

# FIND THE BUG!

## PROJECT

### Instructions

1. Print the following pages 2-23 double-sided on thick paper
  2. Project members (16, print 1 set per player)
  6. Projects (9)
  8. Steering groups (14), project manager (1),
  9. program goals (3)
  12. Bugs (30)
  16. Budgets (32)
  20. Risks (12), Evaluations (72), time & cost (50)
2. Cut out the tiles and cards with a sharp knife or scissors
3. Add suitable components
  - 36 steering group discs (6 of each player color)
  - 135 code cubes (15 of each color)
4. Download the rules from
5. <http://novasuecia.se/project/files/Project%20Rules.pdf>
6. Enjoy your game!

Find the Bug! Project - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to [nicholas.hjelmberg@gmail.com](mailto:nicholas.hjelmberg@gmail.com).

A printed version is available at <https://www.thegamecrafter.com/games/find-the-bug-project>.

T

Junior Project Manager

Take 1 budget chit  
Use to modify budget

1 / 1 / 1 → -1 -1 / +1

C

T

Junior Development Lead

Q

Jun. Dev. → +T -1 → T

C

T

Junior Test Lead

Q

Jun. Test. → +T -1 → T

C

T

Junior Developer

Q

D → C 1 → T

C

T

Trainee Developer

Q

D → C 1 → T

C

T

Integration Developer

Q

D → T 1 → C

C

T

Junior Tester

Q

T → Q 1 → T

C

T

Trainee Tester

Q

T → C 1 → T

C

T

Integration Tester

Q

D → T 1 → C

C

T

Senior Test Lead 4+

Q

Jun./Sen. Test. → -T → 1 → T

+Q

C

T

Senior Development Lead 4+

Q

Jun./Sen. Dev. → -T → 1 → T

+Q

C

T

Senior Project Manager

Take 1 of each budget chit  
Use to modify budget

1 + 1 + 1 → -1 -1 +1

C

T

Continuous Integrator 4+

Q

D → T → 1 → C

T

C

T

Consultant Developer 2+

Q

D → T → 1 → C

D

C

T

Senior Developer 4+

Q

D → T → 1 → C

D

C

T

Test Automator 4+

Q

T → Q → 1 → C

T

C

T

Consultant Tester 2+

Q

T → T → 1 → C

T

C

T

Senior Tester 4+

Q

T → T → 1 → C

T

C

T

Junior Recruiter

May recruit 1 or 2 junior members

+

C

T

Junior Trainer

May train 1 member (even if no cubes, stay idle)

X

C

T

Junior Coach

May form team of members with at least 1 cube

+ →

C

T

Development Tool

Modify task and/or budget (once per turn)

- + + / +

C

T

Offshore Developer

Modify task and/or budget (once per turn)

- + + / +

C

T

Scrum Team

Q

→ / +

C

### Action Summary

Choose 1 activity

1. Recruit project member
2. Train project member (see back)
3. Assign project member
  - Take project cubes →
  - Place budget chit →
3. Report status
  - Discard experienced members
  - Turn other members idle
  - Place steering group disc
  - Vote go/nogo
  - Evaluate project

T

Senior Coach

May form team of members regardless of cubes

Jun./Sen. + Jun./Sen. → Team

C

T

Senior Trainer

May train 1 or 2 members (even if no cubes, stay idle)

Jun. X X → Sen. → Sen.

C

T

Senior Recruiter

May recruit 1 or 2 junior or 1 senior member

Time + Time → Sen.

C

T

DevOps Team

Q

D TT → T Q → 1 → T C

C

T

Offshore Tester

Modify task and/or budget (once per turn)

