



DevOps Culture Simulation Workshop Packing Checklist

**(See also Facilitator's Guide on Amazon:
<http://bit.ly/chocolegogame>)**

(21 people, 2 Dev Teams, 1 Ops/Security, 1 Business Team)

		Sprint 1 Supplies	Sprint 2 Supplies	Sprint 3 Supplies
Dev Team - 7 people. (Supplies are listed for one team. Don't forget to pack for 2!)				
		LEGO Classic or similar building bricks		
		1/2 pound of small chocolate candies		
		One package (20 ct) of 9 1/2" x 4" clear party bags		
		~ 50 small rubber bands		
		One page of small number labels		
		Game flow sheet		
		Role Card - Danny Developer - 4		
		Role Card -Tim Tester - 1		
		Role Card -Patricia Product - 1		
		Role Card -Samuel Scrum - 1		
Ops Team + Security - 4		Game flow sheet		
	Adam Admin	One rolls of 1" masking tape.		
	Robert Release	14 gallon-size resealable bags		
	Robert Release	20 all-purpose 1" X 3" rectangular labels		
	Sara Security	2 "Known security issues" catalog cards		

		Role Card -Adam Admin - 1		
		Role Card -Sara Security - 2		
		Role Card -Robert Release - 1		
Business Team - 2		Game flow sheet		
		3" x 5" Index cards of any color (about 20 per each team)		
		Role Card -Benjamin Business - 2		
		2 Sharpies + 1 marker		
		Play money		
Harry Hacker - optional 1				
		Role Card -Harry Hacker - 1		
		One red marker		
Facilitator set				
		1 x Mod card - Adam Admin		
			2 x Mod Card - Benjamin Business	
			2 x Mod Card- Sara Security	
			Small stickers in 3 different colors (Red - dev, Orange - Ops, Green - security)	
			One roll of 1" painter's green masking tape	
				5"x11" transparent green party bags (about 30 per development team)
				2 x Mod Card - Patricia product