

The Last Responsible Moment LEGO Game

Presented By: Jason Tice – October 2014 – Agile DC
Email: jason@theagilefactor.com - Twitter: @theagilefactor
Web: www.theagilefactor.com



www.asynchrony.com

Background

Agile and lean advocate for decisions & work to be deferred until the “last responsible moment” seeking to promote flow by minimizing work-in-progress and reducing the risk of rework or “gold-plating” on tasks that get done early. Properly scheduling work at the last responsible moment can reduce total production time resulting in lower production costs.

While this all sounds good in concept, it is difficult to achieve as the “last responsible moment” is not well-defined and varies from environment to environment – often teams and/or projects do not know they have passed the last responsible moment until it is too late and at that point heroic efforts and/or cuts in quality/process are needed to attempt to complete work on time.

This simulation is intended to allow teams to explore how to identify the “last responsible moment” in a safe environment using LEGO.

Individual Reflection - record your thoughts on the following prompts in the space below

Name a scenario when waiting until the last responsible moment helped you:	Name a scenario when waiting until the last responsible moment caused harm / pain :
What benefits did waiting provide?	What consequences resulted?
Indicators & metrics used in your decision:	Indicators & metrics used in your decision:

Group Discussion

- Form a small group (5-7 people) and share the reflections that you noted above
- As a group, decide on the best “helpful” and “harmful” examples of the last responsible moment
- Based upon group discussion – decide on one recommendation to best identify the last responsible moment – write this recommendation below:

The Last Responsible Moment LEGO Game

Presented By: Jason Tice – October 2014 – Agile DC
Email: jason@theagilefactor.com - Twitter: @theagilefactor
Web: www.theagilefactor.com



www.asynchrony.com

Simulation Roles

- Team Members (Builders) – Groups of 4-5 people - represent self managing teams
- Judges – Selected by the facilitator – responsible for ensuring a safe & fair environment

Simulation Setup & Rules

- Self organize into small groups (4-5 people per group)
- The act of building LEGO represents your team writing software
- As a team you get to decide when you will start to build your structure (last responsible moment)
- LEGO blocks are shared resources – stealing LEGO already in use, hoarding excess LEGO blocks or blocking the LEGO supply is NOT allowed
- Judges may FIRE people/teams they feel break the rules and/or create un-safe conditions

Build Criteria

- You have up to 7 minutes to build your structure – you decide when to start
- Your structure must have a regular and repeating color pattern (judges' discretion)
- Your structure must be free standing at the end of the build – if the structure falls down/over or breaks after time expires, you get credit for what is left (judges' discretion)
- **When time expires**, please score your structure using the score sheet below – team-reported scores are subject to review/audit by the judges

Scoring – You are challenged to score the MOST points by the following formula

The elapsed minute when you started building (first min counts as 1) _____

The height in blocks of your structure _____

The number of colors used in your structure's color pattern _____

TOTAL SCORE (multiple these 3 numbers together) _____

Debrief

Criteria used to identify the last responsible moment for your team:	What would you amplify? (+) What would you change? (Δ)	What will you apply to agile software development:

Picks & Plugs:

- **THIS AGILE LIFE** – A fun podcast with lots of agile best practices & ideas – www.thisagilelife.com
- **AGILE GAMES** – Like agile learning games like this one? Then come to a multi-day conference in Boston, MA dedicated to them – www.agilegamesnewengland.org - Date for 2015 to be set soon.
- **ASYNCRONY** – Using agile to write quality software for complex problems while leveraging games to bring people together for innovation & engaging agile training– www.asynchrony.com