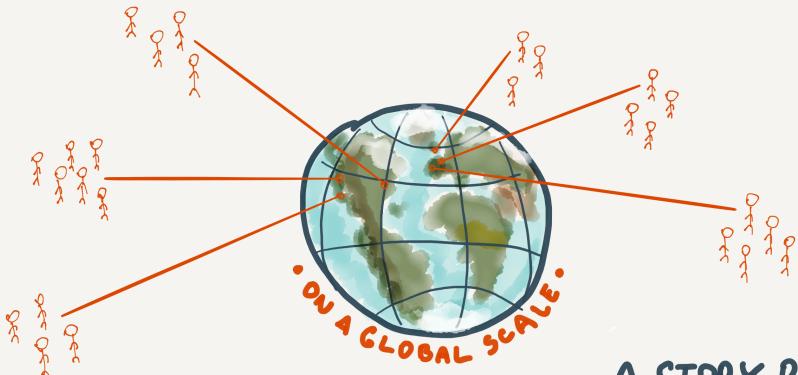
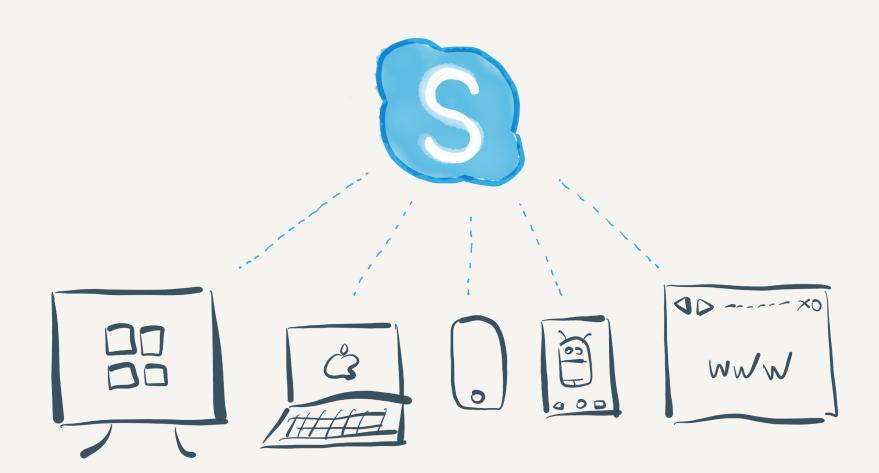
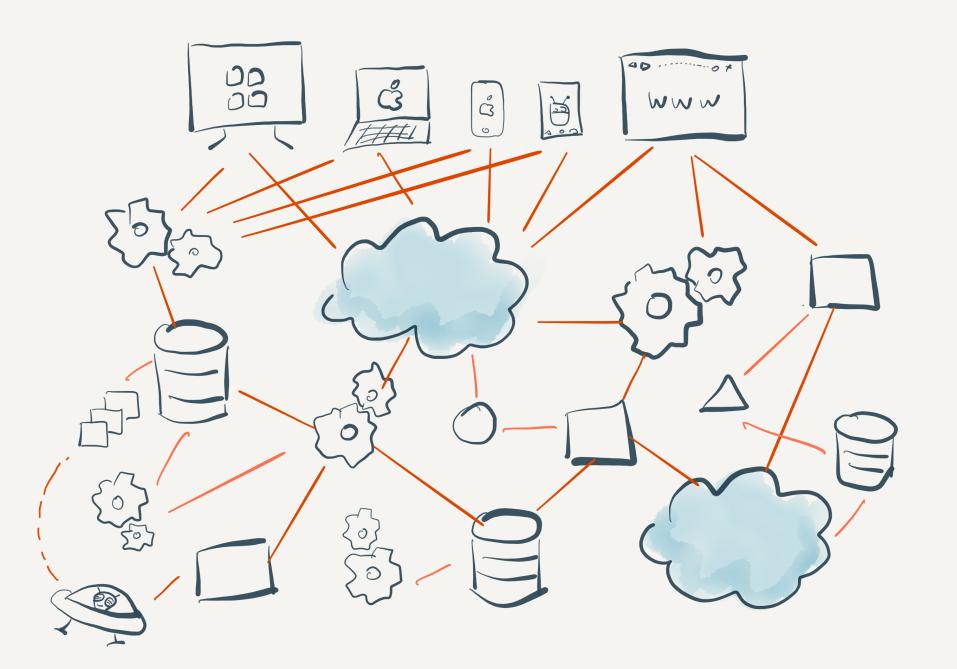
= SCALING AGILE =

