

Architecting Systems to Architecting Agility

Recurring Patterns Part 1

Part 3 of 7: Complexity & Requirements

Pattern 1 Complexity Creep

When Sophistication Becomes a Challenge

⚙️ We often built sophisticated systems.

⚙️ But sometimes **complexity became its own challenge.**

Complexity Example IoT Microservices

Interconnectedness Slowing Innovation

- ⚙ Recall large-scale IoT platforms with **interconnected microservices**.
- ⚙ Intended for flexibility but reality differed.
- ⚙ Adding a new sensor required changes across **numerous services**.
- ⚙ Significantly **slowing down**

innovation.

Complexity Example Kubernetes

Over-Engineering Risk

- ⚙ Observed teams managing complex costly **Kubernetes clusters**.

- ⚙ Extensive configurations even for apps whose scaling needs...

- ⚙ ...might have been met by **simpler serverless** architectures initially.

Complexity The Drive vs Pragmatism

Impact on TCO

- ⚙️ Drive to use the "**latest and greatest**" sometimes overshadowed pragmatism.
- ⚙️ Pragmatic need for **simplicity** wasn't always prioritized.
- ⚙️ Leading to higher **Total Cost of Ownership (TCO)**.

Pattern 2 The Requirements Labyrinth

Ambiguity A Frequent Friction Source

⚙️ Ambiguity in the early stages was a **frequent source of friction.**

⚙️ Ambiguity sown early yields a **bitter harvest** of rework later.

Requirements Example Mobility Epic

Noble Goals Lacking Clarity

- ⚙ Experienced scenarios Epic defined to "enhance driver safety".

- ⚙ Noble goal but lacked clear measurable **Key Results (OKRs)**.

Requirements Lacking Definition

User Voice BDD Criteria Missing

- ⚙ Lacked well-defined features in **user voice format** (As a...).

- ⚙ Often missing BDD-style **acceptance criteria** (Given/When/Then).

Requirements The Cost of Uncertainty

Iterations Mismatches Rework

- ⚙ Lack of initial clarity inevitably led to **multiple iterations**.

- ⚙ Interpretation **mismatches** between POs and developers.

- ⚙ Significant **rework** discovered only during late-stage testing or UAT.

Requirements Process Formality

DoR DoD Underutilized

- ⚙ Effective Definitions of Ready (DoR) and Done (DoD)...

- ⚙ Sometimes treated as **formalities** rather than crucial alignment tools.

- ⚙ Allowed poorly understood work to proceed causing waste.

Lesson

Impact of These Patterns

- ⚙️ These patterns create significant drag on projects.
- ⚙️ They increase cost delay value and frustrate teams.

Next

More Patterns

⚙️ Next we'll explore the Efficiency Gap Communication Silos.

⚙️ And the concept of the Tool Treadmill.

Series Index

Part 1: The Pivot

Access Part 1 PDF

Part 2: The Technologist's Vantage Point

Access Part 2 PDF

Part 3: Pattern 1 Complexity Requirements (Current)

Access Part 3 PDF

Part 4: Pattern 2 Efficiency Communication Tool Treadmill

Access Part 4 PDF

Part 5: Vision AI Catalyst Plant Manager Example

Access Part 5 PDF

Part 6: AI Transforming the SDLC

Access Part 6 PDF

Part 7: Architecting Agility The Mission

Access Part 7 PDF

Read the Full Article: From Architecting Systems to Architecting Agility...

All resources mentioned are available at **<https://agilp.org/pdf/>**

[Read the Full Article on LinkedIn](#)

Connect & Engage

LinkedIn: <https://www.linkedin.com/in/amitabhrjha/>



X (Twitter): <https://x.com/amitabhrjha>



Web: www.agilp.org



Disclaimer & Acknowledgments

The opinions expressed are my own & don't necessarily represent my employer's views. My perspective is constantly evolving, shaped by invaluable interactions with friends, colleagues, mentors, insightful authors, and industry influencers - thank you all! Much of this content, including these carousels, is co-created with AI co-pilots like ChatGPT, Gemini, and Grok. My intent is to synthesize knowledge and share it back with the community.