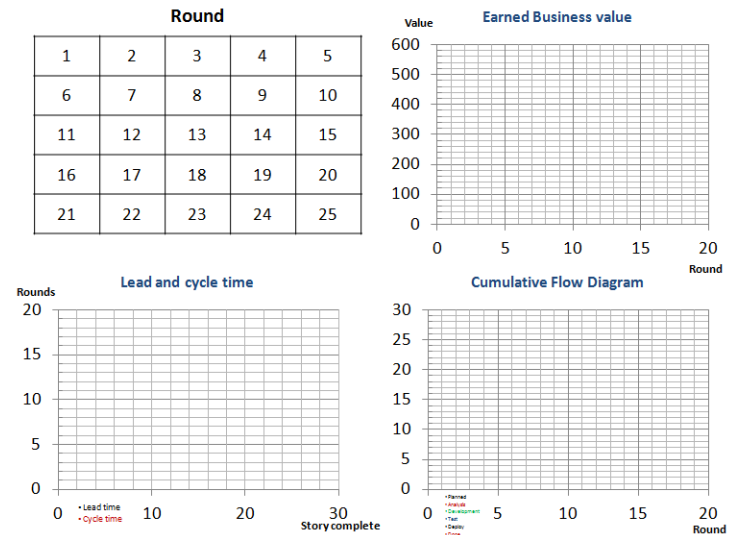


Kanban game

Danske Bank version developed by
Sune Lomholt based on
Software development Kanban
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Kanban Game

<i>Backlog</i>	<i>Planned</i>	<i>Analysis</i>	<i>Development</i>	<i>Test</i>	<i>Deploy</i>	<i>Done</i>
		<i>Doing</i> : <i>Done</i>	<i>Doing</i> : <i>Done</i>	<i>Doing</i> : <i>Done</i>		



Rules

- Redistribute dice every round
- Dice score not used are lost
- Change WIP limit if needed
- Dice rules:
 - Dice moved to other column counts half
 - Roll 1 & 2 = a roll of 1
 - Roll 3 & 4 = a roll of 2
 - Roll 5 & 6 = a roll of 3

Regular story:

Cycle time

4 rounds = 100% business value

5 rounds = 75 % business value

6 rounds = 50 % business value

7 rounds = 25 % business value

> 7 rounds = 0 business value

Cycle time = Complete - Started

Fixed date story:

Must complete on deadline

Only value when on time

Lead and cycle time irrelevant for gaining business value

Expedite story:

Must complete in 3 rounds (cycle time = 3)

Can break WIP limits

Only value when on time

Must be done even if no value

Round 0

- 1) Spend 5 minutes to organise the normal (white) stories and fixed date (yellow) stories in the backlog
- 2) Now select 5 stories to start with and place these in prioritised order in the planned column
- 3) In each of these stories write "0" in the field "Planned in round"

Round 1

1) Plan work

- 1) Select which stories from the **Planned** column you want work on into **Analysis - doing**
- 2) Ensure the stories are in prioritised order
- 3) Write when work began in the field "Started in round" – write 1
- 4) Decide if you want to move stories from the **Backlog** into the **Planned** column. If so remember to fill out the field "Planned in round" with 1
- 5) Decide how many dice you want to utilise in analysis (hint: remember you can move dices around, but only use them once in each round)

2) Do work

- 1) Roll the dice
- 2) Assign dice to stories in prioritised order, if enough dice just cross out the field "Analyse". If not enough write how many dice is left on the card.
- 3) Move stories that are done from the doing to the done column.

3) Update metrics

Round 2

It is important that you work your way through the board from right to left

1) Plan work

- 1) Select which stories in the **Analysis – Done** column you want to work on in **Development**. Move these from **Analysis – Done** to **Development – Doing**.
- 2) Consider if you want to move any stories from **Planned** to **Analysis – Doing** (remember to fill in the field “started in round”)
- 3) Decide if you want to move stories from the **Backlog** into the **Planned** column. If so remember to fill out the field “Planned in round” with 2
- 4) Ensure the stories are in prioritised order in all columns
- 5) Decide how many dice you want to utilise in analysis and development (hint: remember you can move dices around, but only use them once in each round)

2) Do work

- 1) Roll the dice for **development**
- 2) Assign dice to stories in prioritised order, if enough dice just cross out the field “Develop”. If not enough write how many dice is left on the card.
- 3) Move stories that are done from the doing to the done column.
- 4) Roll the dice for **Analyse**
- 5) Assign dice to stories in prioritised order, if enough dice just cross out the field “Analyse”. If not enough write how many dice is left on the card.
- 6) Move stories that are done from the doing to the done column.