-D +T → -T/Q + +1 → T C

C

T

Test Tool

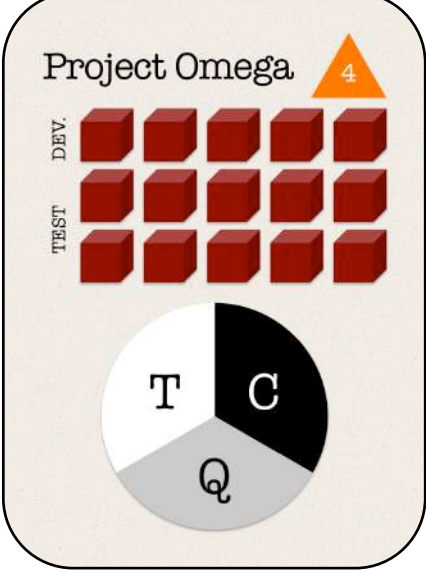
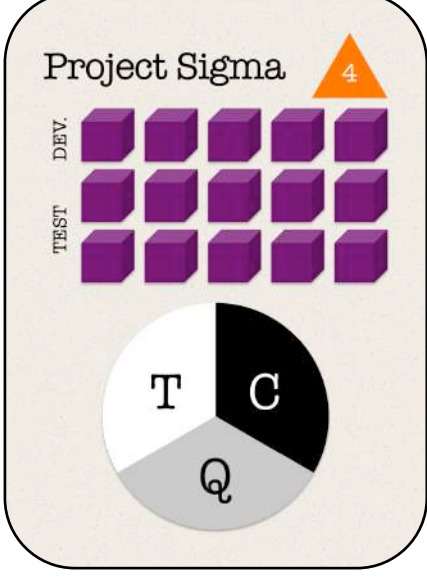
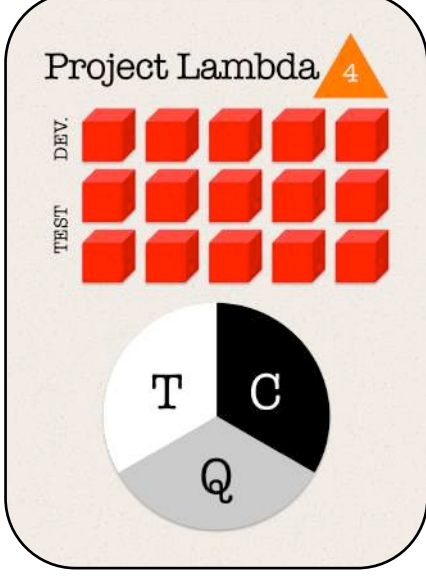
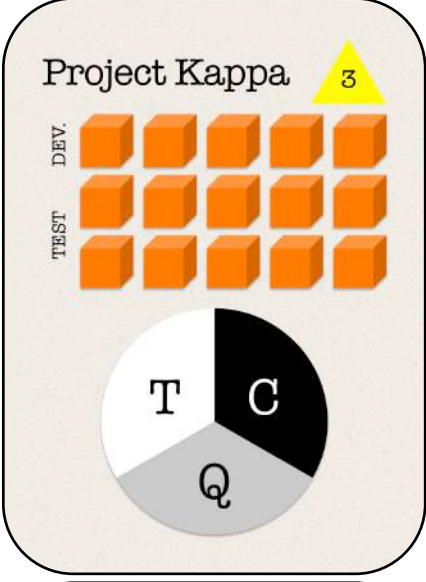
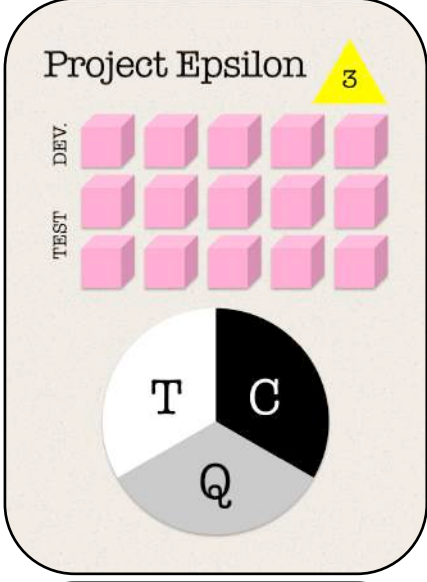
