

Using the lens of "**Developer Experience**", think about what problems and constraints make creating software difficult

Using the lens of "**Software Excellence**", think about what problems and constraints make it difficult to build a product that matters, and do awesome quality work:

Using the lens of "**Thriving**", think about what problems and constraints make it difficult for people to thrive, teams to thrive, and organizations to thrive:

Copy the Stars!

An intake process for bugs/RFEs that doesn't interrupt developers

Legacy code with complex dependencies

Ample user feedback then processing that feedback

Developing the trust and communication skills required to "think together"

project roadmap misalignment

lack of clear communication of deadlines and goals

Lack of guidance/mentorship/support

different mental models of the product between developers

A deployment process/pipeline that doesn't block or slow down releases

flaky tests

Lack of trust - both in oneself and others, and across teams

tools that become the problem, rather than the solution

lack of transparent communication between all org. actors

team structure (democratic v hierarchical)

imposter syndrome