

ARPG - The Agile Release Planning Game.

Iteration 1	Iteration 2	Iteration 3	Iteration 4	Iteration 5	Iteration 6	Iteration 7	Iteration 8
Repair construction centre	Need power source	Need air	Need water		Need food supply	Need Laundry	Need bathing facility Need hospital
Defects to fix	Defects to fix	Defects to fix	Defects to fix		Defects to fix	Defects to fix	Defects to fix
Story 1	Story 1	Story 1	Story 1		Story 1	Story 1	Story 1
Story 2	Story 2	Story 2	Story 2		Story 2	Story 2	Story 2
Story 3	Story 3	Story 3	Story 3		Story 3	Story 3	Story 3
Story 4	Story 4	Story 4	Story 4		Story 4	Story 4	Story 4
Story 5	Story 5	Story 5	Story 5		Story 5	Story 5	Story 5
Story 6	Story 6	Story 6	Story 6		Story 6	Story 6	Story 6

Dice roll	Velocity change	New defects	New discoveries
2	Subtract 3 velocity points	No new defects	No discovery
3	Subtract 2 velocity points	1 new defect	No discovery
4	Subtract 1 velocity point	2 new defects	No discovery
5-7	No change velocity	3 new defects	No discovery
8-9	Add 2 velocity points	4 new defects	No discovery
10-11	Add 4 velocity points	5 new defects	Small find - Add 1 kudos.
12	Add 6 velocity points	6 new defects	Big find - Add 2 Kudos

Rate	Drain due to technical debt	Impact of scientific kudos
0-1	No impact	No kudos - what a wasted opportunity.
2-3	2 velocity points	You should find employment in universities or on another mission
4-5	3 velocity points	People quote your names in their research. Well done
6-8	5 velocity points	You have offers to join the faculties of the several prestigious universities
9-13	8 velocity points	You can publish a book and live on the lecture circuit
14-21	13 velocity points	The discoveries you made have become new categories of scientific research in their own right
22+	21 velocity points	Schools, universities and cities will be named after you

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