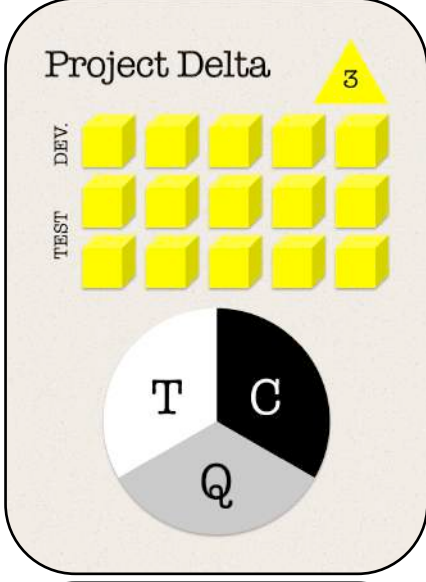
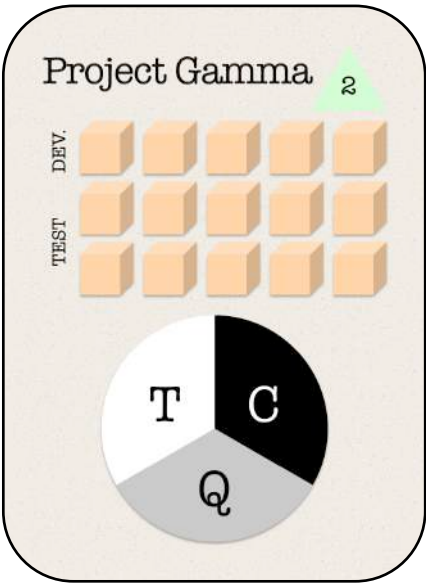
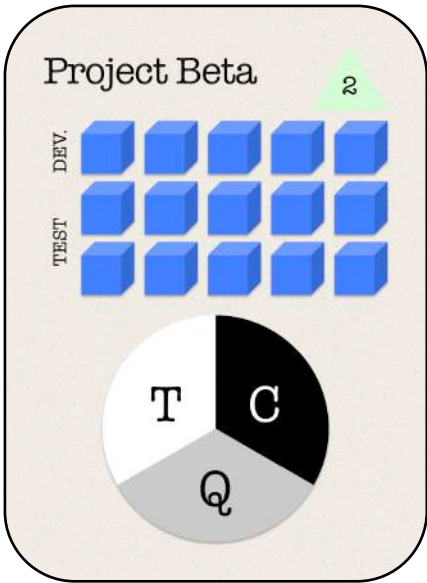
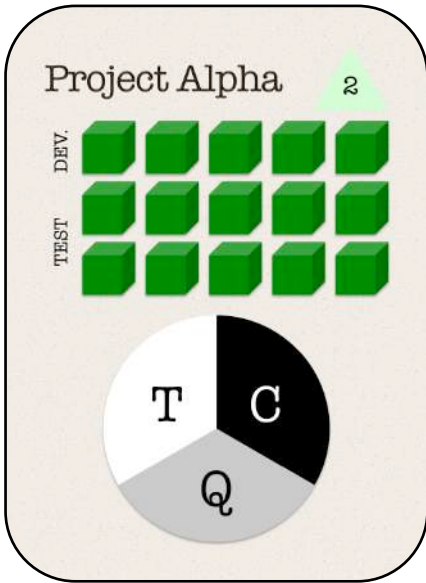
Modify task and/or budget (once per turn)

