

Agile Release Planning Game – Mission Glossary

Item	Meaning	Pts
Air for 4 iterations	If there is no atmospheric plant, the team can go outside and create air from the ice. This will generate enough air for another 4 iterations	2
Air generator	Creates air for the Mars base. Will function indefinitely	5
Basic accommodation unit	Required for the colonists to survive. Still requires air, power, water and food	2
Basic bathing facility	Allows basic bathing and other sanitary activities	3
Cinema and movie studio	Shows the latest films from earth and also allows local production	13
Clothing factory	Allows the manufacture of new clothing and space suits as well as repairs to existing clothes	3
Communication unit	Allows communication with earth and any other colonies	3
Construction centre	Allows construction of units beyond the first three iterations	5
Food processing unit	Creates the food needed for the colony	5
Generator (fission)	This involves fixing and installing the fission drives from the ship. Should work fine for 5 iterations and will then fail on a dice roll of 1 every iteration afterwards	3
Generator (solar)	Build a new power generator to use solar power	8
Hospital	Minimises the risk of lost work due to injury or illness	5
Hydroponic plant unit	Allows the production of organic vegetables	5
Iphone network	Allows colonists to use their iphones to communicate	2
Karaoke machine	Allows the team to unwind while singing to each other	1
Laundry unit	Allows cleaning of clothing	3
Luxury accommodation	Allows the team to live a more comfortable existence	13
Luxury baths	As per the basic bath, but allows a luxurious experience	8
Mars rover	Allows wider exploration of the planet. Add 1 to each dice roll when attempting to gain scientific kudos, for each rover in operation.	3
Mars Lander	The mars lander is a rocket capable of reaching the orbiting module. However it is currently shattered following a rough landing on the planet's surface. Multiple stories are needed to repair the lander. Once these are completed then final tests can be run on the lander and then it is ready for takeoff	n/a
Mars Lander hydraulics	Needed for the Mars Lander to be able to operate successfully	3
Mars Lander docking station	Needed for the Mars Lander to be able to operate successfully	1
Mars Lander furnishings	Needed for the Mars Lander to be able to operate successfully	1
Mars Lander communications	Needed for the Mars Lander to be able to operate successfully	3
Mars Lander central computer	Needed for the Mars Lander to be able to operate successfully	5

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Mars Lander controls	Needed for the Mars Lander to be able to operate successfully	2
Mars Lander hull structure	Needed for the Mars Lander to be able to operate successfully	13
Mars Lander engines	Needed for the Mars Lander to be able to operate successfully	8
Mars Lander navigation	Needed for the Mars Lander to be able to operate successfully	2
Mars Lander power plant	Needed for the Mars Lander to be able to operate successfully	5
Mars Lander atmosphere	Needed for the Mars Lander to be able to operate successfully	3
Mars Lander - final tests	Testing needs to be completed after the Mars Lander has been built.	1
Robot build engineer	Adds 1 point to velocity for future iterations	5
Robot chef	Frees colonists up from cooking duties	3
Robot factory	Allows the construction of robots	3
Robot test engineer	Reduces each defect leak by one point	3
Robot TV crew	This robot allows the team to create a reality show based on their adventures. This will provide some handy income for the team if they make it back home to spend it	5
Science unit (general research)	Allows the team to conduct scientific research	2
Science unit (Mars life project)	Allows the team to look for life on Mars and potentially study new life forms	5
Sheltered park	Allows the team to move about and enjoy themselves, going outside without space suits on.	5
Sports centre	Allows the team to exercise and enjoy themselves	5
Training unit	An online training system that allows the team to develop new skills. Add one to the velocity for future iterations	8
Water for 4 iterations	If there is no water plant, the team can go outside to melt and purify ice. This will provide enough water for four more iterations	2
Water production plant	Allows the Mars base to create its own water indefinitely	5
Water recycling plant	Allows more efficient use of water	2