

A REAL BUSINESS SIMULATION !

Business model – intercity passenger transportation.
Your goal – build a profitable business.

You are building cities with a transportation network.
Clients are willing to pay for intercity tours.

You are getting 60 million of initial investment.
Your expenses are on the materials.



MATERIAL PRICELIST



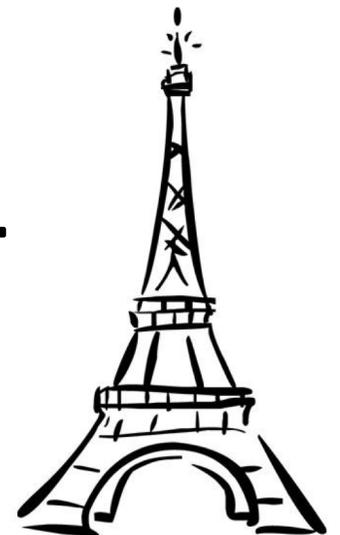
One LEGO bus set	10 Mio
A handful of LEGO general set	2 Mio
One flipchart sheet for terrain	1 Mio
Duct tape (1 m = 100 km)	1 Mio

WHAT DO WE KNOW ABOUT OUR CUSTOMERS?

Our potential customers are interested in traveling among the capitals of Europe.

They are willing to pay for bus rides among the cities.

They are attracted by sightseeing sites.



MARKET DEMANDS

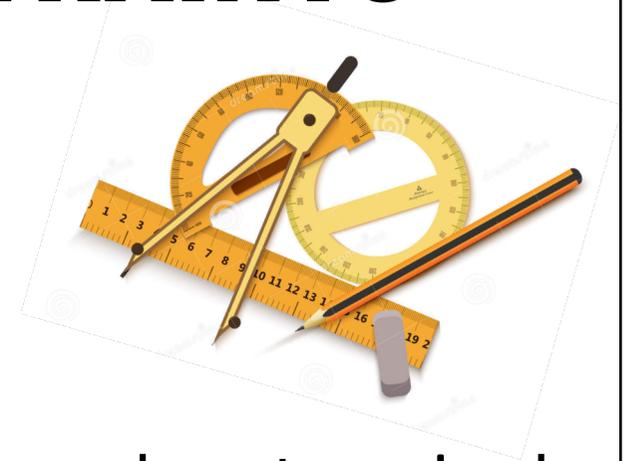
Market is ready to pay these amounts for trips:

London <-> Paris	15 Mio
London <-> Rome	10 Mio
Rome <-> Munich	15 Mio
Rome<-> Paris	10 Mio
Amsterdam <-> Paris	10 Mio
Amsterdam <-> Munich	5 Mio
Amsterdam <-> Rome	5 Mio
Amsterdam <-> London	5 Mio



Every additional sightseeing on the way **+ 1 Mio**

ARCHITECTURAL CONSTRAINTS



- Each city needs to be recognizable.
- Flipchart paper is city ground.
- To serve clients, each city needs to have a bus terminal.
- At least 3 sightseeing spots for a city.
- Sightseeing shall be made at least 2/3 of LEGO.

- Duct tape is for highways among cities (1m = 100km).
- Distance between cities need to be relatively right.
- Petrol stations every 200 km, at least one per each road

SIMULATION FLOW

- PO (Overall PO)
- PO Team (PO+APOs)
- Teams
- Scrum Masters
- Product Strategy
- Initial PBR
- Sprint Planning
- Sprinting – 8 min
- Overall Sprint Review
- Sprint Retrospective
- Overall Retrospective
- Debrief