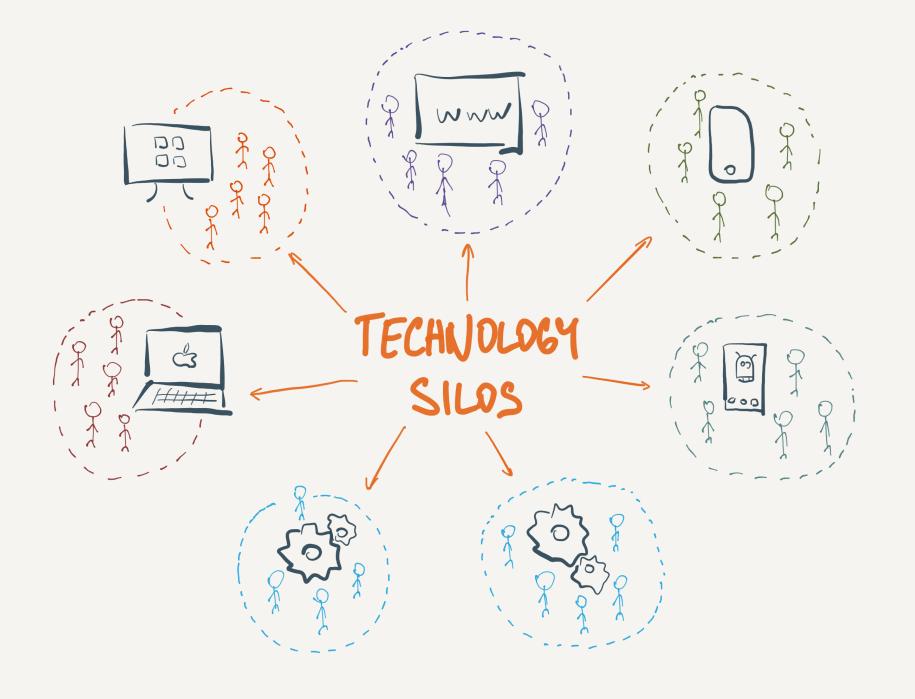


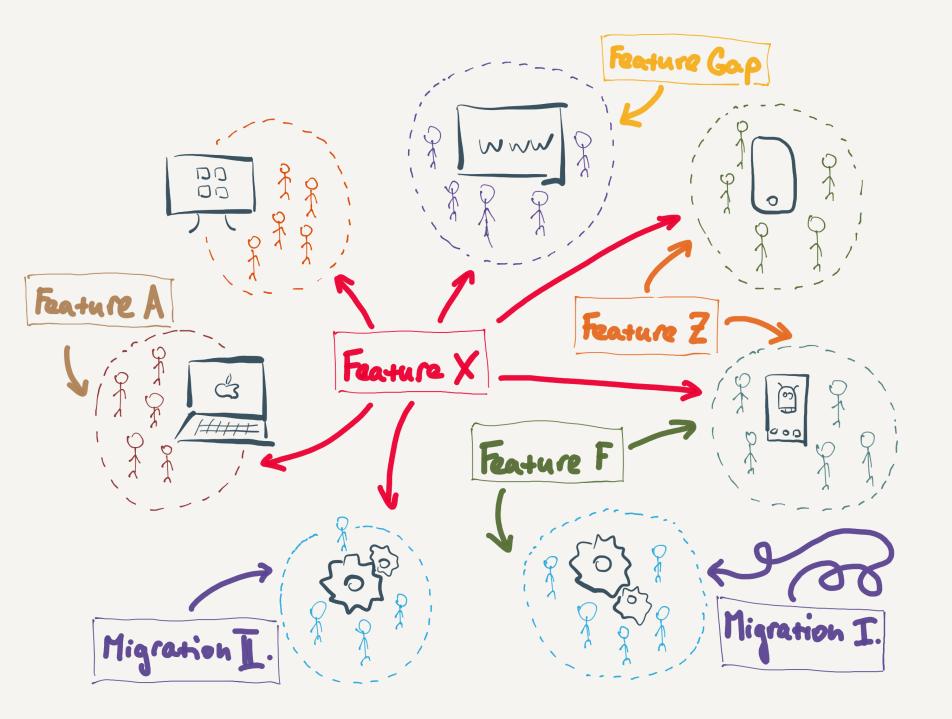
WHAT COULD GO WRONG ...?

