

Game overview

Game date 03/14/2024

First iteration

Cards position by the end of iteration

QUEUE (6)	DOING (15)	VALIDATING (3)	DONE (10)

Debrief

What was that like?

1. Fun but limiting eg: Something got blocked but the only choice was to add a new task rather than moving forward on a non blocked existing item
2. Stressful, every time I get a black card it feels draining. But also fun at the same time to try to get the cards through and it's a great feeling when we complete things.
3. in reality, I don't get to choose what ticket get blocked
4. Bit confusing to start with

What elements seem familiar from your working experience? New?

1. Familiar
2. A lot of it seems familiar, the flow and the blockers.
3. work need to push though as quickly as possible
4. Familiar - pulling work across from right to left New - Pulling new work in while so many tickets blocked

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

1. It felt very 'me' focused rather than team orientated
2. I feel we will end up with a lot of work in progress and not actually able t to complete.
3. the doing/validating will grow forever and too many tickets in the board

4. Will get through all the work eventually

Second iteration

Cards position by the end of iteration

Debrief

How was it different? Please name drawbacks and benefits.

1. More collaborative. Not concentrating on our own work only.
2. We are now able to help each other and better plan how we complete items.
3. More flexible but it was frustrating with cards at the bottom .. without scrolling down I think people were missing them so I was stuck blocked. Couldnt set more than 1 item a day to done (maybe not a real world example)
4. stop people from having too many validating better teamwork

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

1. totaling up lead times?
2. WIP limits related to the lead time?
3. Working as a team to ensure 1. the WIP Limit is set to the number of team members ie 5 in team - setting WIP Limit to 3 means 2 people aren't working. A team member WIP limit may be more helpful. Looking at the whole board so can help others unblock
4. help other people to finish validating work

Name parallels from your working experience.

1. Work in progress limits are hard to stick to. Remembering that we can help others
2. Similarly in our working experience we are able to help each other out and plan more effectively.

3. some manager try to tell people to finish half-started work first if they have too many of those work

