

- Project structuring and organization is important
- As infrastructure gets larger, more environments, multi region - greater emphasis on organization
- Project structuring is continuous journey
 - No single answer fits all
 - No right or wrong way, but some have more advantages than others
 - Depends on where you are, and how large your infrastructure is





- The way project is structured and organized, directly affects your state file
 - Troubleshooting or editing state files, gets harder the larger the state becomes
- Good organized projects can help:
 - Makes infrastructure easier to read and create
 - Allow state files to be isolated
 - Provide context as to how environments are isolated,
 and responsibility of infrastructure





Terraform State

- There are three general organizational layouts Simple, Flat,
 Segmented
- Simple organization:
 - Single region and environment
 - Place all code in single directory
 - One state file for all infrastructure
 - For bare bones, light weight infrastructure
- Flat organization:
 - Divide infrastructure based on environment and region
 - State file per environment and region
 - Code lives in multiple directories
 - For infrastructure spanning multiple environments and region

Simple project dev > .terraform locals.tf autputs.tf providers.tf 🚏 locals.tf role.tf 🚏 outputs.tf terraform.tfvars 🦖 variables.tf roviders.tf web_server.tf 🏋 role.tf ✓ prod 🍟 web_server.tf locals.tf

y outputs.tf

role.tf

roviders.tf

terraform.tfvars

web_server.tf



- Segmented organization:
 - Organize based on environment, region, and category
 - Category is abstract can be resource type, resource class, application services, etc.
 - Category can be as granular as you want
 - State files broken down into smaller pieces
 - Each project / configuration services specific purpose
 - Relies heavily on automation
 - Difficult to manage if running Terraform manually

- ✓ dev
 - > services \ oracle
 - > storage\s3\asset_bucket
- prod
 - > services \ oracle
 - > storage \s3 \ asset_bucket



- Simple Organization
 - ✓ Advantages
 - Great for starting out, small infrastructure in single environment
 Disadvantage:
 - Code gets difficult to read as infrastructure gets larger
 - Relies heavily on provider aliases
 - State file grows larger, making it more difficult to read and troubleshoot
 - Error blast radius affects entire infrastructure
 - Mixing environment infrastructure in one project
 - Difficult to scale as more people work on same project
 - Continuous state locking



- Flat Organization
 - ✓ Advantages
 - Separate infrastructure per environment and region
 - Clear distinction of infrastructure between environment
 - No more single State file State file per environment and region
 - Code is easier to manage and read, until a certain point
 - Relies on creating Modules to reduce duplication
 Disadvantage:
 - As infrastructure gets larger, state file becomes difficult to manage
 - Code readability and management suffers
 - Blast radius is still an issue mistake affects entire environment
 - State locking can be an issue
 - One person working on Dev infrastructure locks state
 - Dev environment is blocked until state is unlocked



- Segmented Organization
 - ✓ Advantages
 - Clear distinction of infrastructure responsibility
 - Categorized by environment, region, and type
 - State files kept small, easier to read and manage
 - State locking is non-issue
 - Blast radius is contained to only specific infrastructure
 - Relies on creating Modules to reduce duplication
 - Relies heavily on automation
 - Easy to scale

Disadvantages

- Requires good engineering discipline and creating best practices
- Can be confusing to understand initially
- Relies heavily on automation needs CICD to deploy infrastructure
 - Terraform Cloud, Spacelift, Atlantis, etc.

