

Mission to Mars – The Agile Release Planning Game.

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Dice roll	Velocity change	New defects
2	Subtract 3 velocity points	No new defects
3	Subtract 2 velocity points	1 new defect
4	Subtract 1 velocity point	2 new defects
5-7	No change velocity	2 new defects
8-9	Add 1 velocity points	3 new defects
10-11	Add 2 velocity points	4 new defects
12	Add 3 velocity points	5 new defects

Defects	Drain due to technical debt
0-1	No impact
2-3	1 velocity points
4-5	2 velocity points
6-8	3 velocity points
9-13	4 velocity points
14-21	6 velocity points
22+	8 velocity points

Defect log



Iteration 1 Repair construction centre	Iteration 2 Need power source	Iteration 3 Need air	Iteration 4 Need water		Iteration 5	Iteration 6 Need food supply	Iteration 7 Need Laundry	Iteration 8 Need bathing facility Need hospital
Defects to fix	Defects to fix	Defects to fix	Defects to fix		Defects to fix	Defects to fix	Defects to fix	Defects to fix
Story 1	Story 1	Story 1	Story 1		Story 1	Story 1	Story 1	Story 1
Story 2	Story 2	Story 2	Story 2		Story 2	Story 2	Story 2	Story 2
Story 3	Story 3	Story 3	Story 3		Story 3	Story 3	Story 3	Story 3
Story 4	Story 4	Story 4	Story 4		Story 4	Story 4	Story 4	Story 4
Story 5	Story 5	Story 5	Story 5		Story 5	Story 5	Story 5	Story 5
Story 6	Story 6	Story 6	Story 6		Story 6	Story 6	Story 6	Story 6

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