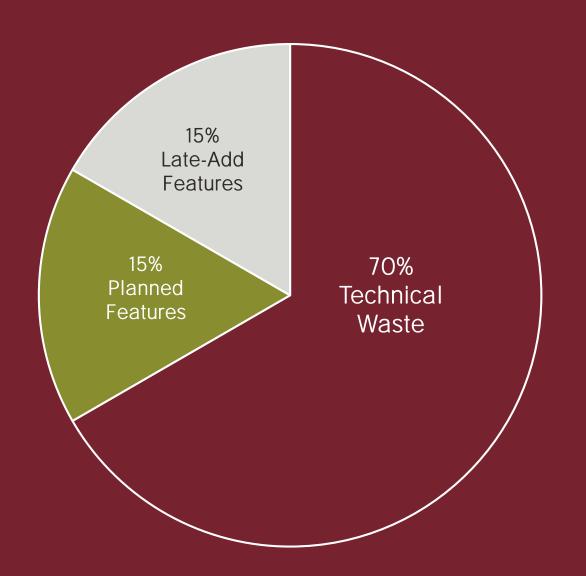
Your Path to Lower Defects and Shipping at Will

Creating a continuous delivery environment one day at a time.

sales@digdeeproots.com



Where money is spent in product development...



Does this seem too high?

Consider time spent on...

- Triage meetings
- Bugs (in all the ways)
- Stories that creep into next week
- Constraining features to cost
- Stabilization weeks
- Integrating legacy code

Also, did you think about downstream?

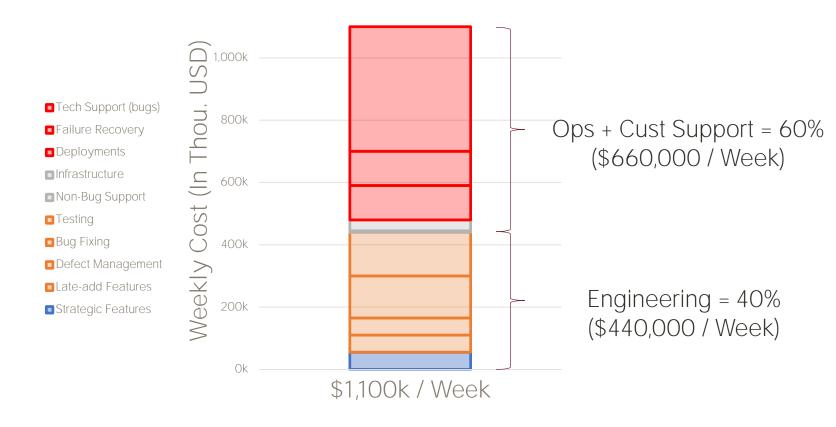


That's What One Client Felt

Here's their Zero Bug Story



Chapter 1: Many Bugs



Spending:

85% Bugs

5% Planned Features

5% Emergencies

5% Overhead



Chapter 2: Our Solution

- 1 mo. to shift core behavior + 7 mo. to shift the active code.
- Change had universal support: 100% of managers and 100% of engineers.



Chapter 3: After Our Solution



Spending:

2% Bugs

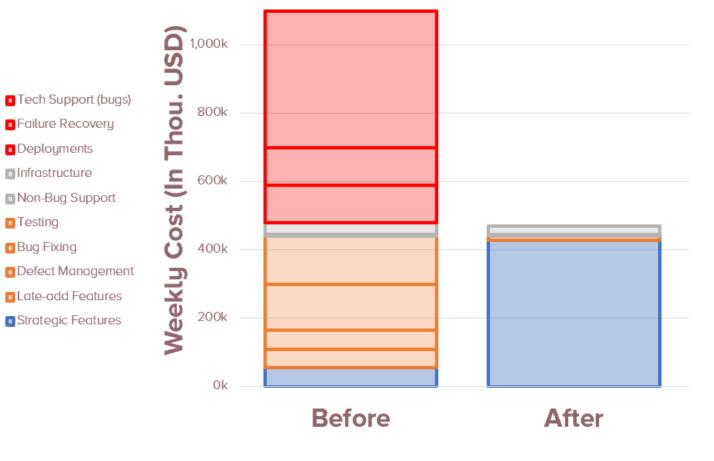
92% Planned Features

0% Emergencies

6% Overhead



Then and Now





The Savings!

