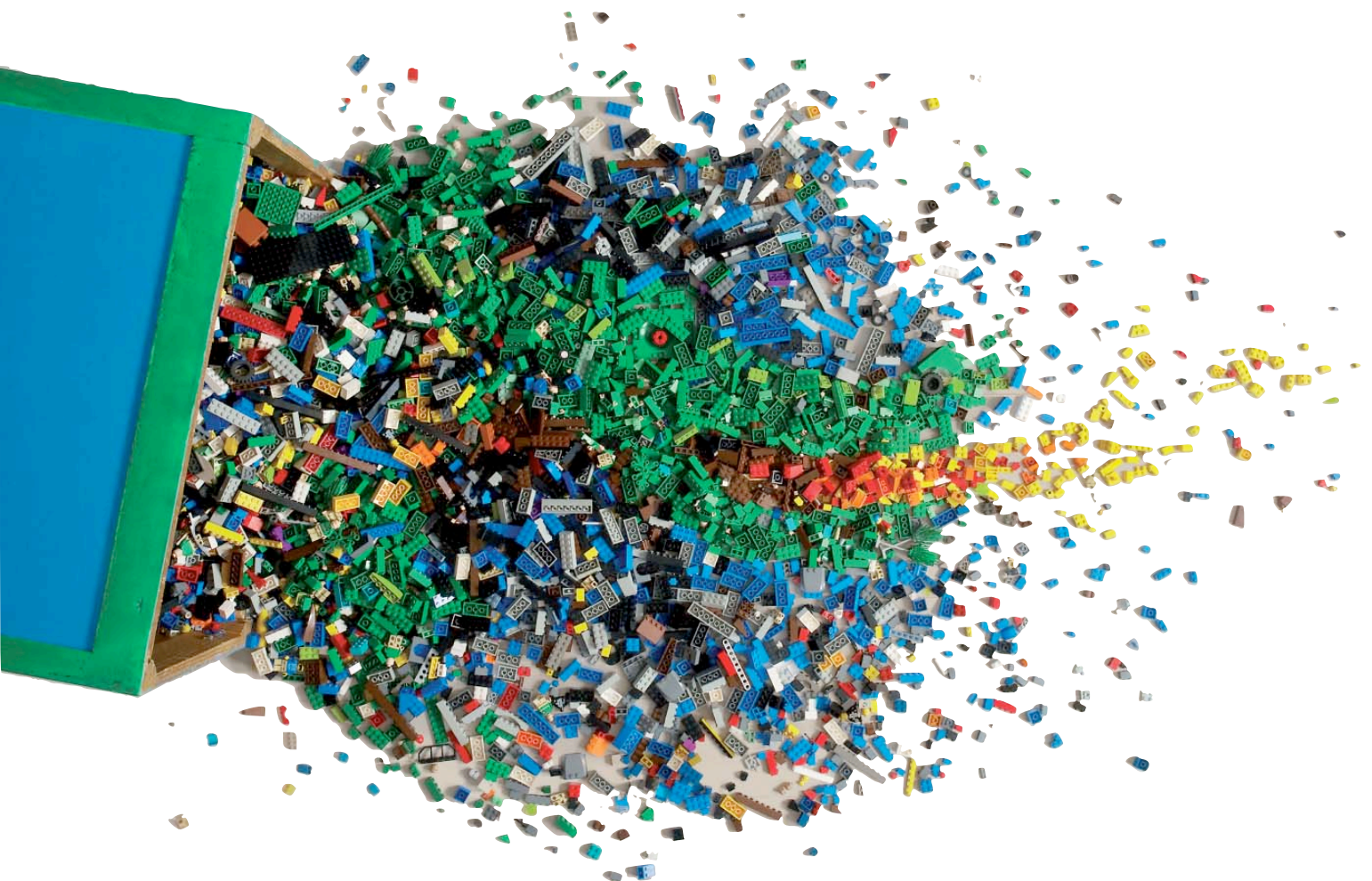

Birdie-Birdie

A product-building simulation

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Version 0.1

Birdie-Birdie

Facilitator's guide

SET-UP

The facilitator introduces himself as the CEO of TopToys, a leading toy manufacturer. He has hired a series of teams to develop in parallel the company's next hit, codenamed Birdie-Birdie: a prehistoric bird. The toy belongs to the highly successful "153" line of products. These are toys built with exactly 153 assembled pieces.

