

Elevation of Privilege

The team is seated around a table. The diagram of the part of the project to be analyzed is spread out on the table, visible to everyone.

The card game « Elevation of Privilege » is available below.

How a turn (or trick) works

Deal all the cards to the players. The game starts with the « 3 of Tampering ». Play proceeds clockwise.

Each player must continue in the same suit if they have a card in that suit. Otherwise, they play a card from another suit.

Each trick (a round around the table) is won by the player with the highest card in the suit that was led, unless an « Elevation of Privilege » card is played—in that case, the highest of those cards wins.

To play a card, the player must announce it and try to locate its threat on the diagram. The system may be resistant to this threat. If so, it is impossible to find the threat on the diagram.

The player must clearly announce their threat. To be valid, it must lead to the creation of a story (bug NFR, user story, etc.) in the project.

Mark your diagram according to the threats you find.

At the end of the trick (when all players have played a card from their hand), everyone who successfully found their threat on the diagram scores one point. If the player who won the trick also found their threat, they earn an additional point.

The winner of the trick starts the next trick and chooses the starting suit. Take a few minutes between each trick to study the threats.

Cards values

« Elevation of Privilege » cards beat all other cards. They can only be played when the player does not have a card in the led suit (or if the led suit is itself « Elevation of Privilege »).

Aces are cards that allow the player to identify unforeseen threats in the led suit. The player must explain the threat itself.

The « Elevation of Privacy » expansion adds cards (E, F, G, H) to certain suits. They are placed between the King (K) and the Ace.

Endgame

When all the cards have been played (all tricks completed), the player with the most points wins.

Bonus

- You can pass a player's hand to another player between tricks. This allows specialized players to play cards that previous players did not understand.
- Players other than the one announcing their card can overbid on that card by finding the announced threat in locations other than those identified by the player. They earn an extra point.