

The Speed Car & The Abyss

This variation on The Speed Car expands the metaphor to look not just at the past but also the future. The Abyss represents forthcoming risks and danger while the bridge represents solutions to mitigate these risks.

- 1. Each person adds sticky notes to the four areas with ideas/feedback.
(20 min timer suggested)
- 2. In turns, reveal sticky notes and discuss as a group.
Tip: click on a participant's icon in the top right to highlight their sticky notes!
- 3. Add reactions to the sticky notes you agree or disagree with.
Hint: Using the Reaction tool from the toolbar!
- 4. Add follow-up Actions taking into account the popular sticky notes from the session.

Parachute
What is slowing us down?

Lack of clear role assignments at the beginning caused initial and repeated discussions about direction.

The technical aspect of the gaming website

"was juggling multiple priorities without a clear plan."

Without a clear plan

Engine
What is driving us forwards?

The enthusiasm to finish the task and represent everyone as a team

It doesn't encourage the game concept itself, but rather the idea of "we" as a team.

Our weekly team meetings were a great way to stay on track.

It's important to have a clear goal and a plan to achieve it.

Bridge
What can we do to overcome the risks?

Working on the assigned task for the game in the time given and make one complete level so that it is playable

We can check in a full team meeting session and assign clear responsibilities for verifying each feature.

Working on the assigned task for the game in the time given and make one complete level so that it is playable

Working on the assigned task for the game in the time given and make one complete level so that it is playable

Abyss
What are the risks coming up?

Final demo needs the game to be playable and we have to get design the dialogue section

Limit needs to be the only thing that the team needs to focus on to get the dialogue section

Risk of errors or bugs when running the game

Limit needs to be the only thing that the team needs to focus on to get the dialogue section

Meet before the game submission and do an internal testing

Checklist for the game submission and do an internal testing

Checklist for the game submission and do an internal testing

Checklist for the game submission and do an internal testing