PRINCE2 AGILE™

05 Scrum Exercise

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GLOBAL BEST PRACTICE

Contents

1 Building an animal with Scrum

This is a competition to create an animal from Lego bricks. The winning team will be the team that delivers the highest score at the end of the game.

2   General guidance

You do not have to deliver everything.

You cannot make anything between sprints.

If you build an enclosure then all of the bricks must be <u>joined</u> together.

The 'moving part' must move at least 1cm.

AC/QC = Acceptance Criteria/Quality Criteria

3 Legs

No.	0113
What	The animal must have 4 legs
Why	So that it can walk a long way for food
Value	40
AC/QC	None of the 4 legs touch each other and they are all the same size

4   Feet

No.	0221
What	The animal should have 4 feet
Why	So that it can run to avoid predators
Value	20
AC/QC	There is a foot on the end each leg and the foot sticks out

5   Eyes

No.	0311
What	The animal should have 2 eyes
Why	So that it can see and estimate distance
Value	40
AC/QC	The eyes are the same colour and not touching each other

6   Hair

No.	0432
What	The animal's head should have hair on it
Why	So that it can avoid getting sunburnt
Value	10
AC/QC	The hair is a different colour to the head

7   Nose

No.	0511
What	The animal must have a nose
Why	So that it can smell things to eat and predators to fear
Value	20
AC/QC	The nose sticks out from the head

8   Tail

No.	0611
What	The animal should have a tail
Why	So that it can communicate to other animals
Value	20
AC/QC	The tail sticks out from the body

9   Head

No.	0712
What	The animal must have a head
Why	So that it can perform basic life support functions such as thinking and eating
Value	50
AC/QC	The head is not touching the body and is the highest part of the animal

10 Body

No.	0813
What	The animal must have a body
Why	So that it contains vital organs like the lungs and stomach
Value	40
AC/QC	The body is longer and wider then its depth

11 Ears

No.	0912
What	The animal should have ears
Why	So that it can hear predators
Value	30
AC/QC	The ears are not the same colour as the eyes and they stick out from the head

12 Moving part

No.	1031
What	The animal should have a moveable part
Why	So that it can attract other animals
Value	30
AC/QC	The part can move without needing to change the animal in any way

13 Stands up

No.	1111
What	The animal should stand up on its own
Why	So that it has less chance of getting attacked
Value	10
AC/QC	It does not fall over when light pressure is applied to it

14 Neck

No.	1422
What	The animal should have a long neck
Why	So that it can eat food from high trees
Value	30
AC/QC	The neck is longer than the legs

15 Tree

No.	1333
What	The enclosure should have a tree in it
Why	So that it can provide shade for the animal
Value	40
AC/QC	The tree should have three branches and be taller than the body of the animal

15 Tree

| No. | 1333 |

16 Black and yellow

No.	1543
What	The animal should not have any black bricks touching any yellow bricks
Why	So that the animal doesn't die
Value	20
AC/QC	There are no black bricks touching any yellow bricks

17 More legs

No.	1642
What	The animal should have 6 legs
Why	So that it can run very fast to get water when water is scarce
Value	20
AC/QC	None of the 6 legs touch each other and 4 of them are all the same size

18 Enclosure

No.	1234
What	The animal should live in an enclosure
Why	So that it is safe from predators
Value	50
AC/QC	The animal must be fully contained within the enclosure when viewed from above. The enclosure is one structure.

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