-D +T → +T + -1 → T C

C

### Training Summary

The Training Summary section displays a grid of 16 small cards, each representing a different configuration of tasks and resources. The cards are arranged in four rows and four columns. Arrows indicate the flow or relationship between these configurations. The cards include various symbols like 'T', 'C', 'D', 'Q', and '1', along with mathematical operations like '+', '-', and 'X'. The cards are organized into groups, with some cards in a row connected by arrows, and others in a column connected by arrows. There are also larger symbols like '+' and '/' between some cards, suggesting more complex relationships or operations.



Project

DEV.

TEST

**CLOSED**

Project

DEV.

TEST

**CLOSED**

Project

DEV.

TEST

**CLOSED**

Project

DEV.

TEST

**CLOSED**

Project

DEV.

TEST

**CLOSED**

Project

DEV.

TEST

**CLOSED**

Project

DEV.

TEST

**CLOSED**

Project

DEV.

TEST

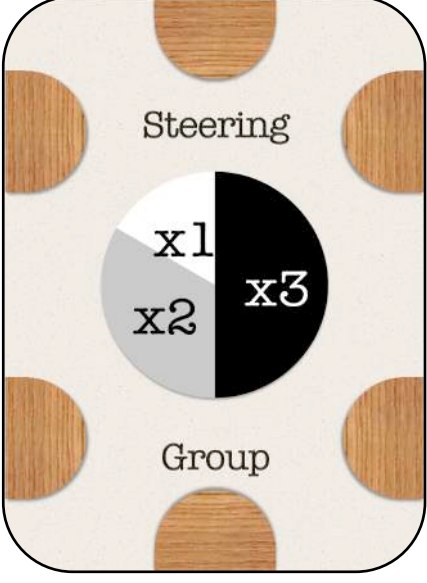
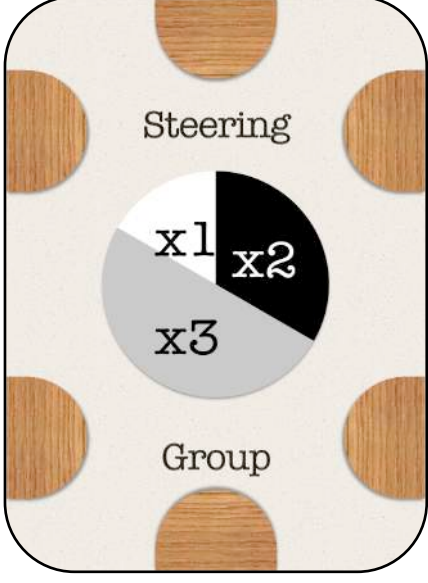
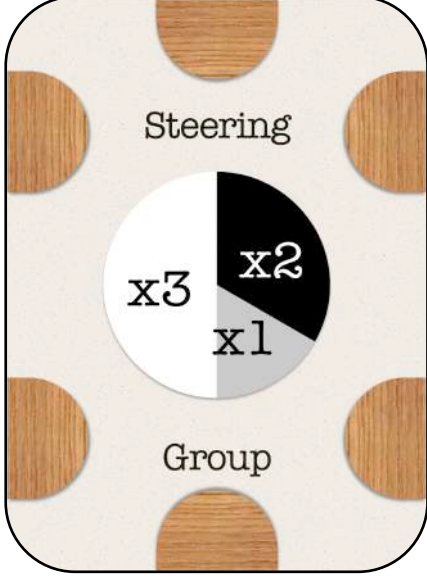
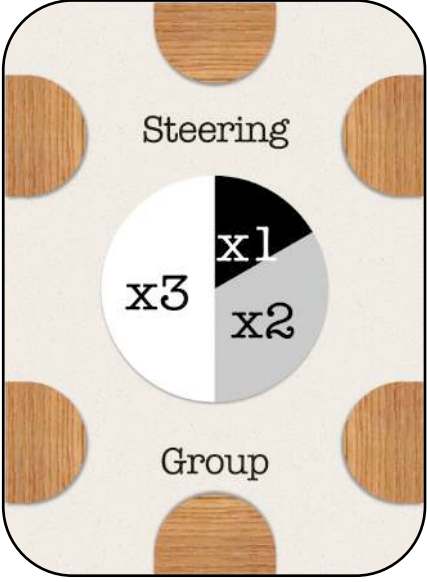
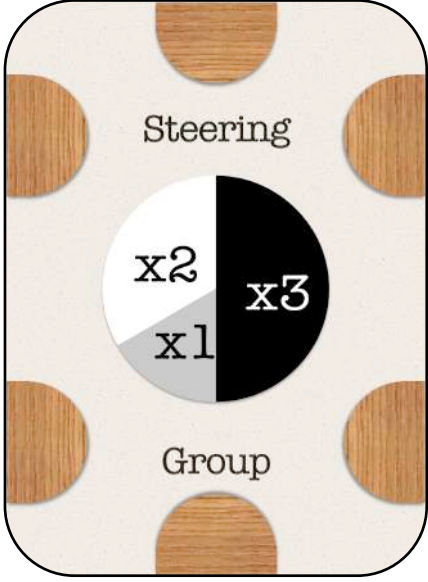
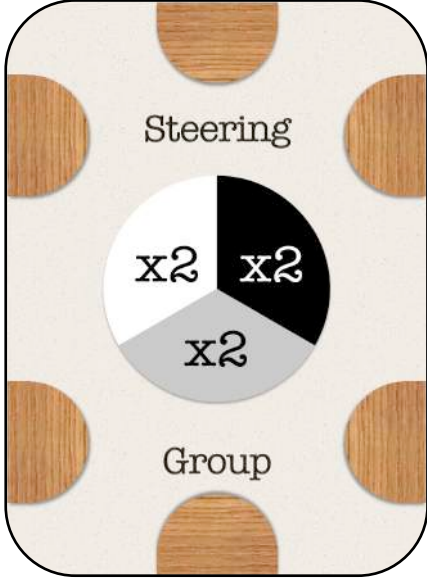
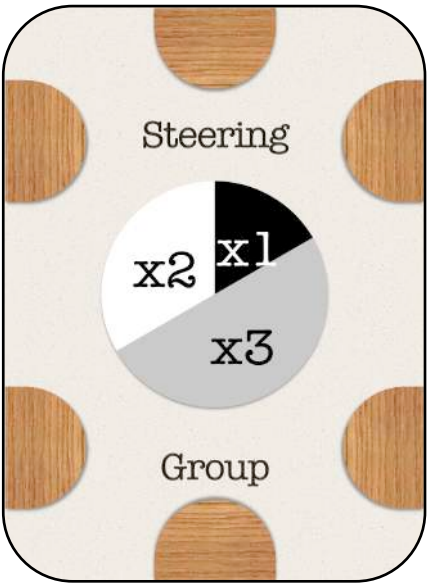
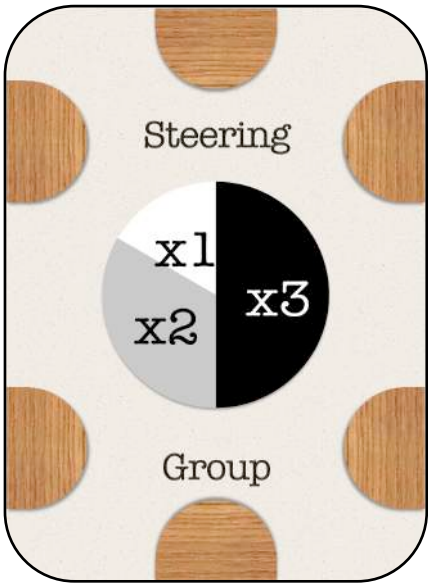
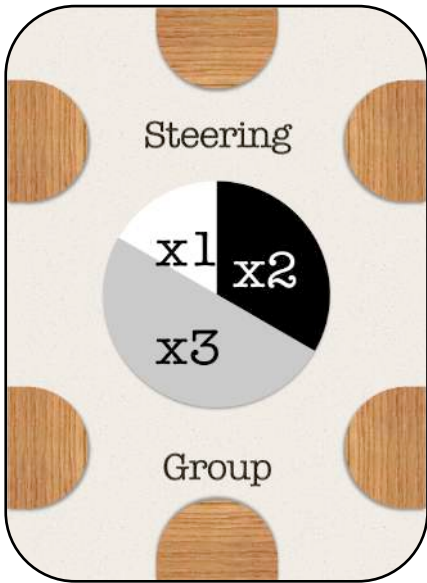
**CLOSED**

