

# Kanban Pizza Game

Experience Kanban for yourself



[www.agile42.com/training/kanban-pizza-game](http://www.agile42.com/training/kanban-pizza-game)

licensed under

Creative Commons Attribution-Share Alike 3.0

Germany License.





**Brad Swanson**



Senior Agile Coach

brad.swanson@agile42.com

@bradswanson

Certified Scrum Coach (CSC)

Certified Scrum Trainer® (CST)



**GET CERTIFIED  
IN DENVER!**

[www.agile42.com/en/training](http://www.agile42.com/en/training)

**\$100 DISCOUNT  
CODE: MHA14**

Hurry - limited discounts are available.

## Four Kanban Principles

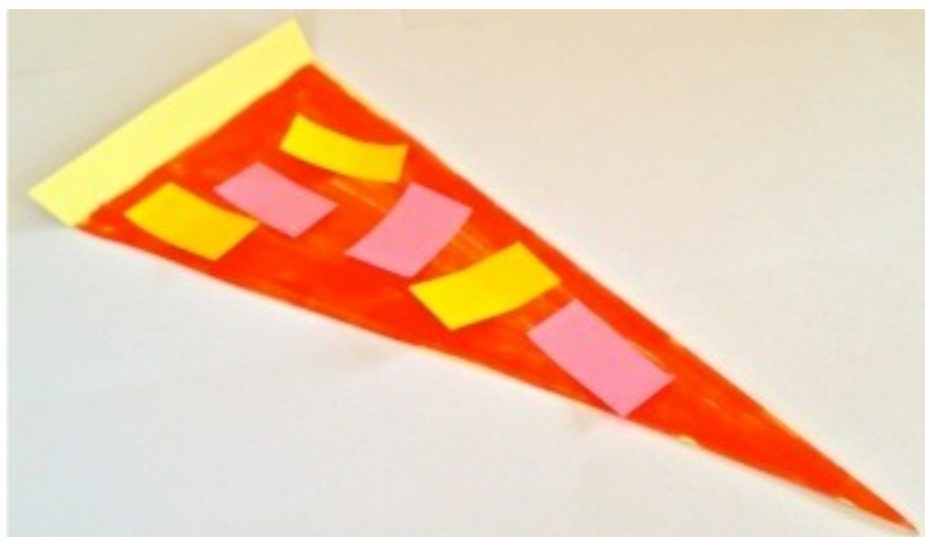
---

1. Start with what you do (k)now—regardless of how ugly it is
2. Agree to pursue incremental, evolutionary change
3. Respect the current process —roles, responsibilities & titles
4. Leadership at all levels

*Kanban is not a process!  
It's a change management method:  
something you DO to a process.*

## Round 1: Make as many slices as you can

---



### Pizza Hawaii recipe

- Crust with outer edge folded upward
- Tomato sauce. Don't skimp!
- 3 slices of ham cut from pink/orange stickies.
- 3 slices of pineapple cut from yellow stickies.



### Rules & constraints

- All cutting must use scissors. One scissor per team.
- ONE crayon per team. May NOT break into multiple pieces.
- ONE oven per team holds a maximum of 2 slices at once.
- Must bake for 30 sec. Burned after 45 sec.
- High quality: lots of sauce with toppings firmly attached.

# Let's play!

---

# Stop!!! - Let's measure

Pizza base (with  
or without sauce)  
= -4 points

Toppings  
= -1 pt

Finished slice  
= +10 points

Each piece counts negative  
until the slice is 100% done

# The Core of Kanban - 6 Practices

## Visualize the Workflow



What steps does your work go through?

## Limit Work In Progress (WIP)

Don't let work pile up at any step in the flow.



## Manage the Flow



Lead time, cycle time, throughput.

# The Core of Kanban - 6 Practices

## Implement Feedback Loops



Are you regularly reviewing your work and processes?