Third iteration

Cards position by the end of iteration

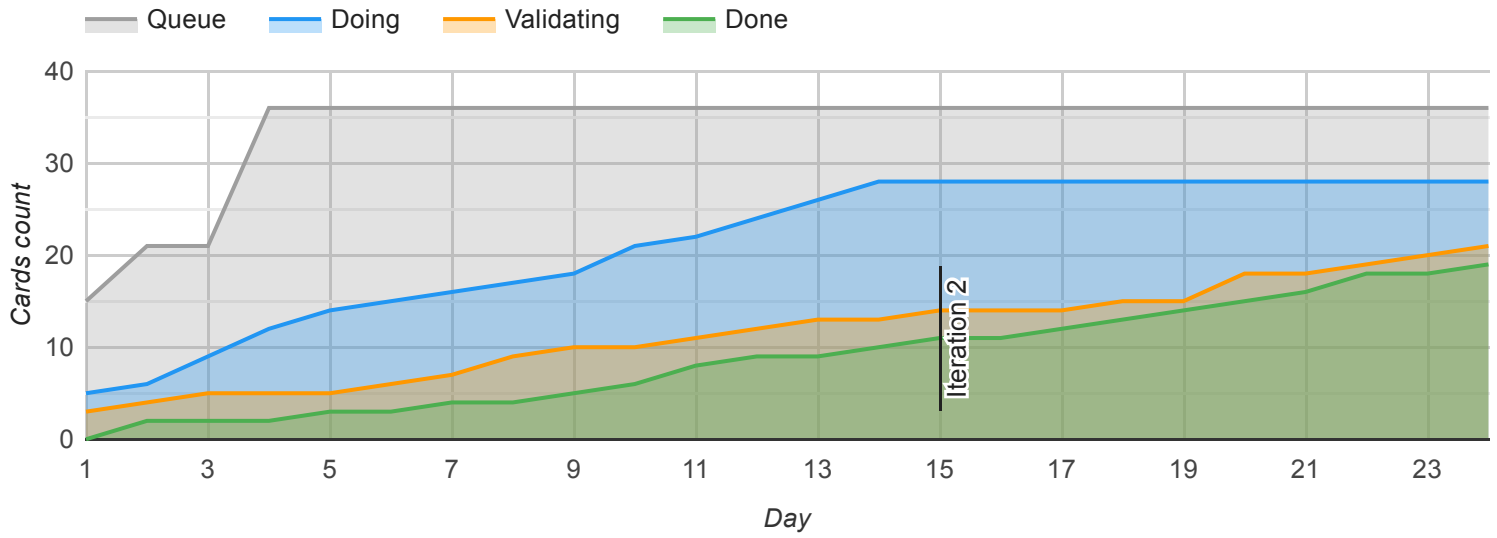
Game metrics

Cards counter per column

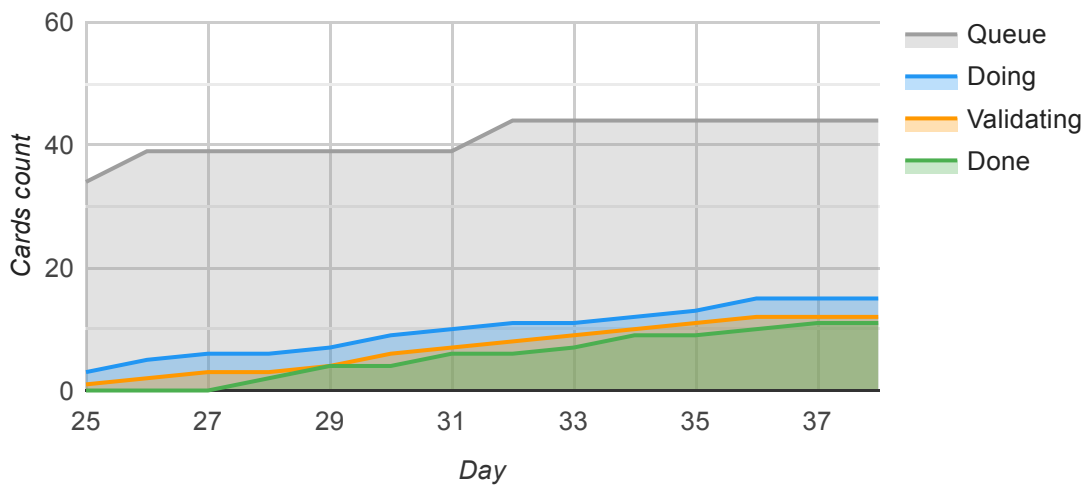
Second iteration					3 iteration				
Day					Day				
24	6	7	2	19	38	24	3	1	11
23	6	8	2	18	37	24	3	1	11
22	6	9	1	18	36	24	3	2	10
21	6	10	2	16	35	26	2	2	9
20	6	10	3	15	34	27	2	1	9
19	6	13	1	14	33	28	2	2	7
18	6	13	2	13	32	28	3	2	6
17	6	14	2	12	31	24	3	1	6
16	6	14	3	11	30	25	3	2	4
15	6	14	3	11	29	27	3	0	4
First iteration					28	28	3	1	2
Day					27	28	3	3	0
14	6	15	3	10	26	29	3	2	0
13	8	13	4	9	25	31	2	1	0
12	10	12	3	9					
11	12	11	3	8					
10	13	11	4	6					
9	16	8	5	5					
8	17	8	5	4					
7	18	9	3	4					
6	19	9	3	3					
5	20	9	2	3					
4	22	7	3	2					
3	10	4	3	2					
2	13	2	2	2					
1	14	2	3	0					

Cumulative flow diagram

1 and 2 iterations



3 iteration



Lead time chart

First iteration			
#	▶▶	✓	Time
#3	1	5	4
#6	1	2	1
#7	1	2	1
#8	1	11	10
#9	1	10	9
#13	2	12	10
#18	3	9	6
#19	3	14	11
#28	5	11	6
#32	4	7	3

Second iteration			
#	▶▶	✓	Time
#1	4	17	13
#4	4	24	20
#5	3	22	19
#12	14	22	8
#15	12	18	6
#23	12	21	9
#27	5	20	15
#30	10	15	5
#31	13	19	6

3 iteration			
#	▶▶	✓	Time
#35	32	36	4
#38	30	31	1
#41	25	28	3
#42	25	28	3
#43	25	29	4
#47	29	33	4
#48	26	31	5
#50	31	34	3
#52	30	37	7
#60	26	29	3
#65	27	34	7

Lead time histogram

1 and 2 iterations

3 iteration

