I’m not a bottleneck!
I’m a free man!
Job Instruction Sheets

print once per
simulation team

Pascal Van Cauwenberghe
pascal@nayima.be
Nayima
http://www.nayima.be

Portia Tung
portia@portiatung.org
Exoftware
http://www.portiatung.org

Customer Requirements

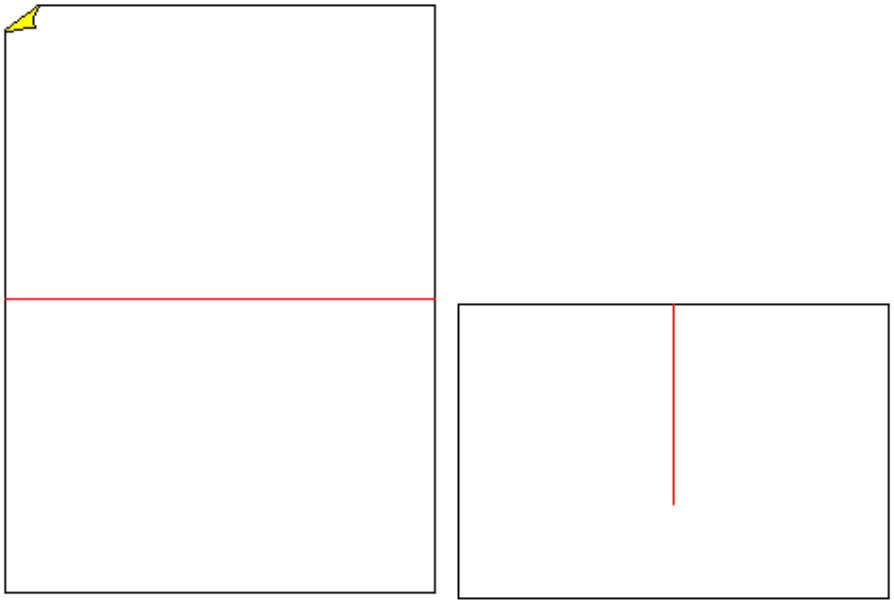
- Give paper materials (requirements) to the analyst, count how many you have given during the game
- Tell the analyst what you need: a boat - a hat - a boat - a hat...

Round	INVESTMENT
1	
2	
3	
4	

Analyst

Fold a boat/fold a hat

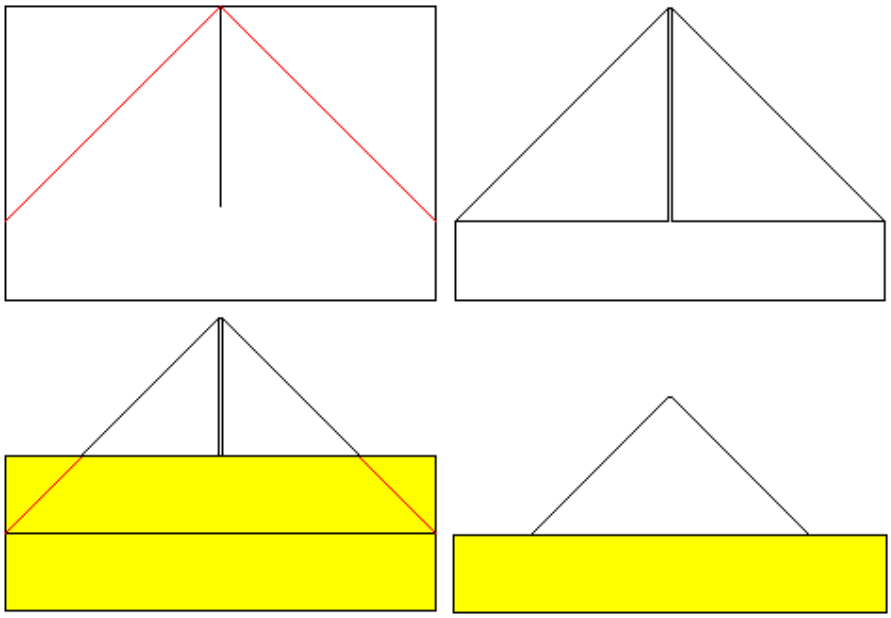
- Note requirement from the customer: make a boat or make a hat?
- Paper in landscape orientation
- Fold the paper in half, left to right
- Turn the paper 90°, so that the closed side is up
- Draw a vertical line in the middle of the page