Hold standups and retrospectives

## Make Process Policies Explicit



Make it easy for people to do the right things, and to do them right

## Improve collaboratively, improve experimentally



Use metrics and models to continuously improve, collaboratively

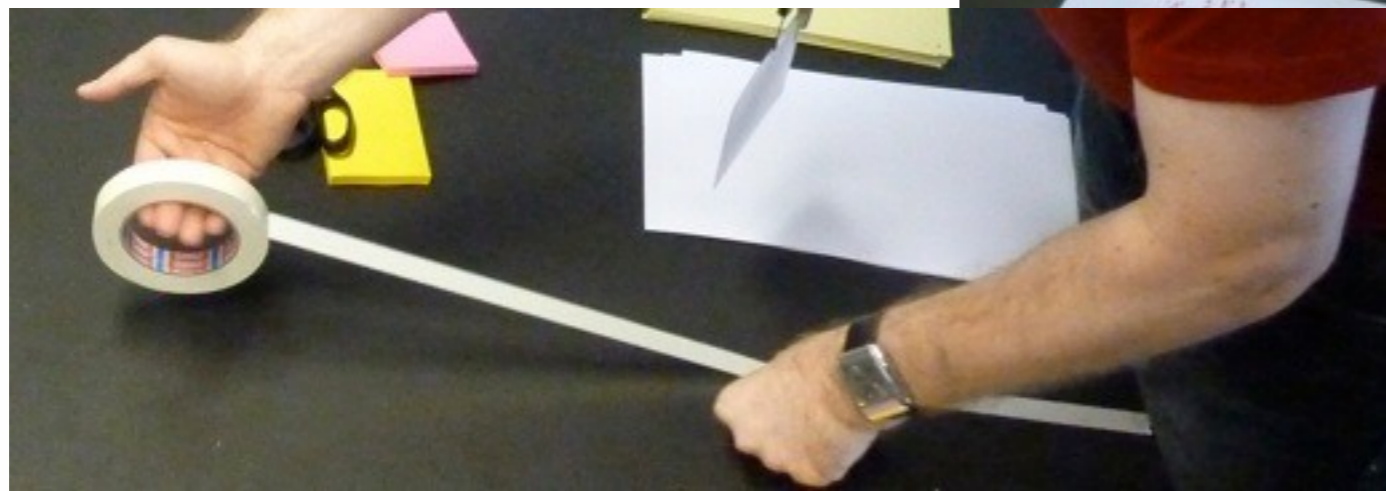


# Visualize your workflow

## & limit your work in progress

Make your workflow explicit  
Limit the WiP for each station

5 min time-box





## Let's extend the game

Like in the real world,  
some things change!

## Now, we produce based on orders

---

Cash on Delivery: Points are given only for fully delivered orders

Orders can be picked up from a central defined location

Finished orders must be delivered to another central location



# Ok, let's play again!

---

# Stop!!! - Let's measure

Pizza base (with  
or without sauce)  
= -4 points

Toppings  
= -1 pt

Finished slice  
= +10 points

Each piece counts negative  
until the slice is 100% done

## New! New!! New!!! “Pizza Speciale”

---

Slim green post-its as rucola  
(arugula)

Each slice has 7 of strips

Rucola burns in the oven:  
Pieces must be added **after**  
cooking.