A STORY BY MARTIN CIZLER

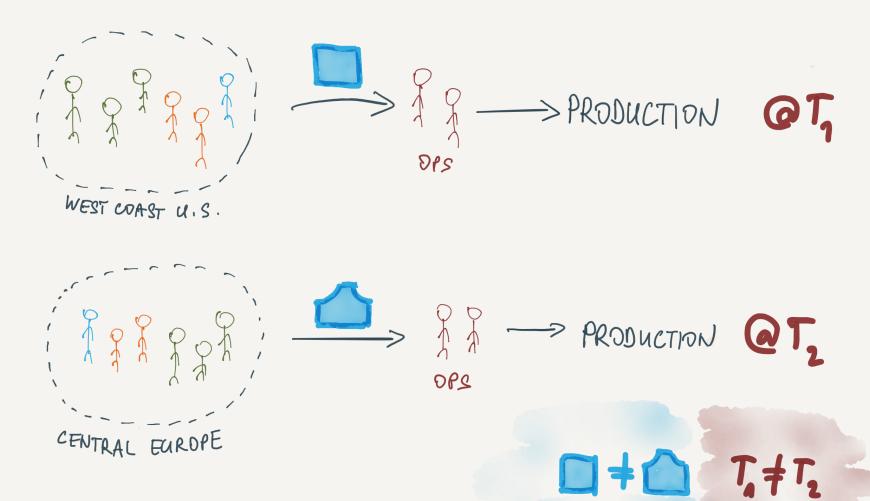








PM + DEV + TEST OPS



• COMBINED ENGINEERING • & Dev Ops

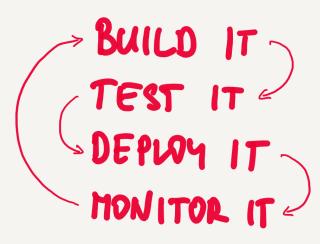
ULTIMATE CONTROL

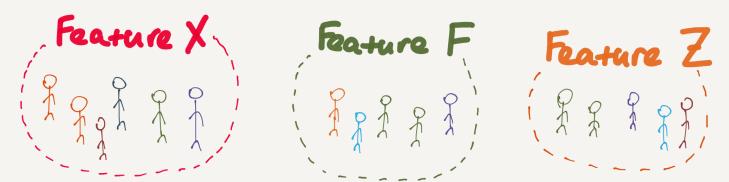
