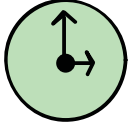


Agile Battleships - Instructions

Introduction

This is a quick and fun way to illustrate an iterative way of working. You need:



30 minutes



2+ people



2 Fleet sheet
Round 1



2 Fleet sheet
Round 2



2 Fleet sheet
Round 3



2 pens

How to play

The game is played in 3 rounds.
Each round has different attack rules illustrating different levels of planning ahead and iterating.

1. **Create 2 teams.** Give them a pen each. They're about to sink each other's ships!
2. Hand each team **Fleet sheet: Round 1.** Let them first deploy their fleet and then follow the attack rules.
3. Hand each team **Fleet sheet: Round 2.** Let them first deploy their fleet and then follow the attack rules.
4. Hand each team **Fleet sheet: Round 3.** Let them first deploy their fleet and then follow the attack rules.
5. Take some time to **discuss** what you've learned!

Deployment rules

- No diagonal placement
- No overlapping ships

Discussion suggestions



- * **Which round got the best score?**
Reality is often closest to what happens in Round 2, some planning is needed. Striving towards Round 3, as iterative as possible, is being agile.
- * **Can you relate this to reality?**
This is where you can draw parallels to an iterative way of working. The iterative strategy of Team B is more likely to completely sink ships (think completed features/deliverables).
- * **Is there any situation where the strategy of Team A is actually the best?**
Planning everything ahead doesn't work unless you know everything ahead of time, and how often do we really know everything?
- * **Did Round 1 perform better?**
Sooner or later you'll get lucky guessing. Does that feel like a good way to plan your work?

Scoring Team Red

	Round 1	Round 2	Round 3
Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>
Ships sunk	<input type="text"/>	<input type="text"/>	<input type="text"/>

Scoring Team Blue

	Round 1	Round 2	Round 3
Hits	<input type="text"/>	<input type="text"/>	<input type="text"/>
Ships sunk	<input type="text"/>	<input type="text"/>	<input type="text"/>



Gamedesign by:

robin.elmersson@dandypeople.com

Free download: dandypeople.com

DANDY
PEOPLE



Your fleet

	A	B	C	D	E	F	G	H
1								
2								
3								
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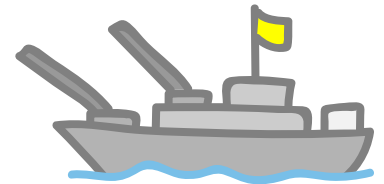
1. Deploy your fleet

A fleet consists of 5 ships:

Type	Size
Aircraft carrier	5
Battleship	4
Cruiser	3
Submarine	3
Destroyer	2

	A	B	C	D	E	F	G	H
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Just an example!



← Fold to hide your fleet from the other team!

Attack their fleet

	A	B	C	D	E	F	G	H
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2. Battle

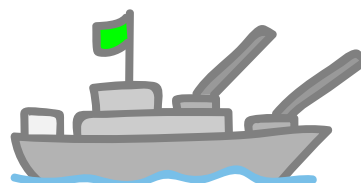
Each team attacks **1 time**.
Each attack hits **30 boxes**.

- Both teams plan the attack marking 30 targets in the grid to the left.
- Take turns with the other team to see if your attacks hit their ships.
For each coordinate, eg "B5" they reply with one of: Hit/Miss/Ship sunk (a ship is sunk when all its boxes have been hit)
- Note your score on the score board

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Just an example!

- Hit
- Miss
- Ship sunk



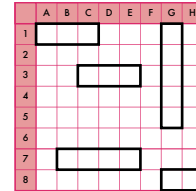
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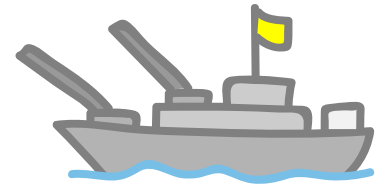
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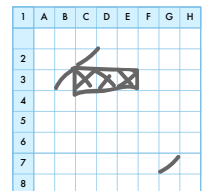
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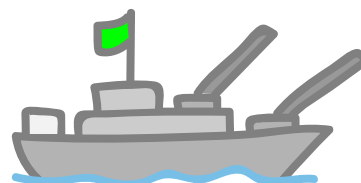
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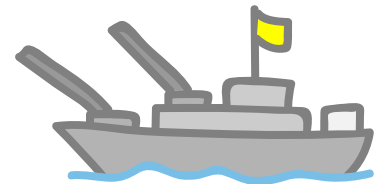
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Each team attacks **6 times**.

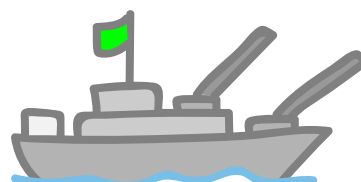
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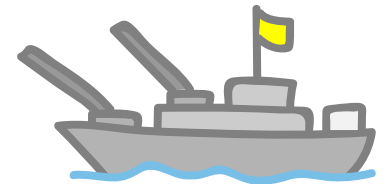
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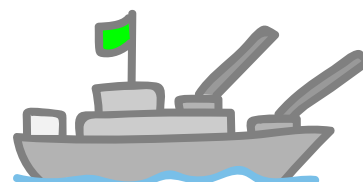
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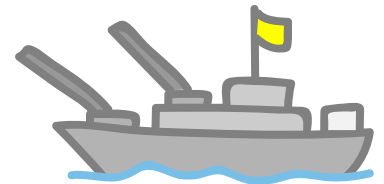
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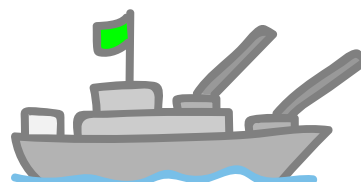
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- The other team performs their attacks (A-C)
- Note your score on the score board

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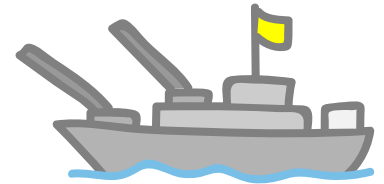
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