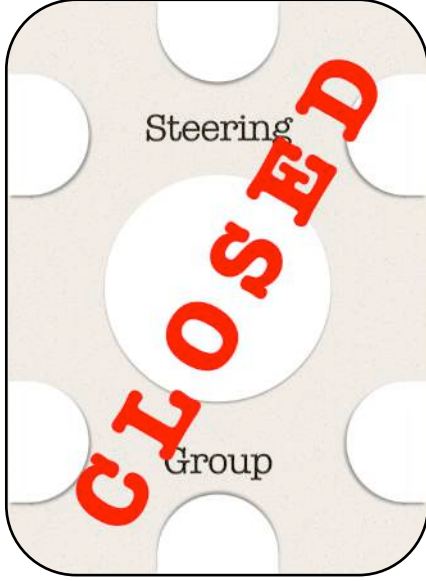
Project

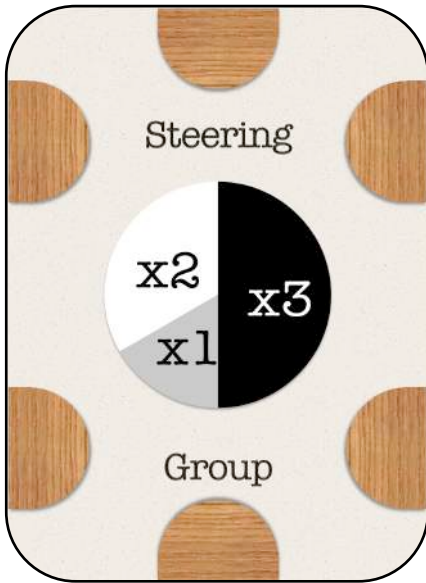
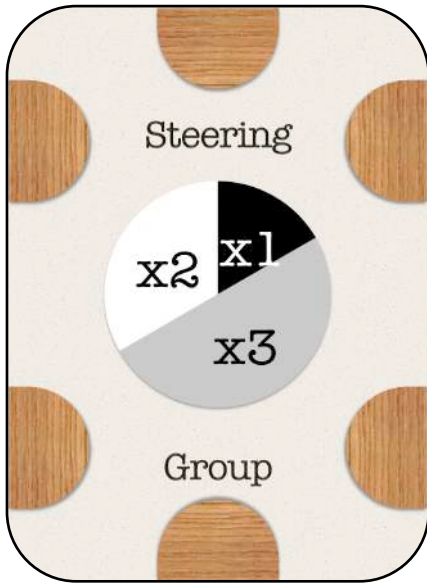
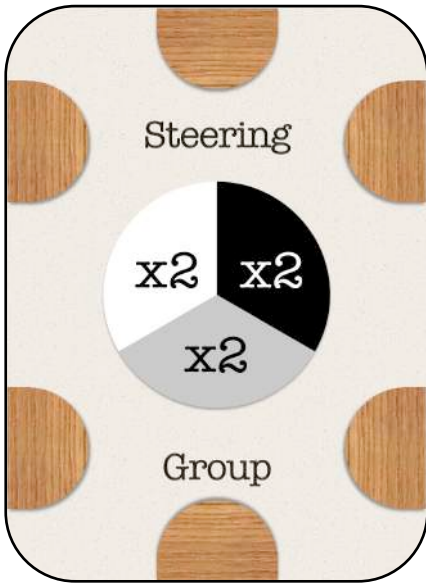
DEV.

