DANDY PEOPLE

Joel Ståhl & Mia Kolmodin - Dandy People 2018

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# Why play a game?

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# What do we do in the game?

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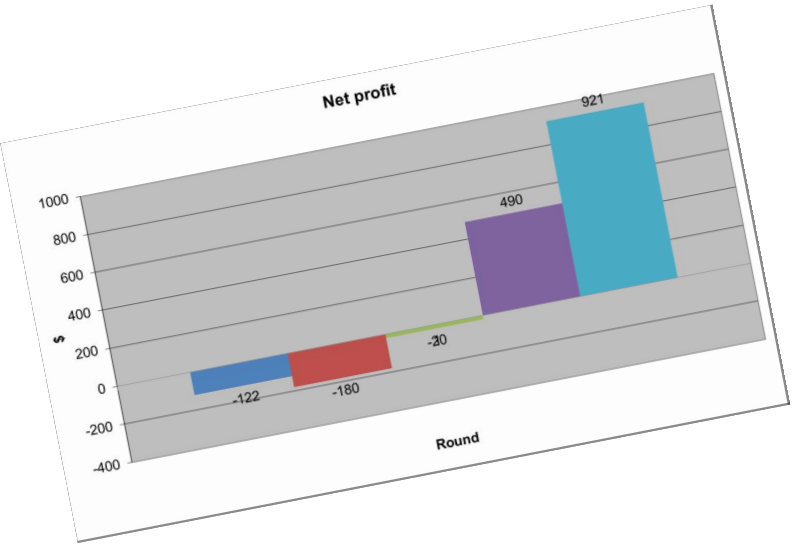
Deliver drawings of wild animals. If the customer can guess what animal it is we make money – else we pay a penalty.



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# Overall game time-plan

- Read role instructions. Q&A.

- **Round 1 (5 min)**
- Retrospective + improvements (10 min)

- **Round 2 (5 min)**
- Retrospective + improvements (10 min)

- ETC… for 4 or 5 rounds

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# Roles

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SVANSEN

- Business responsible: One for each zoo
- Designers: Head, Body, Legs and Tail
- Integration
- Project manager: One for each zoo
- Customer: One for each zoo

**Total: 14 people**

Let's read the role descriptions

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# Teams (modify as req.)

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Table 1 & 2

Table 4 & 5

Table 3 & 6

Table 7 & 8

Table 9 + 10

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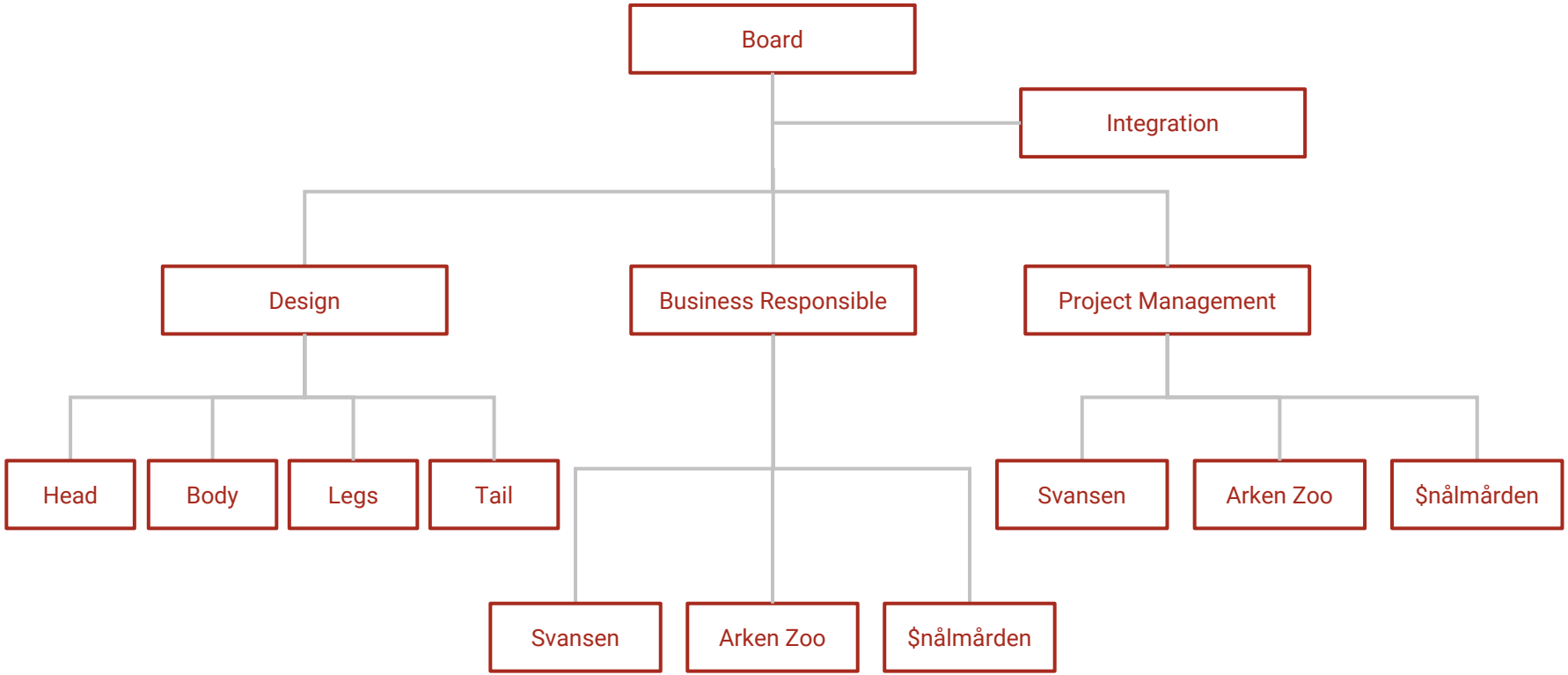
# Wild Animals Ltd. Organisation