3) Update metrics

Round 3

It is important that you work your way through the board from right to left

1) Plan work

- 1) Select which stories in the **Development – Done** column you want to work on in **Test**. Move these from **Development – Done** to **Test – Doing**.
- 2) Select which stories in the **Analysis – Done** column you want to work on in **Development**. Move these from **Analysis – Done** to **Development – Doing**.
- 3) Consider if you want to move any stories from **Planned to Analysis – Doing** (remember to fill in the field “started in round”)
- 4) Decide if you want to move stories from the **Backlog** into the **Planned** column. If so remember to fill out the field “Planned in round” with 3
- 5) Ensure the stories are in prioritised order in all columns
- 6) Decide how many dice you want to utilise in analysis, development and test (hint: remember you can move dices around, but only use them once in each round)

2) Do work

- 1) Roll the dice for **test**
- 2) Assign dice to stories in prioritised order, if enough dice just cross out the field “Test”. If not enough write how many dice is left on the card.
- 3) Move stories that are done from the doing to the done column.
- 4) Roll the dice for **development**
- 5) Assign dice to stories in prioritised order, if enough dice just cross out the field “Develop”. If not enough write how many dice is left on the card.
- 6) Move stories that are done from the doing to the done column.
- 7) Roll the dice for **analysis**
- 8) Assign dice to stories in prioritised order, if enough dice just cross out the field “Analyse”. If not enough write how many dice is left on the card.
- 9) Move stories that are done from the doing to the done column.

3) Update metrics

Round n > 3

It is important that you work your way through the board from right to left

1) Plan work

- 1) Select which stories in the **Test – Done** column you want to work on in **Deploy**. Move these from **Test – Done** to **Deploy**.
- 2) Select which stories in the **Development – Done** column you want to work on in **Test**. Move these from **Development – Done** to **Test – Doing**.
- 3) Select which stories in the **Analysis – Done** column you want to work on in **Development**. Move these from **Analysis – Done** to **Development – Doing**.
- 4) Consider if you want to move any stories from **Planned to Analysis – Doing** (remember to fill in the field “started in round”)
- 5) Decide if you want to move stories from the **Backlog** into the **Planned** column. If so remember to fill out the field “Planned in round” with 3
- 6) Ensure the stories are in prioritised order in all columns
- 7) Decide how many dice you want to utilise in analysis, development, test and deploy (hint: remember you can move dices around, but only use them once in each round)

2) Do work

- 1) Roll the dice for **deploy**
- 2) Assign dice to stories in prioritised order, if enough dice just cross out the field “Deploy”. If not enough write how many dice is left on the card.
- 3) Move stories that are done from the deploy to the Done column.
- 4) Roll the dice for **test**
- 5) Assign dice to stories in prioritised order, if enough dice just cross out the field “Test”. If not enough write how many dice is left on the card.
- 6) Move stories that are done from the doing to the done column.
- 7) Roll the dice for **development**
- 8) Assign dice to stories in prioritised order, if enough dice just cross out the field “Develop”. If not enough write how many dice is left on the card.
- 9) Move stories that are done from the doing to the done column.
- 10) Roll the dice for **Analysis**
- 11) Assign dice to stories in prioritised order, if enough dice just cross out the field “Analyse”. If not enough write how many dice is left on the card.
- 12) Move stories that are done from the doing to the done column.

3) Update metrics

Kanban Game – reflection questions

- Did you see the six core practices in the game?
 - **Visualise work**
 - **Limit Work In Progress (WIP)**
 - **Make policies explicit**
 - **Measure and Manage Flow**
 - **Implement feedback loops**
 - **Improve collaboratively using scientific models**

Kanban Game – reflection questions

- Did you see the six core practices in the game?
- What do the measurements show you?
- How did the expedite and fixed date (round) impact the flow?
- What happened before each round?
- What about lost Business Value?
- Why have a planned column?
- What was the impact of introducing the WIP limit?