

Game overview

Game date 04/16/2024

First iteration

Cards position by the end of iteration

QUEUE (15)	DOING (15)	TESTING (4)	DONE (4)

Debrief

What was that like?

1. Interesting to see how quickly work in progress gets out of control
2. Felt like way too much work was in progress and blocked. It was not encouraging us to unblock and progress WIP before pulling new work.

What elements seem familiar from your working experience? New?

1. Uncoordinated workflow between teams
2. All of it is familiar, including the board, the way we were working on too many things a once etc.

Suppose we continue in this way indefinitely. Then what happens?

1. Everything jams up as 'work in progress' becomes overloaded and nothing gets finished
2. the board will get full of blocked items, context switching will slow things down, the flow and performance will be poor and stuff won't be completed as often or as quickly as it could be

Second iteration

Cards position by the end of iteration

Debrief

How was it different? Please name drawbacks and benefits.

1. WIP limits focused us on finishing work rather than starting new work - we coordinated what we were doing and worked together to unblock cards
2. Lots of communication! We were able to work together to move stuff to done and make sure the oldest work items were advanced & completed first.

Could you guess any variations on this theme? Are there any other ways to limit work in progress?

1. Could you have WIP limits per person or task type rather than by column?
2. Limit by service type or class of service or by person

Name parallels from your working experience.

1. Processing correspondence / briefing requests
2. I have used WIP limits on kanban boards with team before.

Third iteration

Cards position by the end of iteration

Game metrics

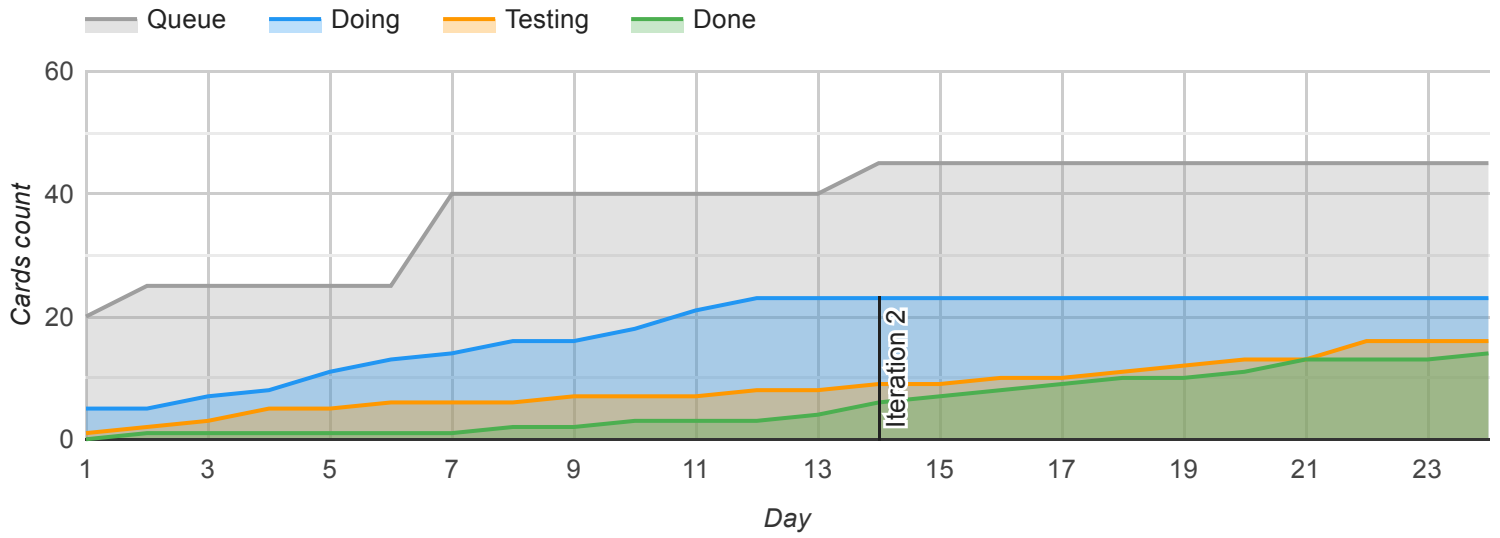
Cards counter per column

Second iteration					3 iteration				
Day					Day				
24	20	7	2	14	35	8	3	0	7
23	20	7	3	13	34	9	2	2	5
22	20	7	3	13	33	10	3	0	5
21	20	10	0	13	32	10	3	2	3
20	20	10	2	11	31	11	3	1	3
19	20	11	2	10	30	11	3	1	3
18	20	12	1	10	29	12	2	3	1
17	20	13	1	9	28	13	2	2	1
16	20	13	2	8	27	13	3	2	0
15	20	14	2	7	26	14	2	2	0
14	20	14	3	6	25	15	3	0	0

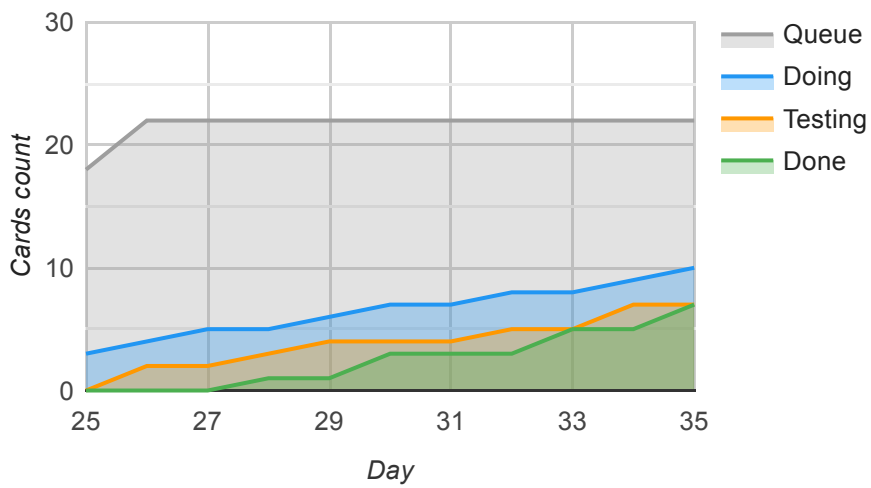
First iteration				
Day				
13	15	15	4	4
12	15	15	5	3
11	17	14	4	3
10	20	11	4	3
9	22	9	5	2
8	22	10	4	2
7	24	8	5	1
6	10	7	5	1
5	12	6	4	1
4	15	3	4	1
3	16	4	2	1
2	18	3	1	1
1	18	4	1	0

Cumulative flow diagram

1 and 2 iterations



3 iteration



Lead time chart

First iteration			
#	▶▶	✓	Time
#7	1	2	1
#9	6	13	7
#16	1	10	9
#22	3	8	5

Second iteration			
#	▶▶	✓	Time
#1	1	16	15
#3	5	18	13
#6	1	14	13
#8	1	17	16
#11	12	15	3
#13	4	21	17
#19	3	20	17
#21	5	24	19
#23	6	14	8
#38	7	21	14

3 iteration			
#	▶▶	✓	Time
#44	29	35	6
#46	25	30	5
#47	26	28	2
#48	25	33	8
#52	25	30	5
#59	27	33	6
#61	34	35	1

Lead time histogram

1 and 2 iterations

3 iteration