ACOUNTARIE

ACOUNTARIE

ACOUNTARIE

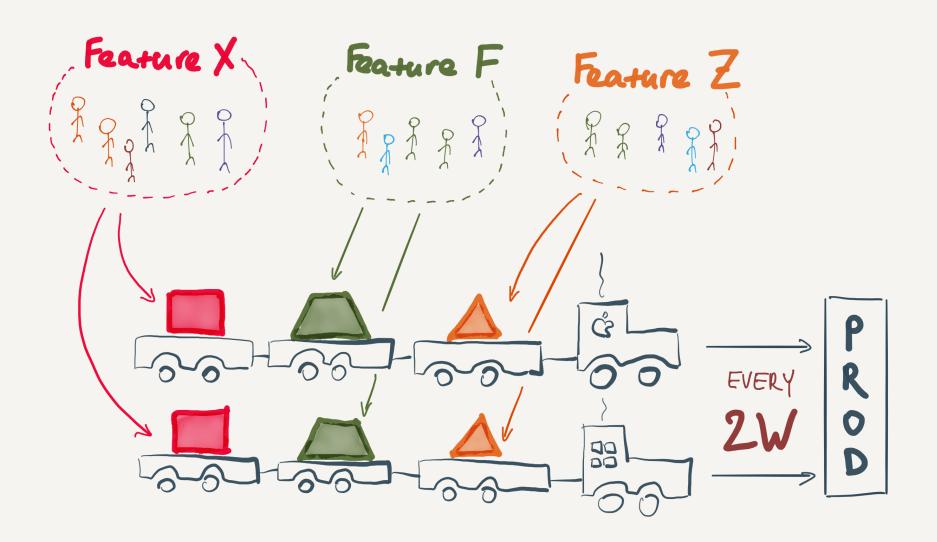
ACOUNTARIE





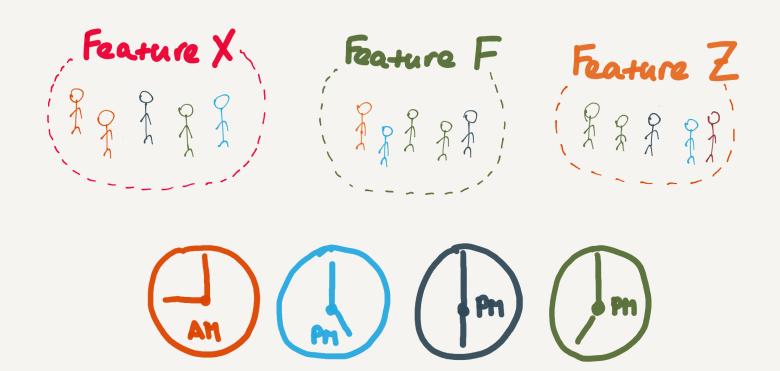






PROBLEN SOLVED!

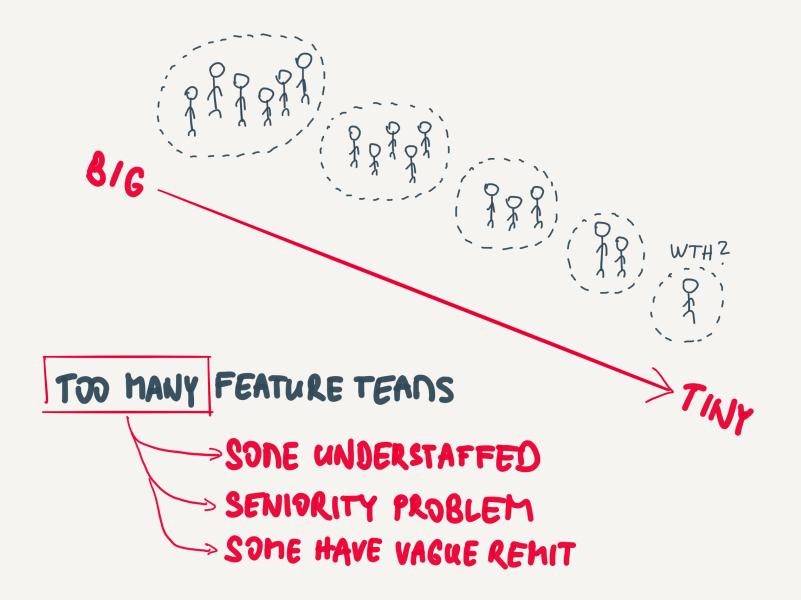
EXCEPT FOR ...



