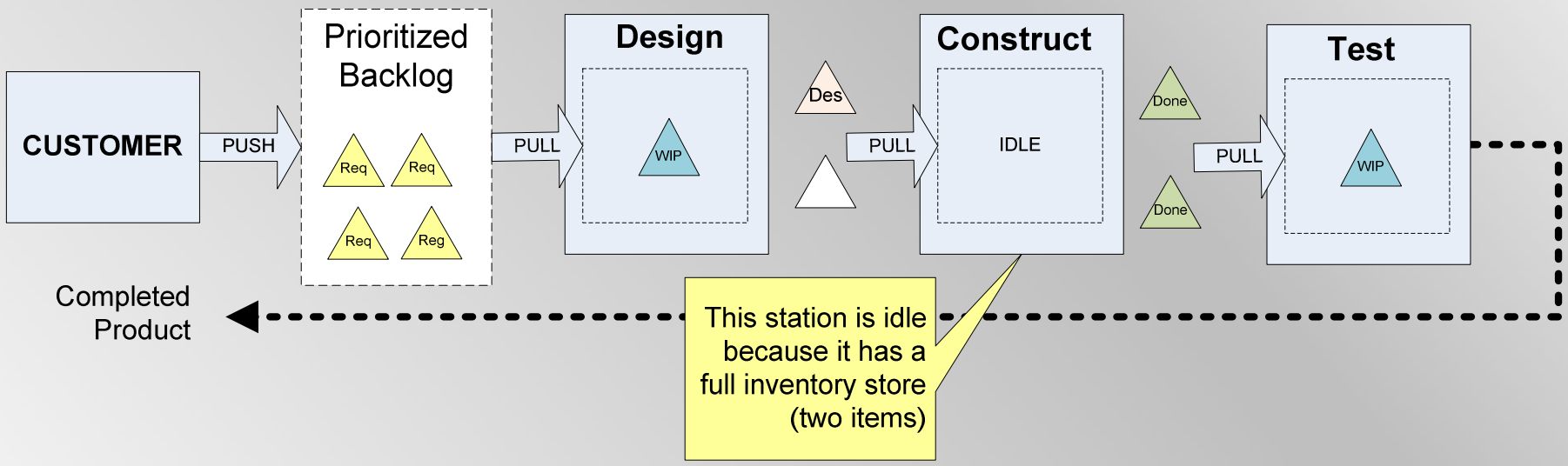
Recommended only for advanced teams or very long sessions

Cumulative Flow Diagram

How to Read a Cumulative Flow Diagram



Kanban – A “Pull” Process Control System



Record the Inventory every minute

Assign a team member to do this. The facilitator will call out the time

	1 min	2 min	3 min	4 min	5 min	6 min	7 min	…
Backlog	1	4						
Design Inventory	2	3						
Construction Inventory	0	1						
Completed Wall Units	0	0						

Untimed practice time

Get into groups of four

Learn your station!

Learn how to Build a Wall!

Five Iterations

Four minutes for each iteration

Define Requirements during the IPM

Commit to each Iteration

Retrospect

Iterative Development

Start with all Inventory Slots filled

15 minutes of continuous play

Kanban Development

What did we learn?

How did we feel?

What were the advantages?

What are the disadvantages?

How could we use this?

Discussion