He tells teams that they will have 4 iterations of 14 minutes each to develop the bird. The following iteration structure is recommended:

- Planning - 3 minutes
- Building - 8 minutes
- Review - 2 minutes
- Retrospective - 1 minute

The game starts as he gives each team a box with roughly 200 Lego pieces and the user stories corresponding to iteration 1

MECHANICS

- User stories lack acceptance criteria, which is generally not intuitive (eg. the "beak" must be open). Only the facilitator knows the acceptance criteria.
- The facilitator will sit down, seemingly busy, and will only answer questions from a team member on the even (2nd, 4th, etc) time someone from that team comes unless the team member is insistent, in which case the facilitator will have to answer.
- After ringing the bell (i.e. time for Review), the facilitator will visit each team, accepting or rejecting PBIs. In order for the product to deliver some value the done criteria must be met: an assembled bird with exactly 153 pieces.
- The facilitator will only voice the acceptance criteria if a team member explicitly asks "why" the story was rejected.

- Each team will receive new user stories shortly after an iteration begins.
- Just before the 3rd review, the facilitator summons all team members and tells them the main competitor has just released a new toy bird. This means there's no time for a 4th iteration.
- The 3rd Review is conducted publicly (i.e. other team members watching)

USER STORIES

Iteration 1

Name	100	2Legs	200
As a marketing manager I want the toy to have a name so that I can build a marketing campaign around it.		As an exhibitor I want the toy to have at least 2 legs so that I can show it in my shop.	
Wheels	200	Height	300
As a child I want the toy to have wheels so that I can use it with my cars.		As a marketing manager I want the toy to be tall so that it looks majestic.	
Wings	400	Head	300
As a child I want the toy to have two wings so that I can dream of flying.		As a marketing manager I want the toy to have a head so that children don't get scared.	
Letter	100	Flexible	800
As a marketing manager I want the first letter of the name appear on the toy's body so that the brand can quickly spread.		As a toy shop owner I want the toy to flex so that I can easily store it.	

Iteration 2

Colors	700	Beak	200
As a materials manager I want the toy to use only 3 colors so that I can lower its cost.		As a child I want the toy to have a beak so that it feels more real.	
Symmetry	500	Fence	400
As a child I want the toy to be symmetric so that it approaches my beauty ideal.		As a marketing manager I want to include a fence in the box so that I can initiate a line of accessories that allows the business to scale	

Iteration 3

Sibling	700	Wheels	700
As a marketing manager I want to include a smaller copy of the toy inside the box so that the small girls market can be included in the product target		As a marketing manager I want to include in the toy so that the car-loving children market can be included in the product target	
LegsColor	200	Two-Headed	300
As a toy shop owner I want the toys legs to be black so that no one realizes my shop is dirty.		As a marketing manager I want the toy to have two heads so that the esoteric children market can be included in the product target	

Tail	100	Eyes	200
As a child I want the toy to have a tail so it reminds me of my dog.		As a child I want the toy to have two big eyes so that its anthropomorphism calms me down when I feel anxious.	
Weight	300		
As a materials manager I want the toy to stand a lot of weight so that I can feel proud of my work.			

ACCEPTANCE CRITERIA

Name	Must be one word, have all 5 vowels and be in the dictionary
Flexible	Pieces cannot be removed. It must measure less than 1/3 of the original size on at least one axis.
2Legs	Legs should be of different length (the bird is about to attack!)
Wheels	It should be able to wheel forward and backwards
Height	At least two palms
Wings	At least as wide as my (open) hand
Head	Must have a neck that is narrower than the head. Must be as big as my thumb.
Letter	Pieces cannot be painted (dependency with Name)
Colors	Any given combination
Beak	Must be open
Symmetric	Only on one axis. Color, sibling and fence are included.
Sibling	Must be roughly similar to parent (at least same colors). Cannot be bigger than (my) closed fist. It is included in the pieces count.
LegsColor	All pieces until reaching body.
Tail	Length should be capable of wagging
Eyes	Must be at least as big as my small finger's size. Both should have the same size and color. They must be over the beak and cannot be red.
Weight	Must weight my cellphone and wallet at the same time, without anybody's help, on two different parts of the bird
Two-Headed	Each head should pass the acceptance criteria of the <i>Head</i> story
Fence	It should allow the bird to exit the fence (without flying!). It is included in the pieces count. It must <i>contain</i> the whole bird.

Based on the "LEGO XP Game" by Sam Newman
<http://www.magpiebrain.com/portfolio/lego-xp-game/>

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