

# DEVOPS GAME

I am a customer who wants a software product to be delivered. My product requires 4 parts for implementing. Let us take the 4 parts as 4 glasses and Table Tennis balls as software programs and a plate which has 4 parts as Infrastructure , now My condition is

- I. Glass 1 should have 4 green balls and 3 Orange balls
- II. Glass 2 should have 4 orange balls and 3yellow balls
- III. Glass 3 should have 4 yellow balls and 3 blue balls
- IV. Glass 4 should have 4 blue balls and 3green balls

Here the three roles comes into play

1. **DEVELOPER** who picks the ball from a group of balls in a box and put the correct ball into the glass as per requirement
2. A **TESTER** who has a test case sheet to check whether the balls are correctly placed as per requirement
3. A **DEPLOYER** who deploys the balls into the plate at correct part.

We can play the game in 3 different ways which is

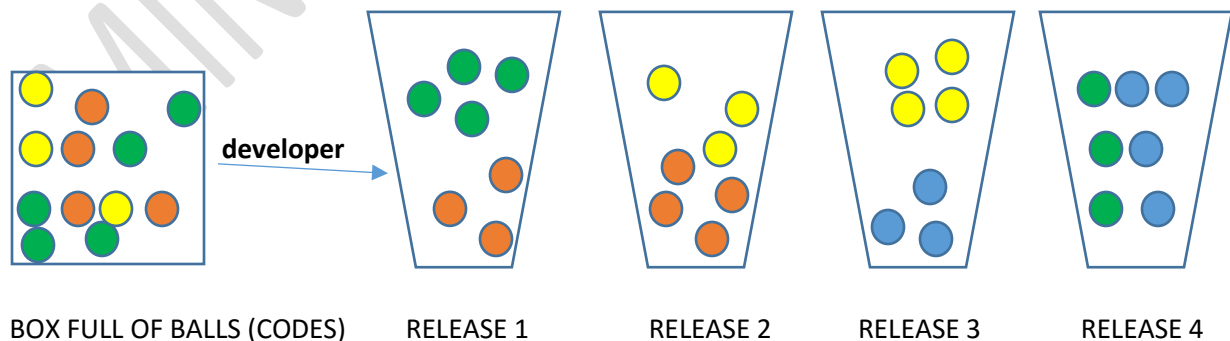
- A. waterfall
- B. agile
- C. Devops

The rules changes for each ways. Lets play

## WATERFALL MODEL

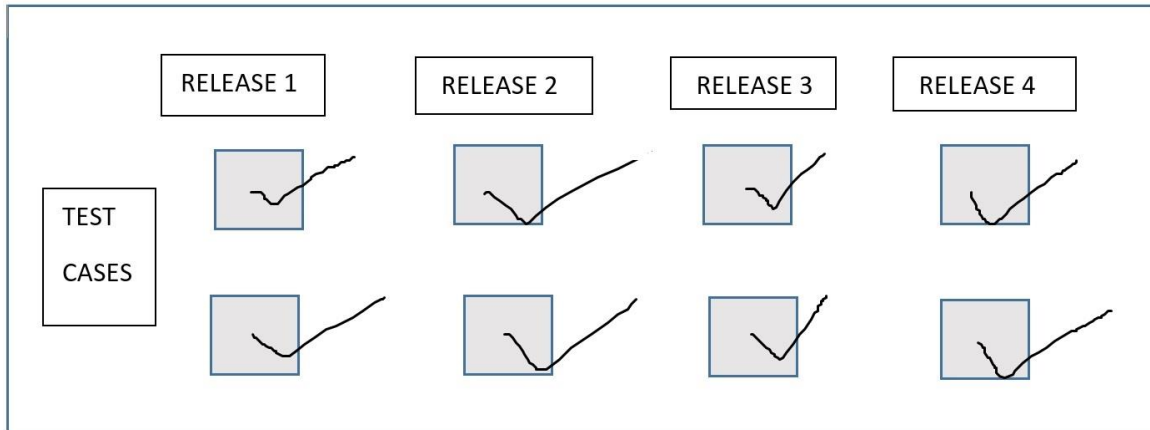
### DEVELOPER

In this model the developer has to pick the ball and put it into the glass but condition is after filling the whole glass he has to pass it to tester and Everyone should be in different table.