■ Failure Recovery

■ Non-Bug Support

Deployments Infrastructure

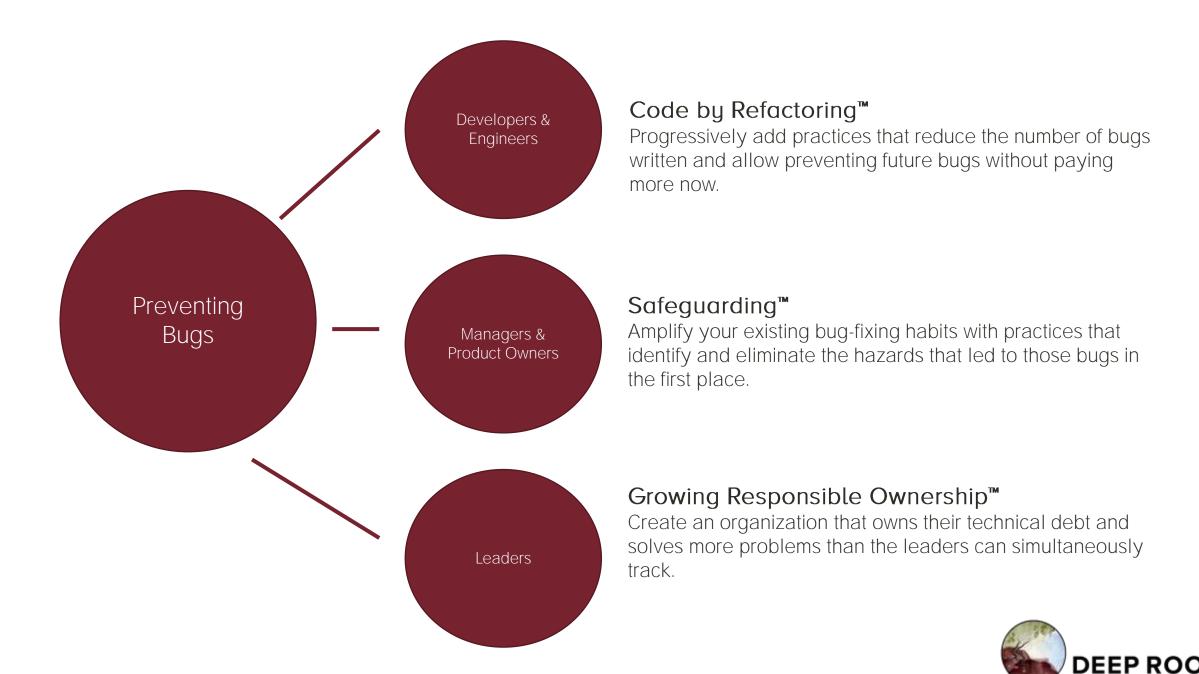
Testing Bug Fixing

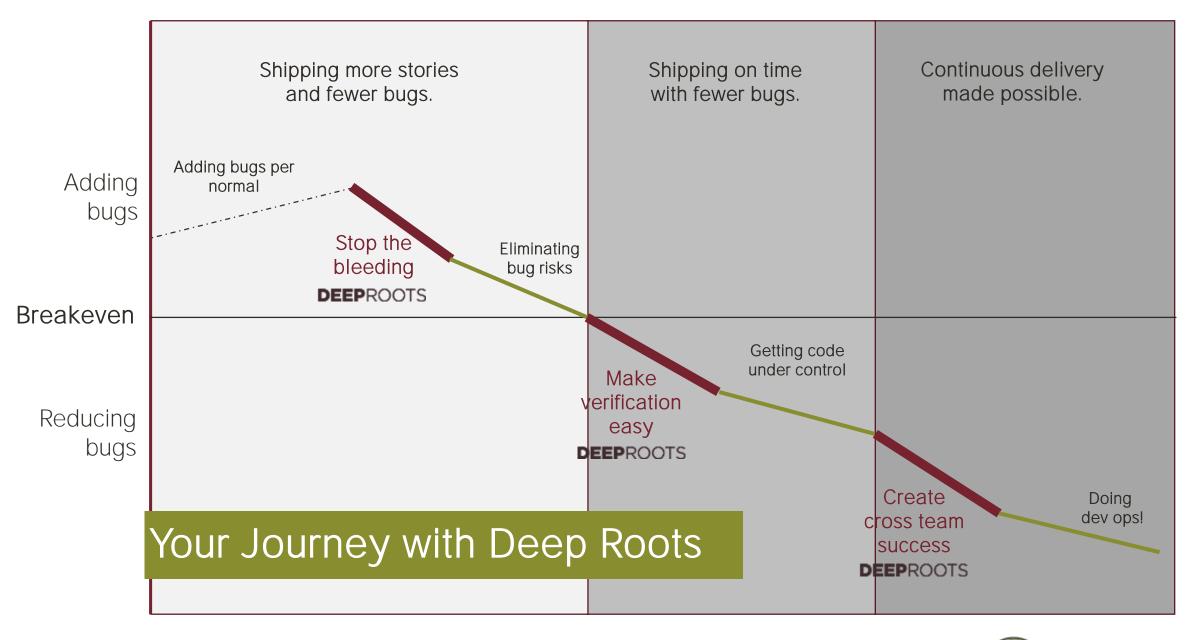




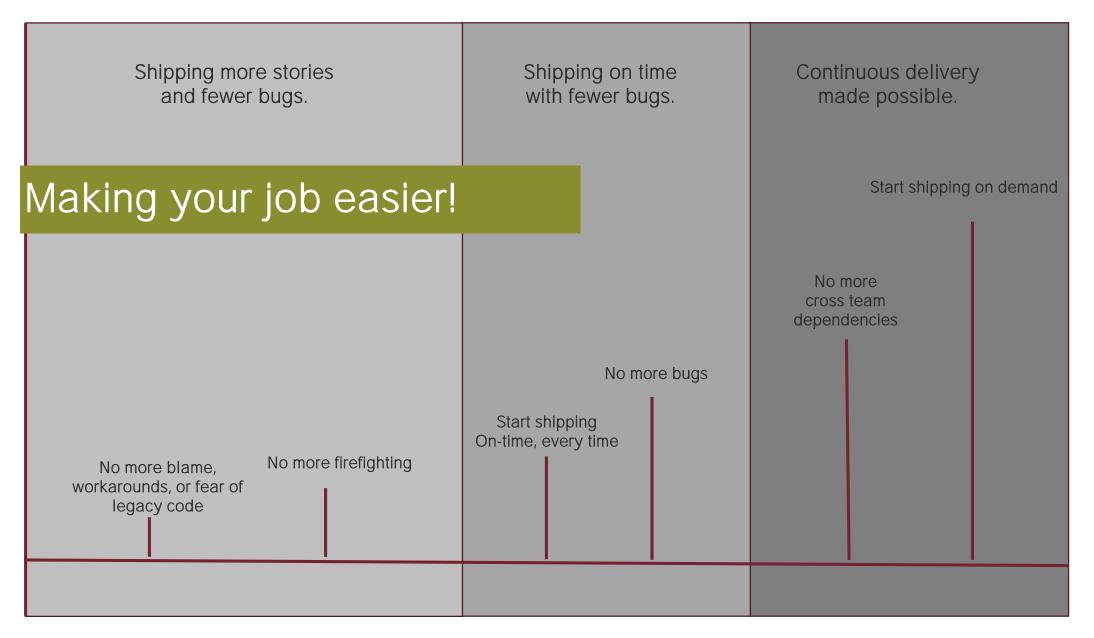
Here's What We Did













Phase One: Stop the Bleeding

Shipping more stories and fewer bugs.

- Less firefighting
- Less time on defects
- Aligned prioritization between features and tech debt

Phase Two: Make Shipping Easy

Shipping on time with fewer bugs.

- Automatically verify whole product at every commit
- Less in-team stress
- Ship on time

Phase Three: Create Cross Team Success

Continuous delivery made possible

- Not blocked by other teams
- Ignore technical constraints when prioritizing work
- Sustained technical excellence

4 Months 9 Months 6 Months 3 Months 3 Months 6 Months 1 Month 3 Months 3 Months on your own on your own on your own Together Together Together with check-ins with check-ins with check-ins



Describing the Path

Financial Debt

Control the spending.



Resolve >50% of all bugs and >50% of story development time **by** refactoring hard-to-read code.



Teams begin addressing the team-specific top risks.

Technical Debt

Stop the bleeding.

Pay off expensive credit card debts.

Resolve 25% of all bugs and enable automated verification by refactoring duplicate code and non-local interactions.

Teams own tech debt funding decisions and ROI.

Make shipping easy.

Pay off less expensive personal loan debts.

Eliminate schedule dependencies, the need for release-level stabilization, and 10% of all bugs by refactoring cross team code dependencies.

Teams expands its quality ownership to include sustainability, secession, and other teams.

Create cross team success.



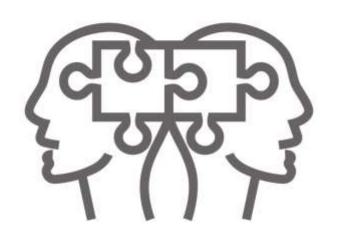
What Makes Us Different?