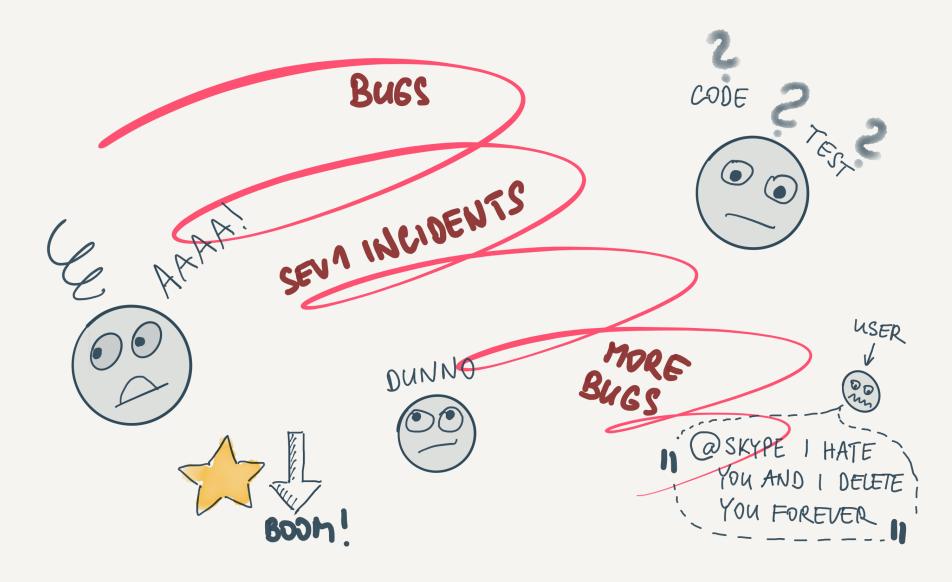
MOST FEATURE TEAMS SPAN = 2 TIME ZONES







PUT IT ALL TOGETHER & YOU GET



BITTER END? NO WAY!

- · ZERO BUG POLICY
- · BREAKING TECH SILDS
- T-SHAPED

 ↑ → TC-SHAPED

WEB + MOBILE
FULL - STACK IS THE NEW BLACK

• CONTRIBUTING TO OTHER TEANS!

CODE VIA PULL REQUESTS

WAY LESS BLOCKING DEPENDENCIES

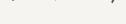
RELEASES: SLOW & STEADY



GRADUAL ROLL-DUTS

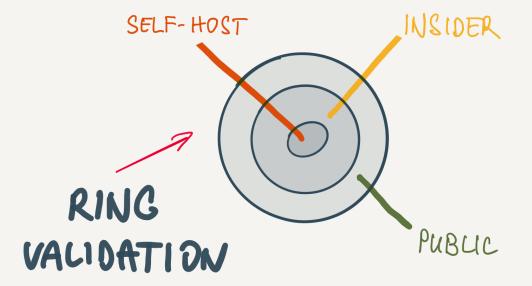
RUNTIME PEATURE PLAGS





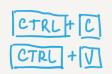






IF YOU EVER NEED TO DO SOMETHING LIKE THIS, REMEMBER ...

• DON'T JUST TAKE SOMEONE ELSE'S PROCESS, IT'S NOT GOING TO WORK.



• ONE-SIZE-FITS 'EN-ALL SOLUTION IS LIKELY TO PAIL.



• CONSIDER TEAM PSYCHOLOGY. HAPPY TEAMS ARE MORE LIKELY TO PRODUCE GOOD RESULTS.



• DON'T CHANGE TOO MANY THINGS AT ONCE.
IT CAN SEND YOU DOWN THE DEATH'S SPIRAL.



MORE GOODNESS ...

. SETUP FEEDBACK LOOPS AT ALL LEVELS.

SONETIMES THINGS WORK DESPITE A CHANGE, NOT AS A RESULT OF IT



• DON'T DECIDE ABOUT DETAILS TOO HIGH IN THE CORPORATE FOOD CHAIN. YOU ARE TOO FAR PROMINED DAY-TO-DAY PROBLEMS.



• QUALITY IS THE MOST IMPORTANT FEATURE.

PUT IT FIRST AS USERS DON'T FORGIVE.



Thank you!

Martin Cízler Skype