



The
built-in
quality
game!

Think it then ink it!

“ Think about what you already know about built-in quality.

Write three of these facts on an index card.

Be ready to state them when asked. ”



"Inspection does not improve the quality, nor guarantee quality. Inspection is too late. The quality, good or bad, is already in the product. Quality cannot be inspected into a product or service; it must be built into it."

—W. Edwards Deming



From Wikipedia

LEAN STARTUP



TESTING THE MARKET TO ENSURE WE WILL SELL OUR SOLUTION CAN SAVE THE COMPANY!

BENEFITS
IMMUNITY TO "NO BUSINESS" (2)



WALKING SKELETON



AN END-TO-END EARLY WORKING ARCHITECTURE THAT PRODUCES FAST FEEDBACK EARLY CAN SAVE MASSIVE REWORK

BENEFITS
IMMUNITY TO "UNUSABLE" (3)



BEHAVIOR DRIVEN DEVELOPMENT



TIGHT COLLABORATION BETWEEN DOMAIN EXPERTS, DEVS & TESTERS CREATES EARLY SPECIFICATION BY EXAMPLES, LIVING DOC AND AVOIDS BUILDING THE WRONG THING

BENEFITS
IMMUNITY TO "BUG IN SPEC" (4)



TEST DRIVEN DEVELOPMENT




WRITING TESTS BEFORE CODE MAKES IT SIMPLER AND ROCK SOLID

BENEFITS
IMMUNITY TO "BUGS" (6)



CONTINUOUS INTEGRATION



INTEGRATING EVERYONE'S CODE MANY TIMES PER DAY SAVES A LOT OF REWORK AND BAD MERGES LATER ON

BENEFITS

- HIDE THE INTEGRATING COLUMN
- FREE THE INTEGRATING PLAYER

DEV OPS



PUTTING OPS & DEVS IN THE SAME TEAM, OR HAVING DEVS DO OPS LEADS THE WAY TO CONTINUOUS DELIVERY

BENEFITS

- HIDE THE PRE-PRODUCTION COLUMN
- FREE THE PRE-PRODUCTION PLAYER
- CAN DEPLOY ITEMS 1 BY 1
- IMMUNITY TO "BREAKING CHANGE" (5)



CRAFTSMANSHIP



A FOCUS ON ENGINEERING BEST PRACTICES MAKES WRITING SOFTWARE A LOT MORE RELIABLE

THIS IS A BONUS YOU ONLY GET WITH BDD + TDD + CI

- NO IMPROVEMENT NEEDED
- IF YOU DREW IT AT THE START, NO LUCK, YOU HAVE NO BEST PRACTICE!

BENEFITS

- HIDE THE TESTING COLUMN
- FREE THE TESTING PLAYER

Let's start to play!

1. Create a team of up to 8. Mix profiles!
2. Open the 'Level 0' sleeve
 1. Kanban
 2. Tickets
 3. Tracking sheet
 4. 8 role cards, pick 1 or 2!
 5. 2 dices and dice reference card
 6. Full rules, just in case
3. ...grasp the game...
4. Question? Ask an animator!



DICE REFERENCE CARD

FOR EVERY FEATURE ITEM THAT REACHS PRODUCTION, ROLL 2 DICES...

2 "THERE IS NO BUSINESS FOR THAT!"
→ PUT THE ITEM BACK IN FUNNEL
EXCEPT IF YOU PRACTICE LEAN STARTUP

3 "THIS IS UNUSABLE (NFRs)!"
→ PUT THE ITEM BACK IN PRODUCT BACKLOG
EXCEPT IF YOU PRACTICE WALKING-SKELETON

4 "THIS IS NOT WHAT I ASKED FOR!"
→ PUT THE ITEM BACK IN SPRINT BACKLOG
EXCEPT IF YOU PRACTICE BDD

5 "WE COULD NOT MIGRATE THE DATA!"
→ PUT THE ITEM BACK IN SPRINT BACKLOG
EXCEPT IF YOU PRACTICE DEV OPS

6 "THIS IS BUGGY!"
→ PUT THE ITEM BACK IN IMPLEMENTING
EXCEPT IF YOU PRACTICE TDD

OTHERWISE, THE DEPLOY WAS SUCCESSFUL 😊

⚠️ DON'T ROLL THE DICES FOR IMPROVEMENTS

Level 0, discover the game

1. Let's start all together
2. The production player keeps track of features!
3. Every round, from right to left, players pull work in their column if there are tickets in the previous one
4. Let's do the first few rounds together...
5. By the 15th round, work can be pushed to production. It's time to practice a blank release

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Level 0, discover the game

Reminders and notes

- Production player: don't forget to keep track of what's going on!
- It's not a good idea to pile work in queues
- Run the dice for every work item, not once per delivery or feature
- If in doubt: check the rules, or ask an animator

5. By the 15th round, work can be pushed to production. It's time to practice a blank release

Level 1, play for real!



1. Let's open sleeve 'Level 1' together
2. Pick a random 'free' unfair advantage best practice to start with. If they get 'Craftsmanship', no luck, they start with nothing :-)
3. Pause for a while and read out loud the reference sheet section about this new practice.
4. Apply the actions of this best practices and resume the game.
5. As before, the production player should keep track of the delivered features per round

Level 1, play for real!

