# The Challenge of Egypt

## 'Making your projects more **Agile**'

*a business simulation by GamingWorks*

### DO YOU RECOGNIZE THESE CHALLENGES?

» **How to become more flexible in projects?**

» **How to improve team working in projects?**

» **How to apply Agile and SCRUM into your projects?**

## About Agile project management

*What is the current situation?*
Following the trends in the world, project management is also influenced by the Agile way of working. Agile is the word everybody is using to become flexible, to become fast and in the end making projects more successful.

The essence of Agile project management is about breaking a large project into small pieces and having the teams prioritize them. Also of promoting collaborative teams which include all stakeholders. The cadence of the project is based on regular short meetings, producing small products, testing them and adjusting them. Each cycle delivers a working product that can deliver immediate value to the business.

In this Agile way of working, we will also recognize the value of the SCRUM Framework. This Framework supports flexible and effective working. Key elements of SCRUM are teams (including Product Owner and Scrum Master), sprints, daily standups and retrospectives. SCRUM and Agile working together are a powerful combination and in this simulation, participants will learn how to apply these principles in this real life exercise.

The Challenge of Egypt

## About the simulation

The scenario takes place 4000 years ago in ancient Egypt. Zoser's pyramid has just been completed; work on the Cheops pyramid has yet to be started. Egypt was one of the most important civilizations of that time, and structures were being built alongside the Nile that would continue to astonish people for millennia to come. How could the Egyptians do this?
This cannot be done without proper project management. How are you going to excavate, transport and construct millions of stones and ensure that tens of thousands of people work as efficiently as possible? Obviously that didn't just happen all by itself. Furthermore, the process was continually subject to the changing demands of the Pharaoh, the weather, diseases, wars etc. project management practices, skills and instruments were required to deal with all of these issues. The mighty Pharaoh is fighting wars to protect his country. There is a risk he could be fatally wounded at any moment. Just like every Pharaoh he wants to secure his afterlife, and to take his treasures and weapons with him.
His good friend, the priest, will take care of the Pharaoh's requirements and will ensure that a project is set up to construct this magnificent pyramid close to the river Nile. Teams of administrators and quality experts will support the project and guarantee that the Pyramid will secure the Pharaoh's afterlife.

**Since many projects failed, the priest decided to use Agile and SCRUM principles to execute the project. This is the first time in history that this is done!**

## The simulation

### Duration
In this exercise, we will run 3 sprints of 5 months. During this simulation, we will go through the SCRUM-cycle to let participants experience what the cadence of an Agile project looks like.

### The team
The team consists of the following roles: Product Owner (the High Priest), a SCRUM Master (formal project manager) and a team of experts in the fields of Quality, Mining, Transport, Construction, Architecture and Admin.

### Preparation Workshop
The team starts with an exploration of the requirements. In this workshop the Pharaoh will explain his thoughts and the team will ask questions to get a clear picture of the project. The first designs will be created and discussed with the team. Also, there will be a proper risk assessment and the team will agree on roles, tasks and processes. At the end of this exercise, the team has created a list of products and visualized them on the Backlog. The team has a clear picture of the 'business' priorities and a clear view on how these products will bring value to the business. And last but not least the team will have created a transparent governance model to manage the progress and budgets of this project.

### Sprint Preparation
In this exercise the team will plan the first sprint. Based on the 'velocity' of the team, the team will plan the products they can finish in the first 5 months of this project. The team will plan the 'tasks' on the Sprint Backlog.

### Sprint
The sprint (in this exercise) is 5 months and each month will start with a 'standup-meeting' to discuss the following aspects: What did we do last month? What are we going to do in this month? What are potential problems? After this meeting, the team will start 5 iterations of work and produce the first working products. During this sprint the team will receive all kinds of events they need to deal with. This way the team can test the Agile way of working in a realistic environment.
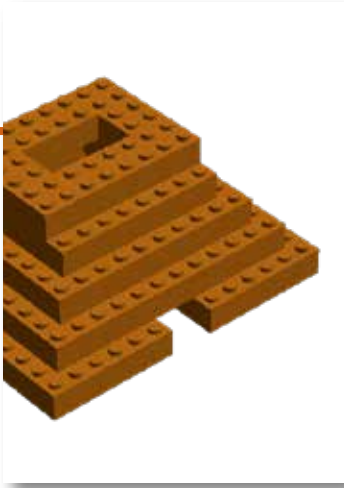
### Demoing and Retrospective
After the first sprint, the team will demo the working products to the pharaoh. And the pharaoh can give feedback. Also the team will have a more intense reflection on how the sprint went and how we can improve it. This is where the learning takes place.

After this session, the team will start again with **Sprint Preparation**.

> **This simulation shows how we can become more flexible and deliver more value for our customers in an ever-changing world**
>
> **Business manager, pharmaceutical organization**



## Who should attend this simulation?

1. Students who followed project management training and want to learn how to apply the theory before going into their projects.

2. Teams who want to assess and improve the current way of working in projects. By playing this simulation they can experience possible improvement suggestions for their own projects.

3. Teams during kickoff sessions. A perfect way of bringing the team together, including sponsors and users, and experience how we are going to work together in the project.

4. For team building.

5. To support your project management approach.
   Spread the message within the organization by using this simulation. It is fun, exciting and people will remember.

6. You can use the simulation as part of soft skills development to focus on communication and collaboration.

7. This 'Agile' variant of the game can be used to support Agile PM training or Prince2 Agile.

## Some other features of this simulation

**Duration** This simulation will take about 7 hours
**Participants** From minimum 8 up to 12 participants per team

*7 hours*

## Learning objectives

» How to translate Agile project management theory into practice?

» How to setup a high performing team with a Product Owner and SCRUM master?

» How to create and use a Kanban board, Burndown sheets and other tools?

» How to implement the SCRUM framework into your own team?

» How to create an OBEYA (large room, to govern and monitor the project)?

» How to deal with ever changing requirements and still deliver value on time and within budget?

» How to implement a learning culture in your teams?

» How to make projects more successful?
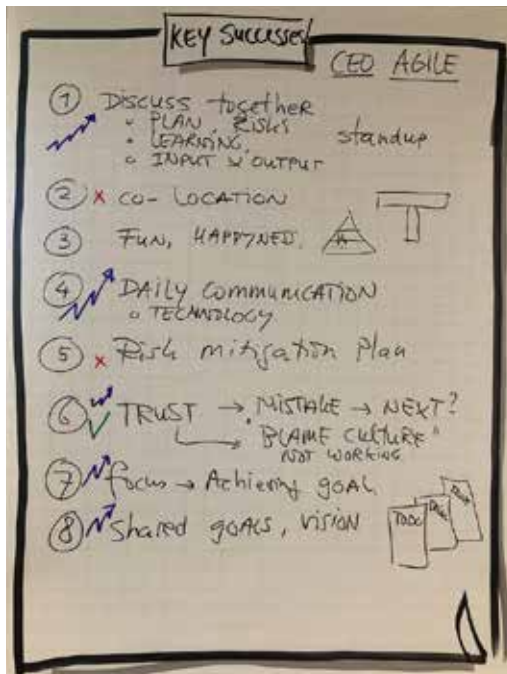


**Do you recognize these issues or would you like more information?**
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