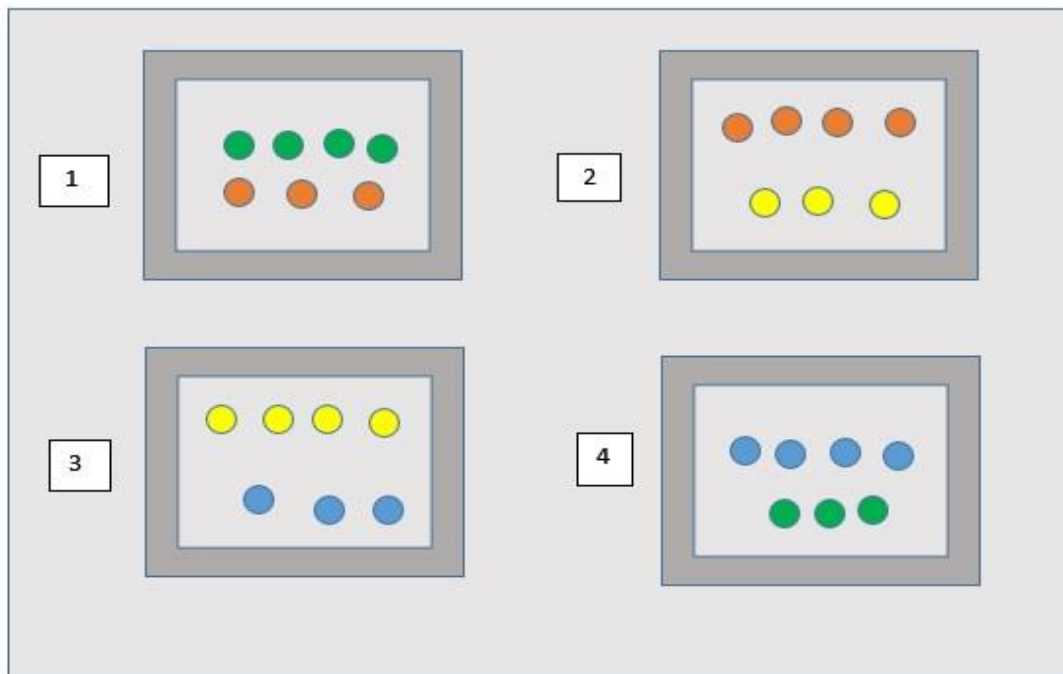
## TESTER

In this model the tester has to check the balls as per the test cases



Once it is passed with testing ,it is moved to deployer who , deploys it.

**DEPLOYER** (OPERATIONS GUY-Has to deploy it in the infrastructure)

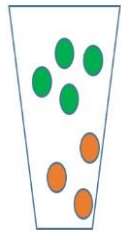


## NOW IN AGILE METHOD

Now Developer can send releases through Iterations which means he can transfer cup by cup and Tester will test it and Deployment guy will it , but all should be in different tables.

### ITERATION 1:

DEVELOPER

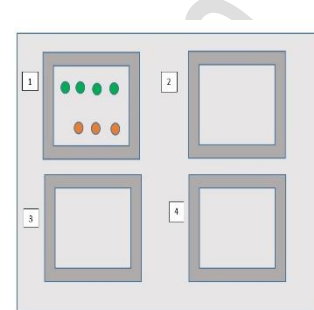


RELEASE 1

TESTER

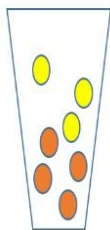
	RELEASE 1	RELEASE 2	RELEASE 3	RELEASE 4
TEST CASES	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