# Delivery flow

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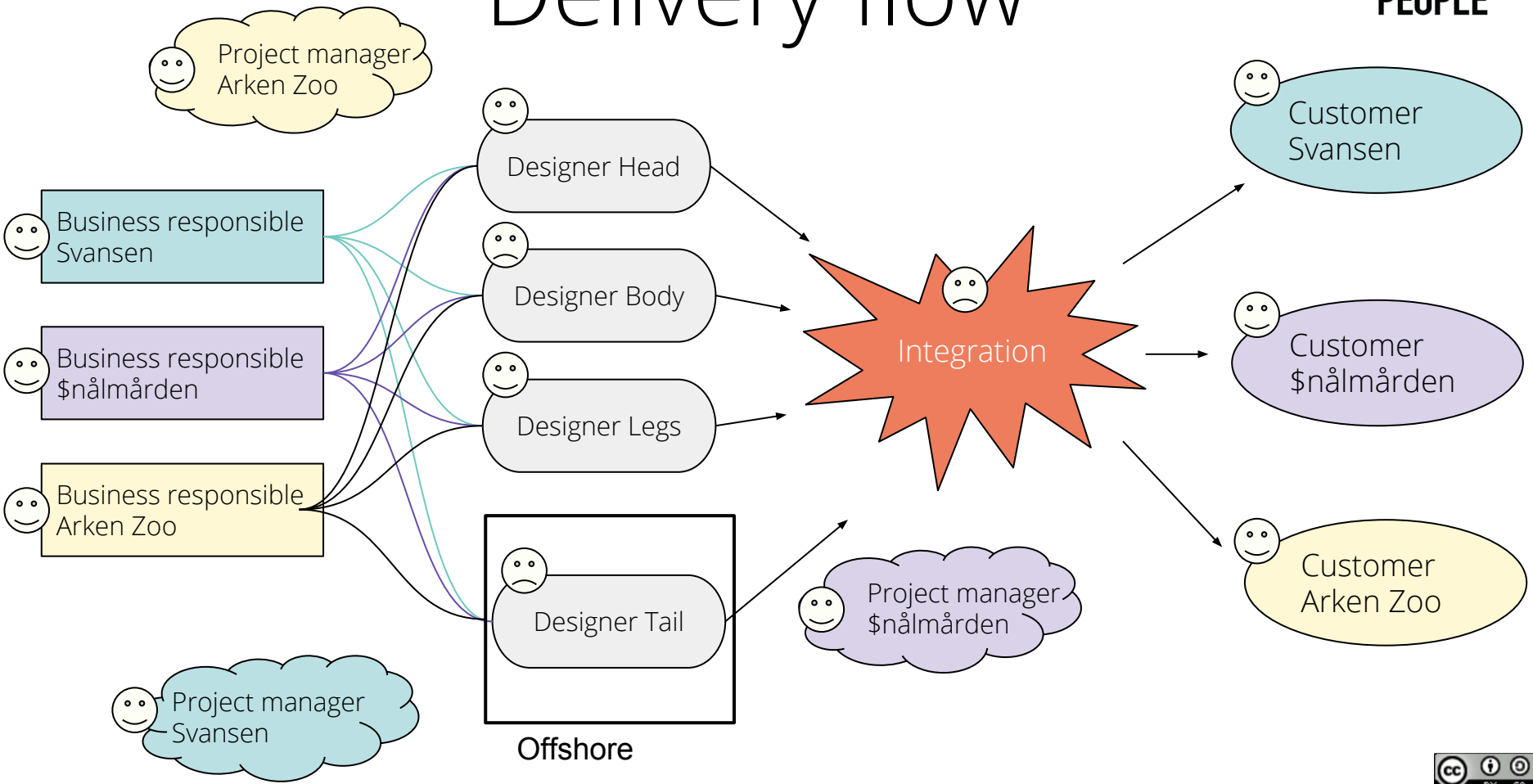

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# Let the Game Begin!

Stopwatch

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