

BDD - SHARED UNDERSTANDING

This game is an interactive way to get people thinking about the importance of collaboration and shared understanding between product owners, developers and testers.

The drawing in this booklet represents a set of user requirements that need to be implemented. Without face-to-face communication, software teams are relying on their interpretation of a set of instructions - while under time and resource pressures.

Can interpretation work? Play the game and see.

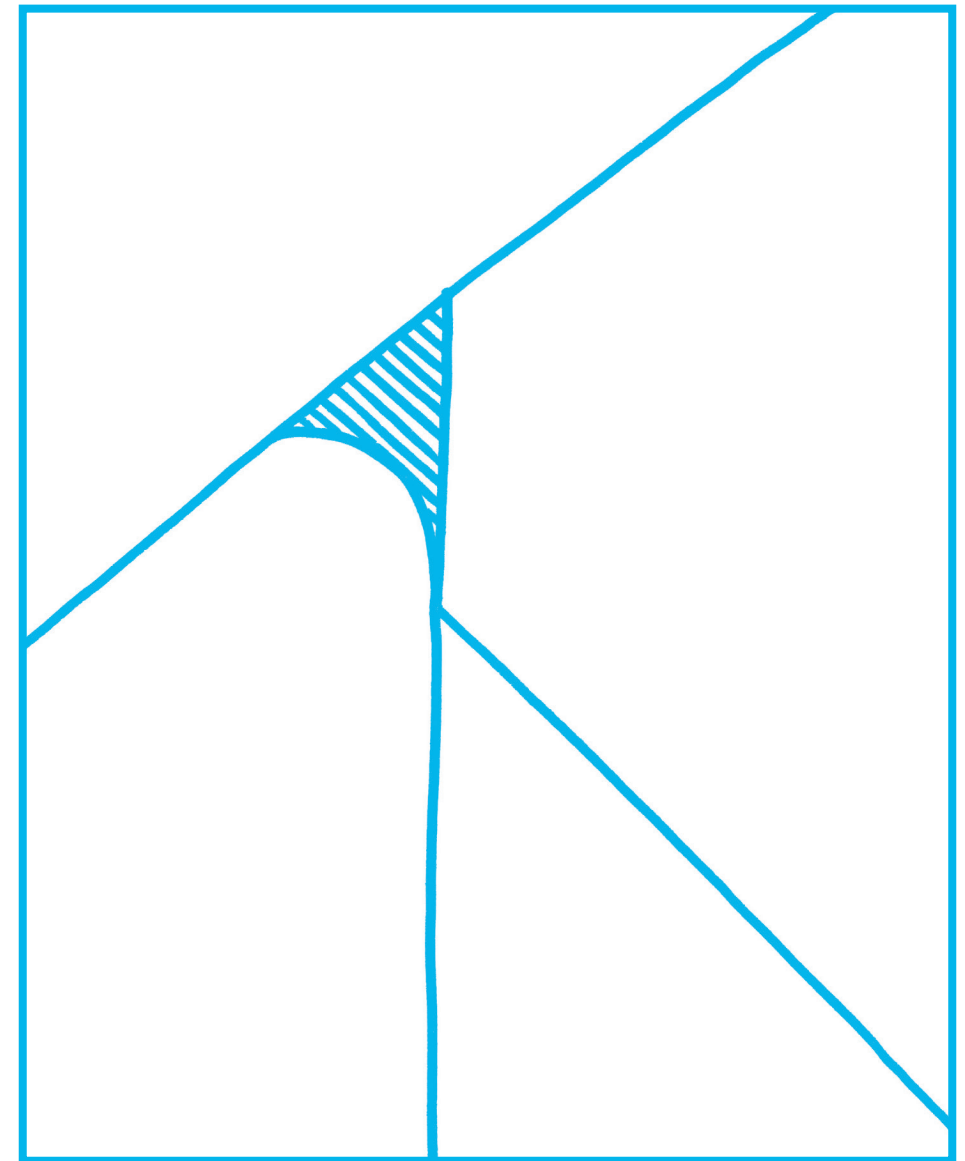
INSTRUCTIONS

- 1.** In a separate room, Person #1 is given 5 minutes to take the game drawing and write down a set of instructions (using Person #1 instruction page) detailing how to draw the image. Use words only to describe the drawing.
- 2.** In a separate room, Person #2 is given the set of instructions. They now have 6 minutes to draw the image on the blank Person #2 page, based on the instructions given.

Person #1 equipment: game drawing, Person #1 instructions page, ruler and pencil.

Person #2 equipment: Person #1 instructions, blank Person #2 page, ruler, pencil.

PERSON #1 - GAME DRAWING



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