Kanban Pizza Game

Experience Kanban for yourself

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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
- Limit Work In Progress (WIP)
- Manage the Flow

What steps does your work go through?

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

Lead time, cycle time, throughput.
The Core of Kanban - 6 Practices

Implement Feedback Loops

Make Process Policies Explicit

Improve collaboratively, improve experimentally

Are you regularly reviewing your work and processes?

Hold standups and retrospectives

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

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
Kanban kick-start example

Definition of Done:
- Goal is clear
- First tasks defined
- Story split (if necessary)

Definition of Done:
- Code clean & checked in on trunk
- Integrated & regression tested
- Running on UAT environment

Definition of Done:
- Customer accepted
- Ready for production

Feature / story
- Date when added to board
- Hard deadline (if applicable)
- ★ = priority
- ★★ = panic
- Who is analyzing / testing right now

Task / defect
- ★ = completed
- ★★ = blocked
- Who is doing this right now

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...
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