DEPLOYER



### ITERATION 2:

DEVELOPER

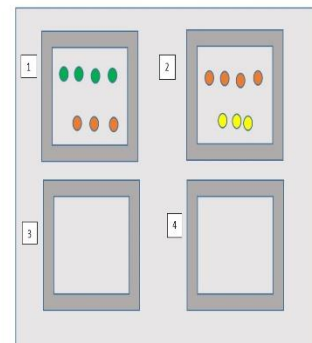


RELEASE 2

TESTER

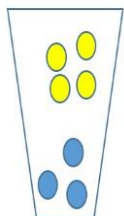
	RELEASE 1	RELEASE 2	RELEASE 3	RELEASE 4
TEST CASES	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

DEPLOYER



### ITERATION 3:

DEVELOPER

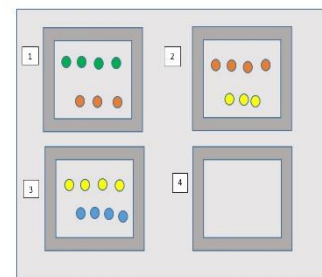


RELEASE 3

TESTER

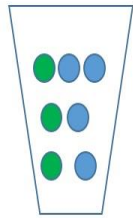
	RELEASE 1	RELEASE 2	RELEASE 3	RELEASE 4
TEST CASES	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

DEPLOYER



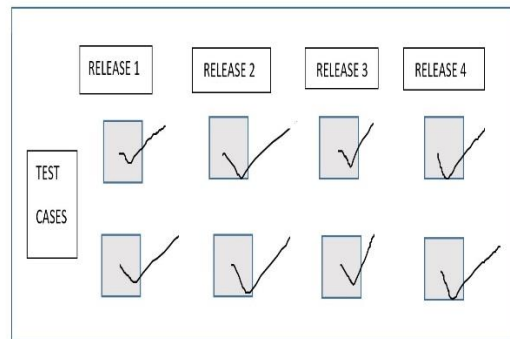
## ITERATION 4:

DEVELOPER

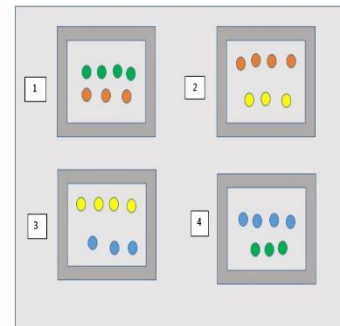


RELEASE 4

TESTER



DEPLOYER



## Now DEVOPS

Let us take a new role here instead of Tester, Devops guy (With the help of an Automated tool)The DevOps engineer is the person to Deploy the product as quick as possible. Now both Developer and Operation(DevOps) guy will play in same table.

Now the rule changes as,

When a Developer picks up a ball , The DevOps person will deploy it . Just consider the below example. **NOTE:** Here the automated tool is a person ,as we can't implement in this type of Real-Time games.

For example ,

When a developers takes a orange ball,

Developer

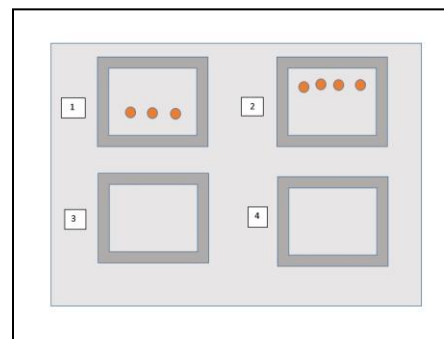


Automated tool



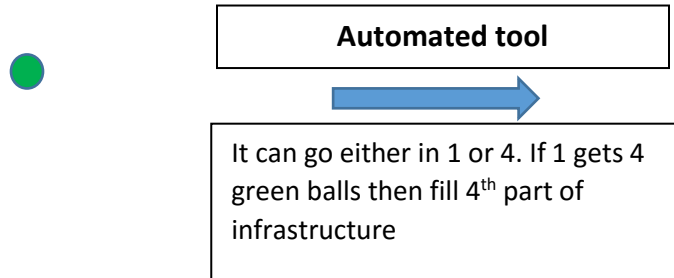
It can go either in 1 or 2. If 1 gets 3 orange balls then fill 2<sup>nd</sup> part of infrastructure

