The Product Owner Value Game

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Acknowledgements

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For more information:
povaluegame.org
Agenda

Intro
10 min

Play the game
30 min

Retro-spective
15 min
Learning Objectives

How to become more value driven

Maximize outcome with minimum output
Game Objective

Deliver the maximum Business Value before the end of the game

Measured, for purposes of the game, in “Value Points”
Feature Cards

Front

10 Features

Back

10 Features
User Stories

Front

50 User Stories

Back
Playing the Game

2 – 7 Iterations
In each Iteration Team has a capacity of 20 points
Actions:
• Refine feature – 2 Points
• Refine user story – $\frac{1}{2}$ point
• Deliver user story – Points on back of card
Business Value Delivered = Total Business Value
Points on all delivered user stories
“Refine” a Feature

Add listed user stories to your backlog (ie) Deal out user stories front side up on table
A user story must be refined before it can be delivered.
End of the Game

After end of iteration

• Roll a die

• Add current iteration number

• If resulting sum $\geq 8$, game is over.

• If resulting sum $< 8$, do another iteration
For those who like process flows...

Start Game with 10 new Features

Start Sprint with 20 Story Points

Pay 2 Story Points
Flip Feature Card and add User Stories to the Backlog

Pay \(\frac{1}{2}\) Story Point
Flip User Story

Pay Story Points Cost of User Story
Add User Story to work Done

Refine Feature

Deliver Value

Refine User Story

End Game

Result + nr. Iteration < 8

Roll a Die

Result + nr. Iteration >= 8

Story Points > 0

Story Points = 0
An example

<table>
<thead>
<tr>
<th>Action</th>
<th>Points Remaining</th>
<th>Total Business Value Delivered</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start the Iteration</td>
<td>20</td>
<td>0</td>
</tr>
<tr>
<td>Refine Feature 8 (2 points)</td>
<td>18</td>
<td>0</td>
</tr>
<tr>
<td>Refine User Story 4 (1/2 point)</td>
<td>17.5</td>
<td>0</td>
</tr>
<tr>
<td>Refine User Story 16 (1/2 point)</td>
<td>17</td>
<td>0</td>
</tr>
<tr>
<td>Deliver User Story 4 (1 point)</td>
<td>16</td>
<td>25</td>
</tr>
<tr>
<td>Deliver User Story 16 (2 points)</td>
<td>14</td>
<td>135</td>
</tr>
<tr>
<td>Refine User Story 44 (1/2 point)</td>
<td>13.5</td>
<td>135</td>
</tr>
<tr>
<td>Deliver User Story 16 (13 points)</td>
<td>0.5</td>
<td>485</td>
</tr>
<tr>
<td>Refine a User Story (1/2 point)</td>
<td>0</td>
<td>485</td>
</tr>
</tbody>
</table>
Game setup

At each table:

• Volunteer to keep track of business value delivered

• Volunteer to keep track of points left in the iteration

• Volunteer to hand out user stories when feature is refined (Keep user stories face up until refined)

• Lay out features face up on table
Agenda

- Intro
  - 10 min

- Play the game
  - 30 min

- Retro-spective
  - 15 min
Always Remember...

Backlog Refinement:
What’s the most valuable thing to do at a specific point in time?

Nothing more, nothing less.

Now, PLAY!
Agenda

Intro
10 min

Play the game
30 min

Retropective
15 min
Retrospective

What was your strategy?
What are some things you discussed?
Any observations?
How would you apply this back to your job?
Instant Feedback

@beyondreqs, I learned [brilliant insight] playing the #POValueGame #dsmAgile
Questions?
Stay in Touch

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www.beyondrequirements.com