Introduction

"Agile implementation– the card game" is designed to help participants explore some of the factors that support or threaten a team's transition to agile approaches.

Exploring these factors in a safe environment allows the players of the game to think about:

- Whether some of the factors exist or might arise in their organisation during the transition to agile;
- Which factors the team should focus on to facilitate success; and
- What the team can do in order to manage risks and create a positive environment for success.

How the game works

Each player secretly chooses to work for the forces of good or evil by attempting to collect a critical mass of factors that combine to make the agile implementation succeed or fail.

Starting with a random set of cards, each player collects and discards cards until one player declares victory for good or evil by either:

- Collecting cards that total +15 points to ensure the implementation succeeds; or
- Collecting cards that total -15 points to ensure the implementation is doomed to failure.

The game is designed for 3-5 players and takes around 15- 20 minutes to play

Standard game

Play

1. Deal out 5 cards to each player and ask each player to add up the total of the cards in his or her hand (but not reveal the answer). Some cards have a positive score and some have a negative score, so the total score is the sum of all the individual scores.
2. Place 4 cards face up in the middle of the table and the remainder of the cards face down in a pile
   a. Explain to the group that the aim is to keep playing until one player has en
3. Each player then takes turns during which they:
   a. Pick up 2 cards from either the face down pack or the four cards in the centre.
   b. Discard one card from their hand by placing it face down in the middle of the table.
4. The game continues until one player accumulates a total score of plus or minus 15 points (adding all the cards in their hand together).

Reflection

.The game can be followed by reviewing the successful player's hand and then discussing:

- The factors that contributed to the outcome (ie which cards the player ended up with);
- Whether some or all of the same factors exist in real organisations; and
- What can be done to encourage or mitigate each factor,