DevOps guy (monitoring)

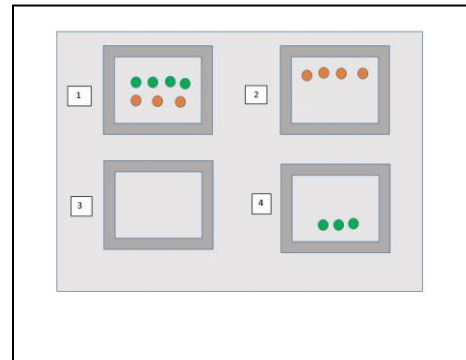


When a developer takes a Green ball,

**Developer**

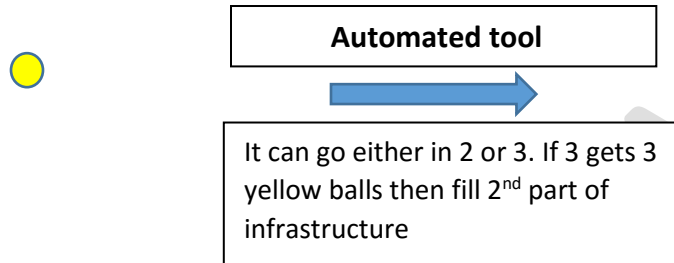


**DevOps guy (monitoring)**

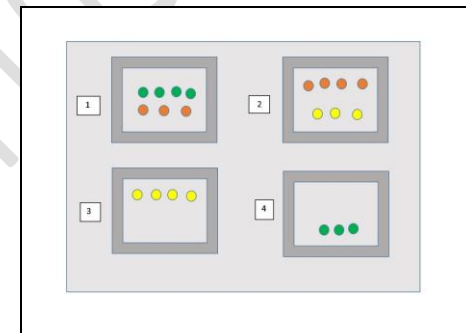


When a developer takes a yellow ball,

**Developer**

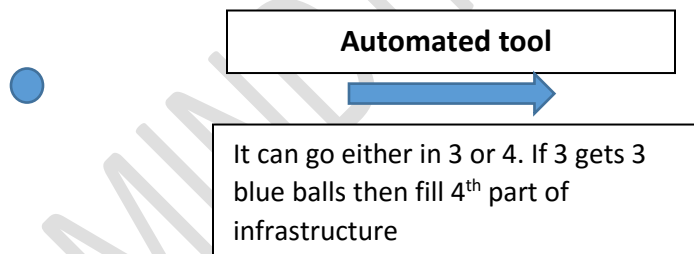


**DevOps guy (monitoring)**

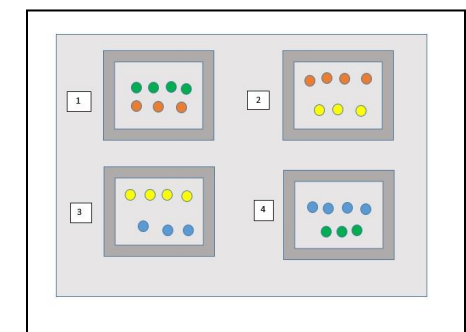


When a developer takes a Blue ball,

**Developer**



**DevOps guy (monitoring)**



From this we can understand ,DevOps guy implements very faster, compared to others using Automation of tools.

In the above DevOps format, it can be configured in different ways, the best configuration leads to shorter delivery time. This game can be used to demonstrate the DevOps. (In DevOps you can see if the balls comes in different order also DevOps guy can deploy it).