We don't train. We change behaviors.

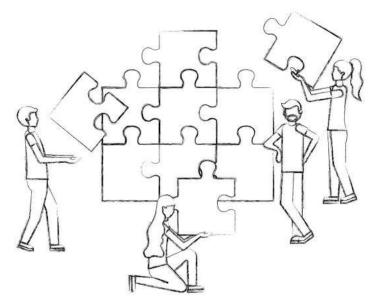
On the Job

We provide habit shifts integrated in the work every day.



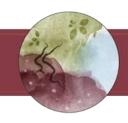
Scale Across Teams

We provide structure that unlocks your in-house expertise





Exposing



Building

Training exposes people to new ideas.

Trying new concept on simple problem out of context.



Learning a pre-defined set of slides and topics.



Engaging in a fun workshop for the day.



A learning culture helps people change behaviors.



Learning on the job in your real context in small batches.



Experimenting with targeted feedback.

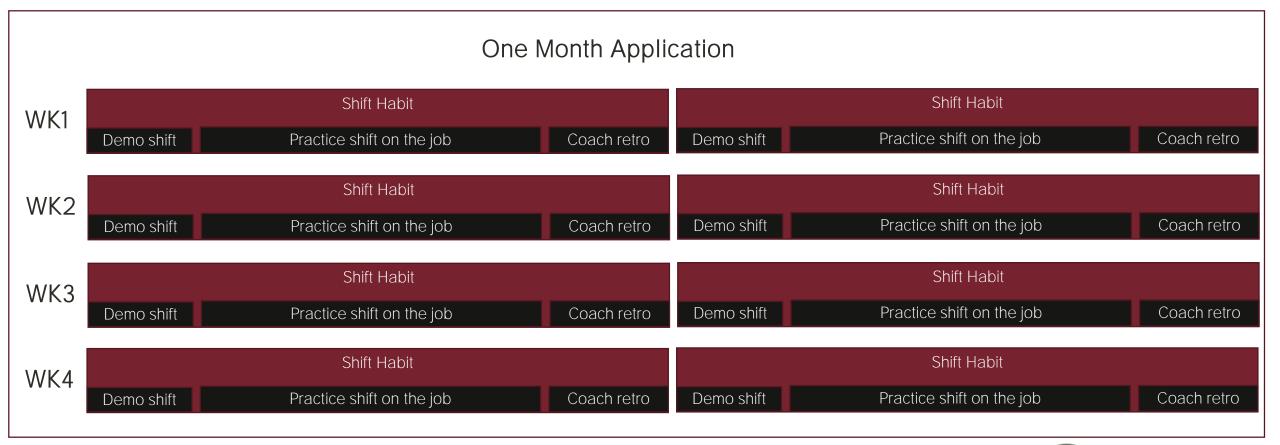


Engaging behavioral change that lasts.



How we work.

One day workshop



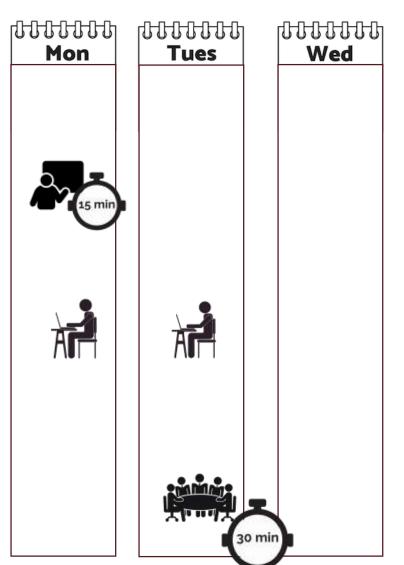


A Week in the Team's Life

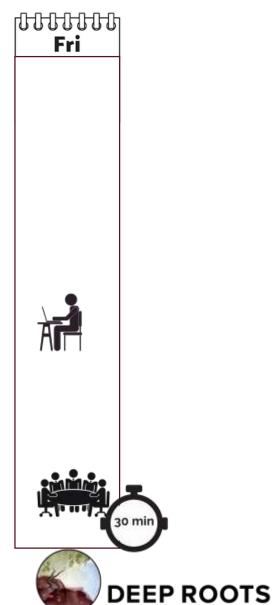
Experience demo with Deep Roots to identify what to shift

Integrate daily practice on the job to apply and make change real

Share stories with Deep Roots to make it sustainable







Ready for Zero Bugs?

Contact us for help!



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