TEST

**CLOSED**







**Program Manager**

A. Start with the player to your left

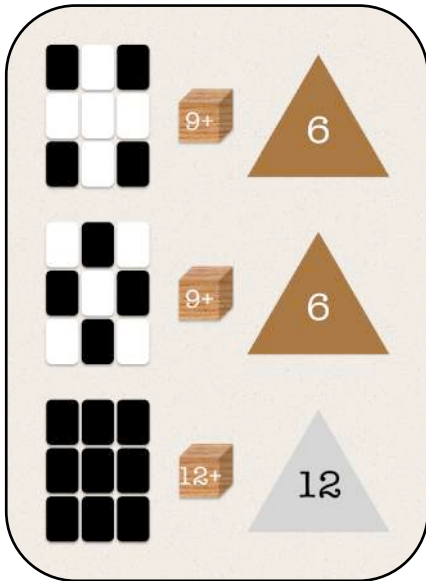
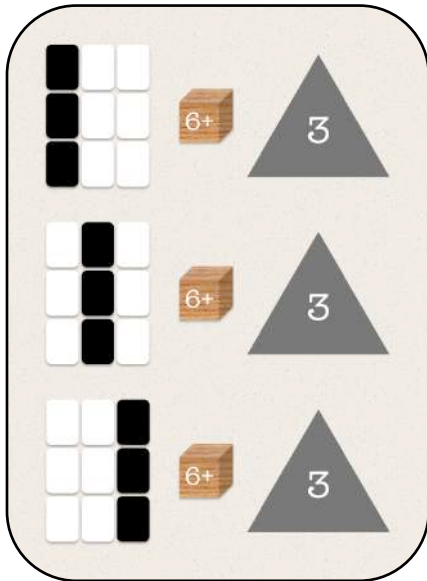
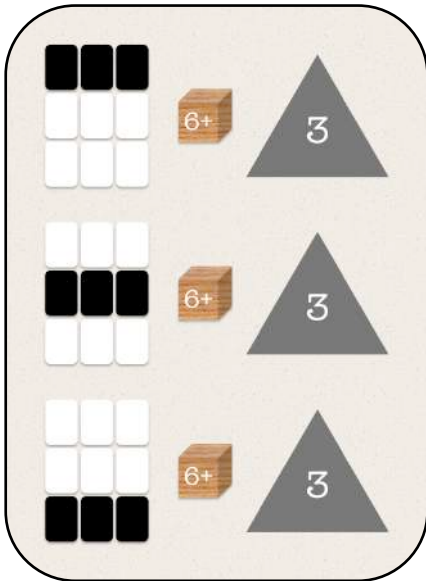
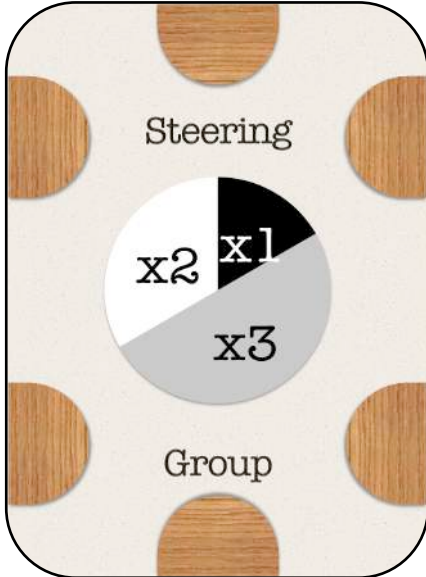
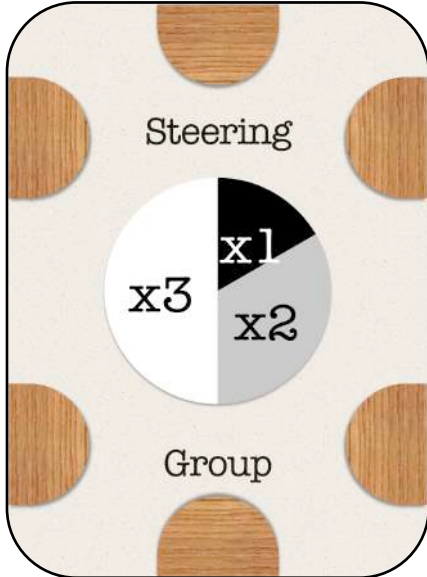
B. Play 1 extra turn, then pass the program manager card to your left

C. Assist at project evaluations

1. Follow up quality
2. Follow up budgets
3. Evaluate achievement

D. End after the 1st of your 2 turns if projects equal to player count +1 are closed

E. Evaluate any remaining projects (ignoring the priority achievements)





### Project Evaluation

1. Follow up Quality

▲ 1 ▲ 2 ▲ 3 ▲ 4 ▲ 5

< < < > > >

2. Follow up Budgets

Q = ✓ - Q

T = T - T +  $\frac{+Q}{2} > 0$

C = C - C +  $\frac{+Q}{2} > 0$

3. Evaluate Achievements

▲ =  $\frac{T-C}{Q}$   $\frac{-T-C}{Q}$   $\frac{1+2}{x?}$   $\frac{x?}{x?}$



