



Goal: To make the ONE chocolate bar most attractive to your customers.

The Chocolate Bar game works as a Scrum simulation. The goal is to create a chocolate bar to please your customers within the constraints... or at least the majority of them... over the course of 4 rounds!

Good Luck!

First choose your players!

Note: for team of 5
1 PO
2 Team
2 Customers

for teams of 5 -10
Keep the team of 5 but additional players between "team" and "customer" but no more than 4 team members.

The game consists of 4 rounds, each round has 2 parts:

Part 1: The Team/PO - 2 minutes
Part 2: The PO/Customer feedback - 3 minutes



PRODUCT OWNER:



TEAM MEMBERS:



CUSTOMERS:

PLATE OF DELIVERY



SPRINT REVIEW



2 minutes

ROUND 1	ROUND 2	ROUND 3	ROUND 4
Did the team satisfy the customer?	Did the team satisfy the customer?	Did the team satisfy the customer?	Did the team satisfy the customer?
■ ■	■ ■	■ ■	■ ■

BACKLOG

THE PLATE OF DOD



ROUND 1



This round the product owner and the Team decide what kind of chocolate bar to deliver (only 1 Bar of 3 may be chosen)
Once you reach Consensus, the TEAM Moves the Chosen Bar to "The Plate of DOD"
The Product Owner moves the bar to the "THE PLATE OF DELIVERY"

ROUND 2



This round the product owner and the Team decide what kind of chocolate bar to deliver and what modifiers the chocolate will have (only 1 Bar of 3 may be chosen)
Once you reach Consensus, the TEAM Moves the Chosen Bar to "The Plate of DOD"
The Product Owner moves the bar to the "THE PLATE OF DELIVERY"

ROUND 3



This round the product owner and the Team decide what kind of chocolate bar to deliver and what modifiers the chocolate will have, AND WHAT TOPPING/FILLINGS (only 1 Bar of 3 may be chosen)
Once you reach Consensus, the TEAM of 1 Moves the Chosen Bar to "The Plate of DOD"
The Product Owner moves the bar to the "THE PLATE OF DELIVERY"

ROUND 4



This round the product owner and the Team decide what kind of chocolate bar to deliver and what modifiers the chocolate will have, AND WHAT TOPPING/FILLINGS, and any custom work that is on the backlog (only 1 Bar of 3 may be chosen)
Once you reach Consensus, the TEAM Moves the Chosen Bar to "The Plate of DOD"
The Product Owner moves the bar to the "THE PLATE OF DELIVERY"

Retrospective



Ingredients

	<p>Constraint: The factory just got built and we can only make basic bars The factory is NOT capable of: Custom chocolate and material modifiers fillings toppings nuts Custom Colours or designs/ coatings/ Toys</p> <p>END OF ROUND - only PO goes to talk to the customer, the team stays separated from the customer.</p>	2 minutes
	<p>Constraint: Our factory manager found out that we need to order materials and to be configured up front for these types of chocolate specs (and you can change the kind of base chocolate (milk, dark, white) The factory is NOT capable of: fillings toppings nuts Custom Colours or designs/ coatings/ Toys</p> <p>END OF ROUND - PO and the TEAM go to hear from the customer</p>	3 minutes
	<p>Constraint: Our factory MODS have arrived and we can now add fillings /nuts/toppings and can change the kind of base chocolate (milk, dark, white) The factory is NOT capable of: Custom Colours or designs/ coatings/ Toys</p> <p>END OF ROUND - PO and the TEAM go to hear from the customer</p>	3 minutes
	<p>Constraint: Our factory is fully operational but we will need to source anything custom (go find your own pictures from google to represent anything not provided)</p> <p>END OF ROUND - PO and the TEAM go to hear from the customer</p>	3 minutes

How to!

- In Sprint, for each round the team will create an example of a chocolate bar they think their customers would love. Using the ingredients available and being aware of the constraints of the factory at that time.
- Once the Sprint timer has finished the chocolate bar is moved to the "Plate of DOD (Definition of Done, or Done and delivered)."
- Sprint Review to the customers, rejoin the group (except Round 1 where only the PO and Customers meet) the team have 1 minute to present what they have on their plate and get feedback from the rest of the group, who will act as customers. Customers can request changes or simply provide feedback. The Product Owner should ask the customers if they were happy with the Product.
- The Product Owner will add to the Product Backlog new features/requirements from the Sprint Review.
- Once back in Sprint the team will review Customer Feedback and the Product Backlog and redesign the chocolate bar.
- Each phase is repeated until the allotted time elapses.