Reminders and notes

- When you hide a column, put existing tickets on top of it and deal with them in the next round
- Re-split tickets that were sent back at product-backlog!
- If you reach the end of the tracking sheet, start again from the left
- If in doubt: check the rules, or ask an animator

... tickets to start with. If they get
... ng :- (

... e sheet section about this new

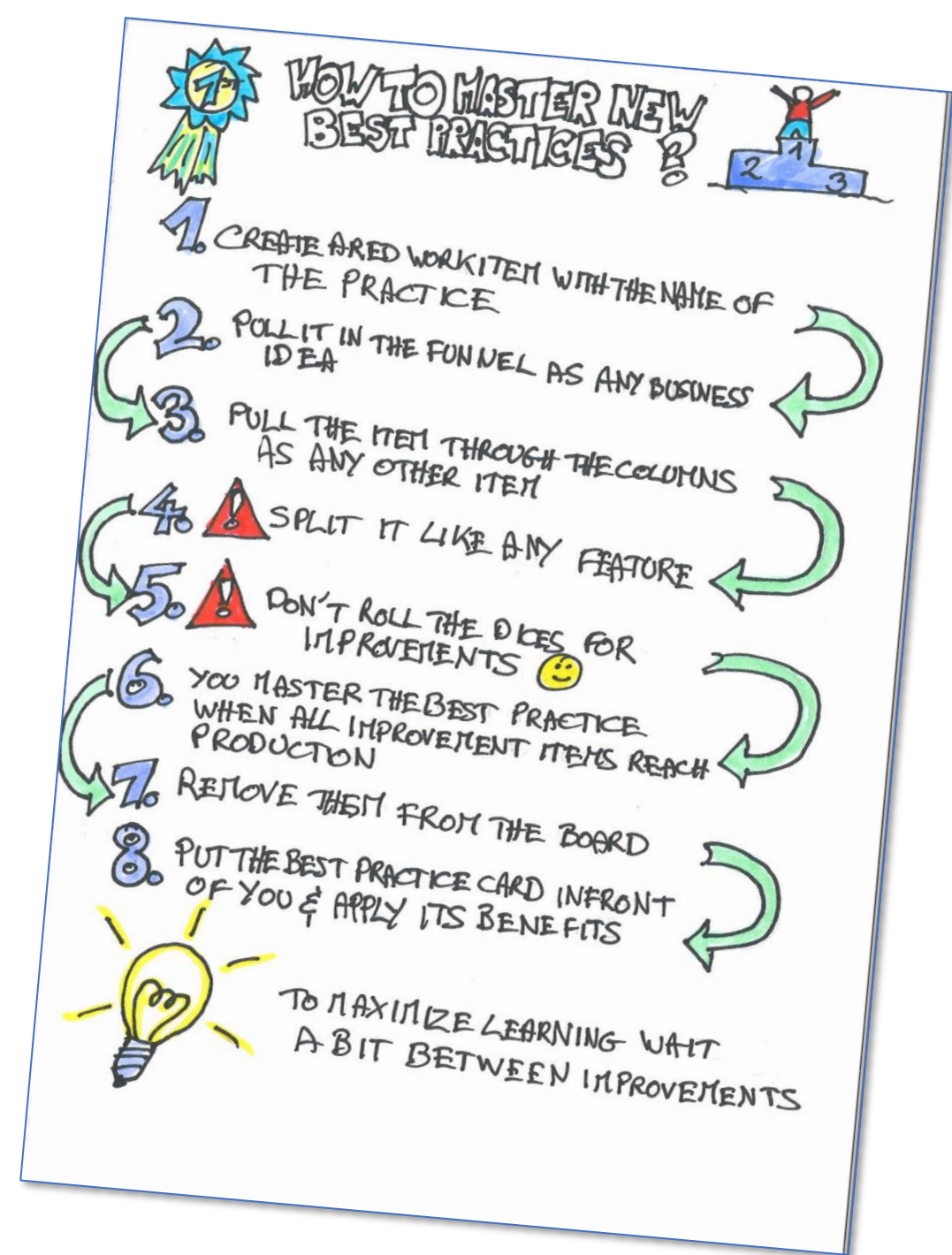
... sume the game.

... round
... player should keep track of the delivered features per



Level 2

1. Let's open sleeve 'Level 2' together
2. Discuss and agree about what skill you want to invest in
3. When acquire a new skill, pause and read the reference documentation aloud



Level 2

Reminders and notes

- Red tickets still need to split
- Don't roll the dice for red tickets
- Pause and read the reference sheet section aloud
- If you reach the end of the tracking sheet, start again from the left
- If in doubt: check the rules, or ask an animator



HOW TO MASTER NEW BEST PRACTICES ?



1. CREATE A RED WORK ITEM WITH THE NAME OF THE PRACTICE

2. POLL IT IN THE FUNNEL AS ANY BUSINESS IDEA

3. PULL THE ITEM THROUGH THE COLUMNS AS ANY OTHER ITEM

4. ⚠️ SPLIT IT LIKE ANY FEATURE

5. ⚠️ DON'T ROLL THE DICES FOR IMPROVEMENTS 😊

6. YOU MASTER THE BEST PRACTICE WHEN ALL IMPROVEMENT ITEMS REACH PRODUCTION

7. REMOVE THEM FROM THE BOARD

8. PUT THE BEST PRACTICE CARD IN FRONT OF YOU & APPLY ITS BENEFITS



TO MAXIMIZE LEARNING WAIT A BIT BETWEEN IMPROVEMENTS

Learning Log

"In what ways does this information change previous perceptions you've held about built-in quality?"

How do you think you might use this information?"

Be ready to share with your table"