Designer

Fold a boat/hat

- Lay the paper with the closed side up
- Fold the top right corner down 45° to the line drawn by the analyst
- Fold the top left corner down 45 ° to the line drawn by the analyst
- Fold the bottom up
- Turn paper over
- Fold the bottom up



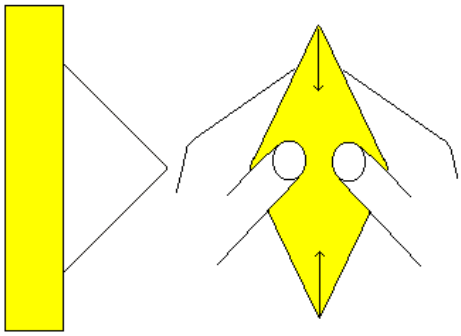
Programmer

Fold a hat

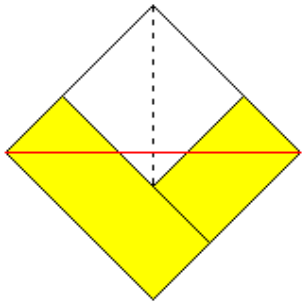
- Tuck in the corners

Fold a boat

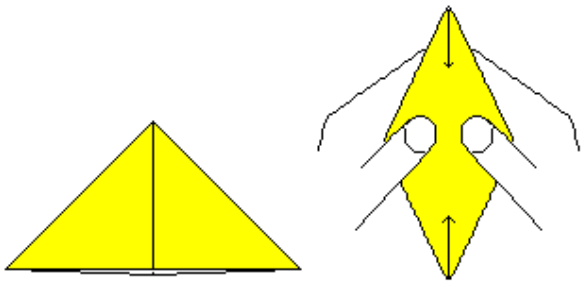
- Tuck in the corners
- Bring the lower two points of the triangle together to form a half-open square



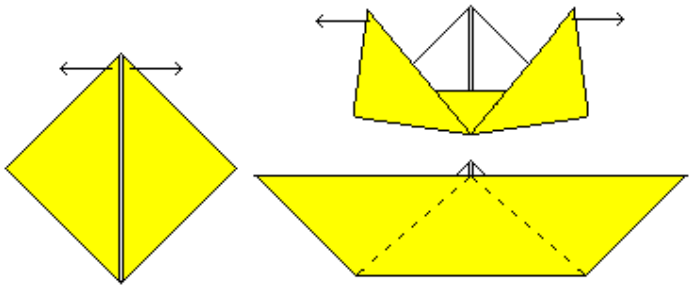
- Turn the paper with the closed point up



- Fold the lower point up to the top point
- Turn paper over
- Fold the lower point up to the top point



- Put your thumbs inside and pull the two edges out to form the boat



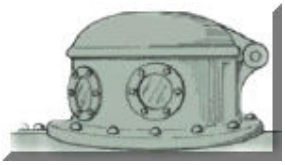
User interface designer

Hat

- Draw one flower on each side of the hat


Boat

- Draw three portholes on each side of the boat
- Draw one anchor on one side of the boat

Tester

Hat acceptance criteria

- Corners neatly tucked in, the hat doesn't fall apart
- If you put the hat on your head it stays upright
- **Exactly** one recognizable flower on each side of the hat
- The hat is symmetric

Boat acceptance criteria

- Corners neatly tucked in, the boat doesn't fall apart
- The boat is symmetric
- If you put the boat on the table, it doesn't fall over
- Looking from the sides, the "sail" protrudes above the sides
- **Exactly** three portholes on **each side** of the hat
- **Exactly** one anchor on **one side** of the boat

If the hat/boat does not fit the acceptance criteria, give it back to the person who caused the fault:

- If the drawings are wrong, give back to UI Designer
- If the boat/hat is sloppy, give back to programmer
- If the boat/hat is fundamentally flawed, give back to analyst

Customer acceptance

- Receive the hats and boats from the tester
- Quick check if they have no apparent defects according to the acceptance criteria. Count how many hats and boats you rejected because they did not comply with the criteria.
- Count how many boats and hats you've successfully put into production

Hat acceptance criteria

- Corners neatly tucked in, the hat doesn't fall apart
- If you put the hat on your head it stays upright
- **Exactly** one recognisable flower on each side of the hat
- The hat is symmetric

Boat acceptance criteria

- Corners neatly tucked in, the boat doesn't fall apart
- The boat is symmetric
- If you put the boat on the table, it doesn't fall over
- Looking from the sides, the "sail" protrudes above the sides
- **Exactly** three portholes on **each side** of the hat
- **Exactly** one anchor on **one side** of the boat

Round	Throughput
1	
2	
3	
4	