DevX : Top 10 smells…

High learning curve

Is it easy to onboard on a new project? how long does it take for a new hire to be productive?

Low morale/high attrition

are devs complaining frequently about the same issues? is there a good relationship with other teams?

Slow development velocity

is the development slow because it is not possible to go quicker?

Bugs remaining undiscovered

how frequent are found bugs in production?

Manual/repetitive tasks

is there a set of repetitive or manual tasks on delivery?

Outdated tooling

are you using proper tooling and on time to be productive?

Process Bottlenecks/blockers

for how long are you avoiding that blocker? are bottlenecks/frictions identified?

Ivory towers & siloed information

does the information flow vertically and horizontally or needs approval from specific people?

Poor release quality/Hotfixes

bugs are frequent in releases and some of high impact needed forced releases?

Where are the golden paths

is there documentation, patterns, tools to speed delivery? Is it standardized?

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