

Definition of done.

What is done when it is done?



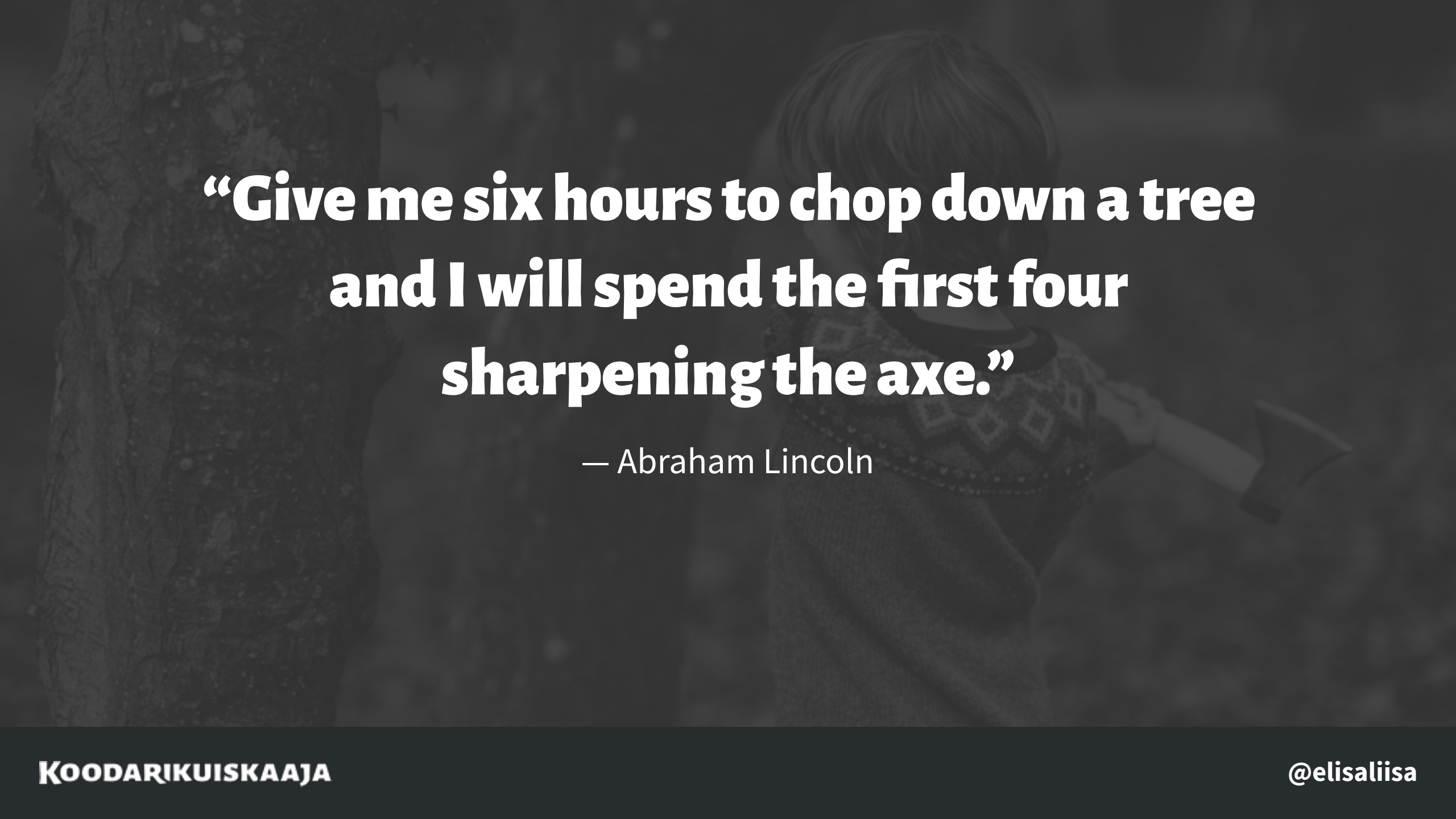
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- ▶ CEO / Creative / Copywriter
- ▶ Coaching developers
- ▶ Keywords: team building, communication, interaction
- ▶ Rooms, Civilization and (yes, admittedly) Clash of Clans
- ▶ Humour black, coffee with milk

Is this the real life? Is this just fantasy?

It is time to talk about done.



**“Give me six hours to chop down a tree
and I will spend the first four
sharpening the axe.”**

— Abraham Lincoln

Workshop I

Definition of Done. For real.

Write down (10 min)

1. What is your understanding of done.
 2. From your perspective what is the game like in mid December?
 3. What does the game include when it is presented in the demo day?
- ▶ Remember that you only have 5 more weeks to go.

Team discussion (10 min)

- ▶ Share your results.
- ▶ Address the differences.
- ▶ Find the middle ground you can all agree.

- ▶ Remember that you only have 5 more weeks to go.

Write down the definition of done

- ▶ Be specific!
 - ▶ How many levels? How many minutes? How long path, how large area?
 - ▶ How many collectibles, weapons, options?
 - ▶ How many characters? What level of detail?
 - ▶ What does the character have to be able to do?
 - ▶ How many minutes of screenplay and music?
 - ▶ What is mandatory, what is optional?

A photograph of a construction site, likely a workshop or a building under construction, with a teal overlay. Several workers are visible, some using tools like shovels and long-handled tools. The scene is busy and industrial.

Workshop II

What needs to be done before it is done?

Set up (10 minutes)

- ▶ The end product today is a specific timeframe. Decide:
 - ▶ do you want to first use post-its?
 - ▶ do you want to go straight to some digital format and which is it?
- ▶ Is there a plan somewhere already?
 - ▶ Take a look at it and decide will you take it as the basis of the exercise or start from scratch.
 - ▶ Is the plan in line with the definition of done you just made?

Write down (20 minutes)

- ▶ Take a look at the definition of done from your role's point of view.
- ▶ Make a list of all the missing pieces, all the things that you need to do to reach the finish line.
- ▶ Add an estimate how much time each task will approximately take.
- ▶ Chop down the tasks to smaller pieces (maximum of one day's work).
- ▶ Be as specific as you can.

Team discussion (20 min)

- ▶ Talk together whether the amount of work is doable within the time frame of 5 weeks.
- ▶ Divide tasks between people to balance the workload. Remove duplicates.
- ▶ Use either post-its or Trello to start making the list of tasks visible.
- ▶ Refine the plan as needed.



Workshop III

Make a proper plan.

Work together (50 minutes)

- ▶ Use either post-its or Trello or some other way to visualise your time frame.
- ▶ Work backwards from the deadline.
 - ▶ What needs to be done each week?
 - ▶ Then refine the plan to every (second) day.
 - ▶ Remember to add buffer because something unexpected will come up.
- ▶ Find dependencies and take them into consideration in the plan.

A woman with long blonde hair is sitting on a grey carpeted floor, looking down at a light-colored dog sitting next to her. The dog is looking up at her. The scene is overlaid with a teal tint. The text 'Thank you!' is centered in the middle of the image, and 'Elisa Heikura / koodarikuiskaaja.fi' is centered below it. In the bottom left corner, 'KODARIKUISKAAJA' is written, and in the bottom right corner, '@elisaliisa' is written.

Thank you!

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