**Project Definition**

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| Background | Objectives |
| Resiliency is hard to test in a way the mimics how failures occur in real life. The most famous example of this type of testing is “Chaos Monkey”. This type of testing would help improve the resiliency of Content Discovery’s services. | The Project Should allow:   * The definition of various failure modes, and combinations thereof. * The definition of severity for each failure mode. * The execution of defined fail modes of given severity against an environment. * The execution of random combinations of defined fail modes against an environment. * Suitable collection of environmental monitoring information to produce detailed reports on the environmental behaviour during testing. |
| Desired Outcomes | Project Scope & Exclusions |
| Increase the understanding of resiliency of services within Content Discovery, ultimately leading to follow on actions to increase resiliency | The project scope is the resiliency testing of a given environment up to stage (NFT) level. |
| Constraints & Assumptions | Project Tolerances |
| * A maximum of two Associate Devops Engineers will be assigned full time. * The project will run for 4 months. * A Devops Engineer or Senior Devops Engineer will be available for consultation and approval. * Technology must comply with CD SRE standards, and new technology must receive managerial approval. * All pertinent CD SRE policies and procedures must be followed. * Organisation of work will be done via Scrum. | The Project goes into exception when there it is more than a week (5 working days) behind schedule. |
| Users & Stakeholders | Interfaces |
| Primary Stakeholder is CD SRE, who will be represented in the following way:  Product Owner: David Oliveira/Peter Street | Any needed interfaces will be provided through your Supervising Engineer or Scrum-master. |

**Project Product Description**

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| Composition | Development Skills Requires |
| The framework should provide a way to execute various structured and random failure scenarios within a given environment. | N/A |
| Quality Expectations | Acceptance Methods and Acceptance Responsibilities |
| The framework is expected to follow the CD SRE IaC principles. The system is expected to function as automatically as possible. The system is expected to be documented such that suitably experienced/qualified engineers are able to use and maintain it with reverse engineering it. | The project is complete in one of two scenarios:   1. The technology is found to be unworkable or impractical. 2. The technology framework is available for applications to use in any non-prod environment. |

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| Project Approach | The project will be managed in-house in a simple way by the assigned engineers. The project delivery will be done through Scrum. Technology to be guided by your lead engineer and/or CD SRE. |
| Project Management Team Structure | Project Manager: Team (supervised).  Product Owner: David Oliveira Scrum-master: Peter Street/David Oliveira  Supervising Engineer: TBC |
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