# Ok, let's play again!

---

# Stop!!! - Let's measure

Pizza base (with  
or without sauce)  
= -4 points

Toppings  
= -1 pt

Finished slice  
= +10 points

Each piece counts negative  
until the slice is 100% done

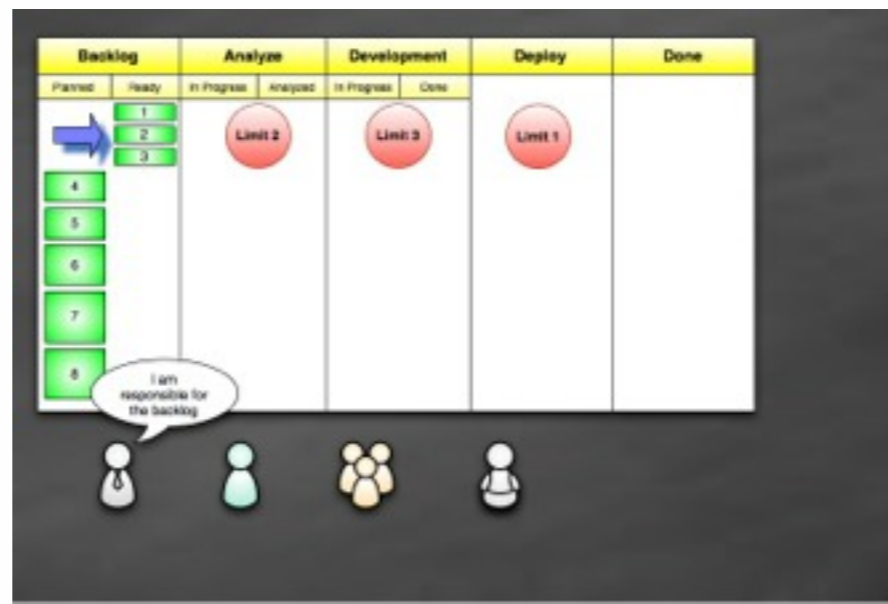


# Draw your workflow

**Look back to the game**

**Draw the flow including WIP limits**

**Use your materials to make it look nice**



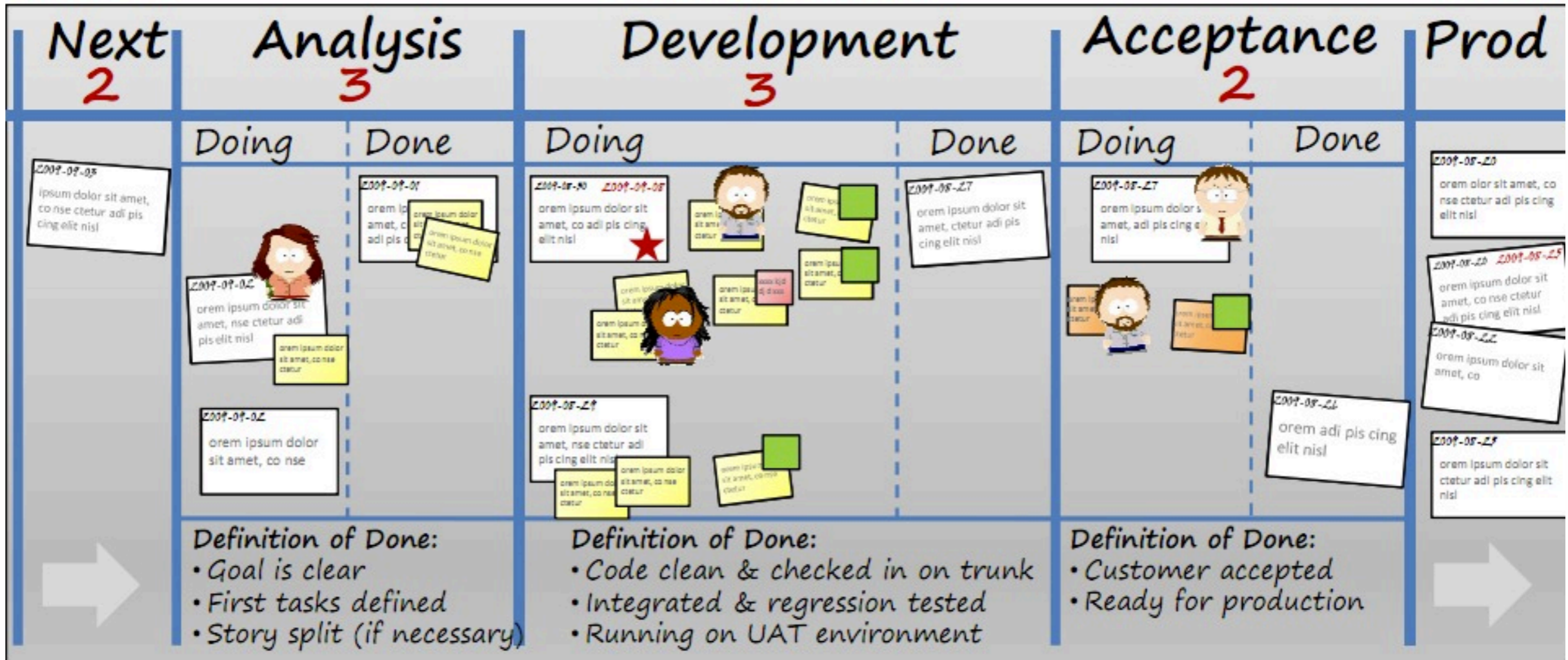


Henrik Kniberg

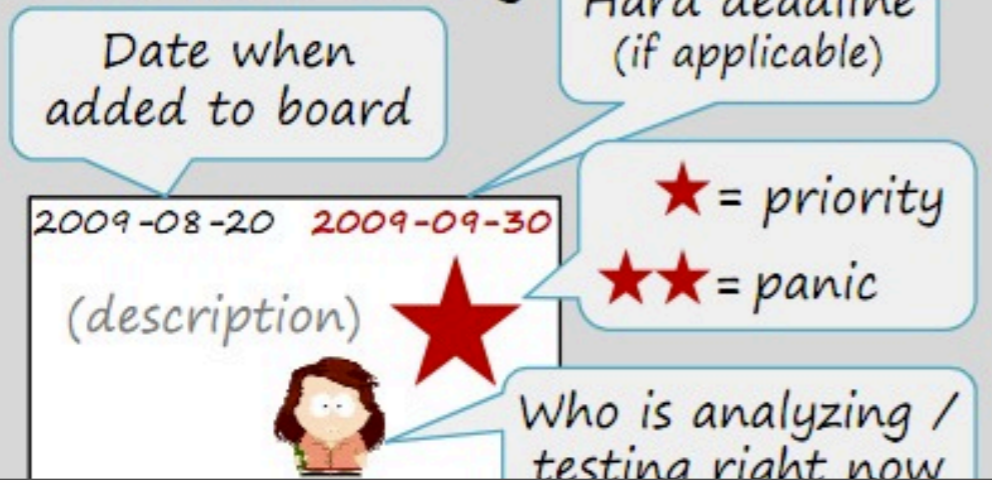
# Kanban kick-start example

[www.crisp.se/kanban/example](http://www.crisp.se/kanban/example)

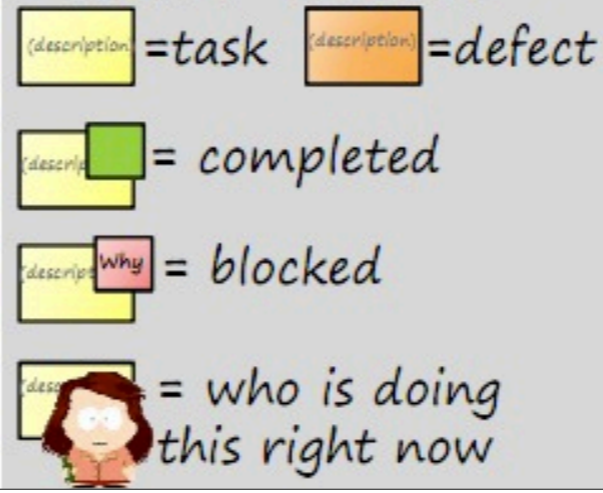
version 1.3  
2009-11-18



## Feature / story



## Task / defect



## What to pull first

1. Panic features ★★ (should be swarmed and kept moving. Interrupt other work and break WIP limits as necessary)
2. Priority features ★
3. Hard deadline features (only if deadline is at risk)
4. Oldest features

# There is much more to know about Kanban & Lean...



# Kanban Pizza Game

by agile42 is licensed under   
[Creative Commons Attribution-Share Alike 3.0 Germany License.](https://creativecommons.org/licenses/by-sa/3.0/de/)

## Further information:

[www.agile42.com/training/kanban-pizza-game](http://www.agile42.com/training/kanban-pizza-game)  
[info@agile42.com](mailto:info@agile42.com)



# Photos by

---

**agile42:**

Ralf Kruse  
Martin von Weissenberg

**Agile Finland:**

[Tampere Goes Agile 2011](#)

**Flickr:**

[wheels3217](#)

[quinnanya](#)

[el\\_floz](#)

[TANAKA Juuyoh \(田中十洋\)](#)

<http://www.flickr.com/photos/wheels3217/1858987086/sizes/o/in/photostream/>

<http://www.flickr.com/photos/quinnanya/4508825094/sizes/z/in/photostream/>

[http://www.flickr.com/photos/el\\_floz/3989844774/sizes/m/in/photostream/](http://www.flickr.com/photos/el_floz/3989844774/sizes/m/in/photostream/)

<http://www.flickr.com/photos/djwudi/2368630965>

<http://www.flickr.com/photos/josephferris76/6116662110>