

XPGame: the Rules



Step 1: Estimation

- Go to the play-table: *you are now developers*
- Look at the contents of the bag
- Take the cards for iteration 1
- Read all the stories
- Ask questions
- Order the stories: how long does this story take?
- Circle the estimation-units on the story cards

The simplest thing ?
Can this possibly work?

Step 2: Make a plan

- Go to the plan-table: *you are now customers*
- Game host will give you a budget of estimation units
- Choose story cards for your budget
- Order the cards
- Write the plan on the score sheet
- Leave the story cards on the plan table

Do we want a plan?

Step 3: Implementation

- Choose a time-guardian
- Take the first card of the plan, go to the play-table
- Think. Talk. How are you going to do this story?
- Time-guardian starts the time
- Implement the story
- When ready, time-guardian stops the time
- Acceptance test: Is story correct?
- Mark the story card
- Mark the story on the score sheet
- Take the next story (until out of time)

If there is any problem,
stop the time, go back
to the plan-table to
review your options!

Feedback: learn from your experience