

Infrastructure-Driven Development

... a framework for consistent Agile collaborations in
an interrupt-driven world

What is IDD?

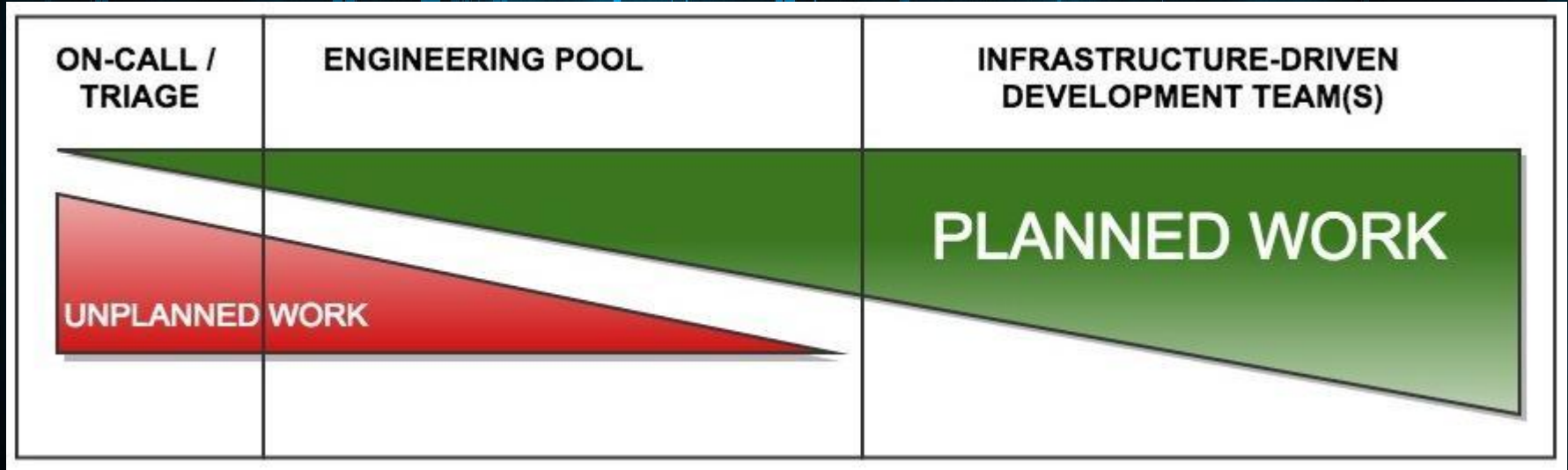
Infrastructure-driven Development (IDD) is a new form of Agile practice designed to create a framework for consistent value delivery in interrupt-driven groups like infrastructure engineering, site reliability, and technical operations -- it is a core component of Agile Operations.

Give me the tl;dr version...

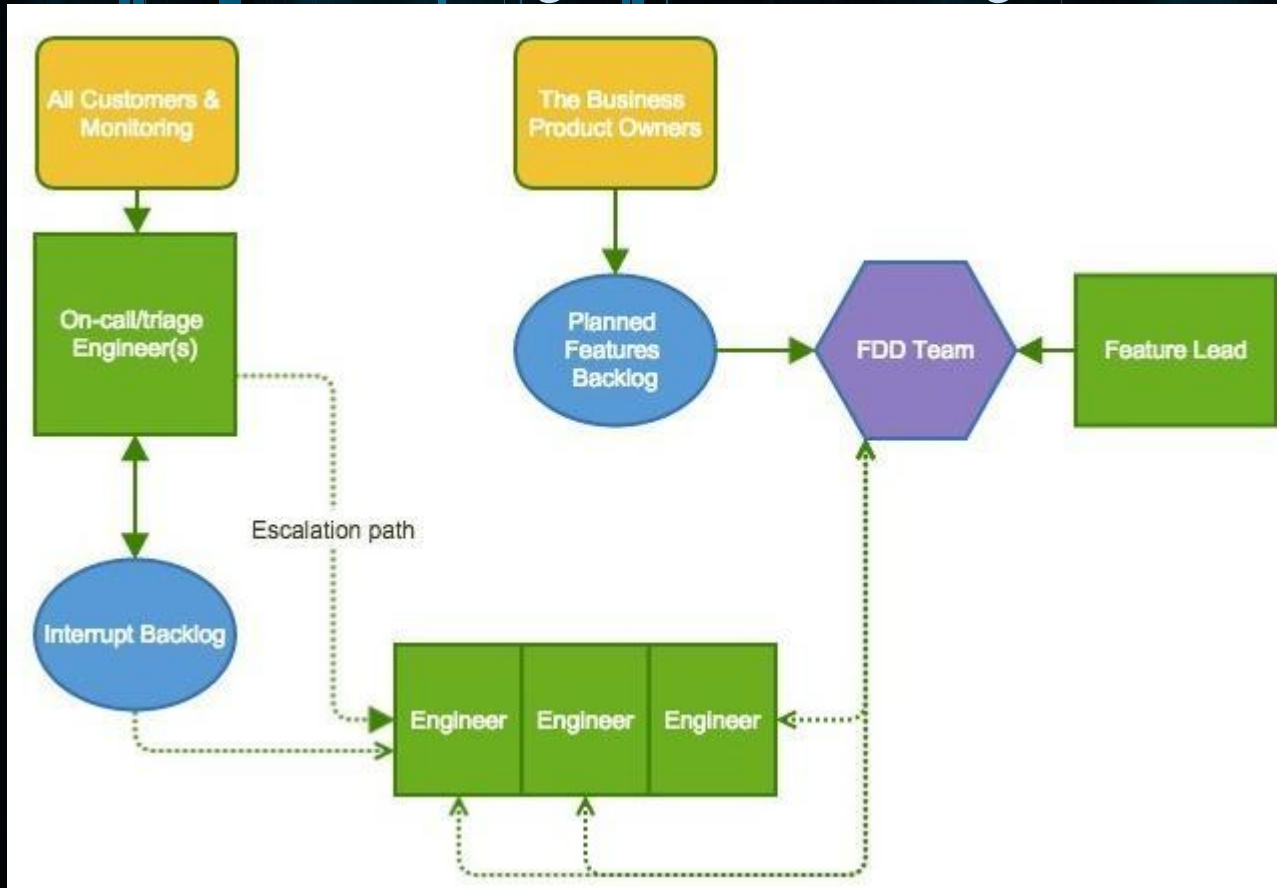
IDD work is first prioritized at the feature level by the product owner. A feature lead is either assigned or self-selected from the team to help write and size stories with the PO. The feature lead then organizes the work at the story level bringing in people from their own or other teams. If anyone makes a commitment at the feature or story level, they are off-limits for interrupts.

