



The Ball Point Game

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Wroclaw, 06.07.2011



Rules

1. You are one big team
2. Ball must have air-time
3. No ball to you direct neighbour
4. Start Point = End Point
5. Iteration = 2 min
6. In between = 1 min
7. We play 5 iterations

The playbook

- 2 min introduction
- 2 min or rules
- 2 min preparation time for the team
- Get an estimate
- 2 min iteration
- 1 min improvement / new estimate
- 5 iterations
- Debrief, 5 - 10 min

Estimates

Sprint	Estimate	Actual	Notes
1			
2			
3			
4			
5			

What happened?

What was the iteration that felt best?

Have you experienced a rhythm?

Inspect and adapt in Scrum:

Deming Cycle = Scrumflow

As system has a natural velocity

Flow - it will happen if:

the challenge is doable

people are not disturbed during iteration

the work has a meaning

Thank you very much for your attention!