

# Overview of the game

## Objective

A hands-on game where you'll learn Product Ways of Working by building a cubed box with an integrated lid from a single sheet of A4 paper. Experience the thrill of teamwork, creativity, and competition, all while mastering the fundamentals of Agile.

## Learning Outcomes

- A crash course in gaining understanding of Scrum roles, artefacts and mechanics
- Teamwork and communication
- Problem-solving under time constraints
- How to have fun doing something somewhat mundane!

## Target Audience

The ProductBox Challenge is suitable for all experience levels with Agile:

1. Beginners: An introduction to Agile and Scrum basics.
2. Intermediate: A practice field to reinforce Agile principles.
3. Advanced: A refresher and a platform for experimentation.
4. Coaches/Trainers: A hands-on tool for teaching Agile.

It's a versatile game that can adapt to meet the needs of any team, regardless of their familiarity with Agile and/or Scrum.

## Product Goal

build a cubed box from A4 paper within 45 minutes.

## Materials Provided

1. A4 paper sheets plain and coloured
2. Scissors one per team
3. Glue or tapes one per team
4. Markers
5. Rulers one per team
6. Timer for the Scrum Master/team
7. Flip charts one per team
8. Sticky notes
9. Easel flip chart one per team

10. Printed instructions on how to build a box Plus QR code to 5 min video on building a cubed box
11. Printed event with timebox durations for the Scrum Master
12. Scrum board pre-drawn on team flip chat

## Participants

Teams of 6-8 people, a max of 6 teams.

Product Owners: From our team members: Alex, James, Pouya, Vindy.

Alain and Kubair will be facilitating and with that unable to play the PO role, two of us will have to play PO for two teams - good anti pattern to demonstrate maybe!

## Timeboxes

2 x Timeboxes

Timebox planning: 5 mins

Making Timebox: 10 mins

Timebox Review & Retrospective: 5 mins

Run of play overview

Introduction - 5 minutes

Timebox 1 Planning - 5 minutes

Making Timebox 1 - 10 minutes

Timebox 1 Review and Retrospective - 5 minutes

Making Timebox 2 - 10 minutes

Final Timebox Review - 5 minutes

Closing and Winner Announcement - 5 minutes

Time Limit: 45 minutes

## Resource Bank

Like we have in our class - pic + QR code for:

5 min video on building a cubed box

Video/s from Bootcamps

Scrum Guides created for WCC in their MS Teams

Agile Team Springboard Miro Canvas

Digital library of Agile resource

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