Make and meet commitments!

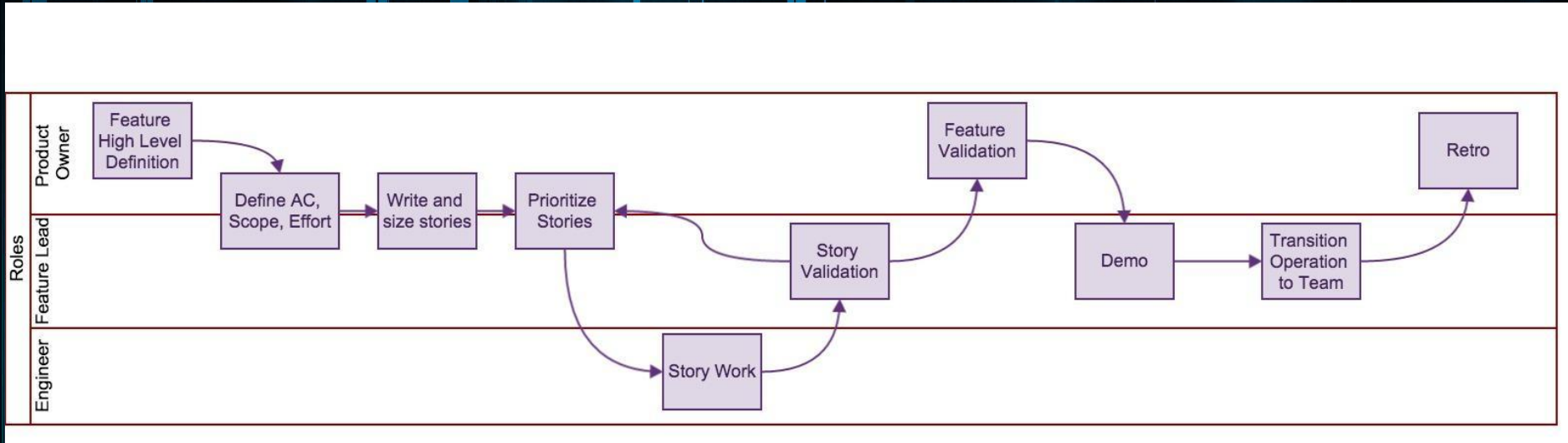
IDD buffers planned work from unplanned work



Balancing the backlogs



IDD Feature Flow



Agreements

1. If you commit to a story you are **not available** for interrupt work unless it is a P1, or the on-call/SRE needs your specific help
1. The feature lead sets priority at the story level largely to address architectural and design dependencies
1. Features should be presented at demo day upon completion as well as transitioned to the team

Team Balance

- There can be multiple feature leads at any given time, and they must work together to balance the work at the story level
- The Product Owner is the arbiter of which features get prioritized, so story level priority must reflect that
- Engineers should be fluid across features to ensure diversity in knowledge and experience, feature leads are active in working on the feature