SOK Development Guidelines

A handbook created by developers for developers to help engineering teams align their software practices and share know-how.

Development Community

2021-09-13

This is a high-level document containing a collection of best practices, commonalities between projects and values proven to be practical. Team's should follow these guidelines when implementing their software.

Contents

> The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119.

Codebase

Version Control

- MUST use version control
- SHOULD use Git
- MUST use `master` branch as a base for development
- MUST have documented version control flow

Branching

- MUST fork feature (and release) branches from `master` branch
- SHOULD protect default branch from pushes

Mobile development

- SHOULD use fast-forward merges only from feature branch to `master` branch
- SHOULD implement bug fixes to feature branch and cherry picked them to `master` and potential release branch
- RECOMMENDED to squash feature branches before merging to `master` branch
- MUST preserve release tags forever

Peer Review

- MUST have a process for peer review
- SHOULD have another developer to approve code changes before executed in production

Coding Standards

- MUST agree on a coding standard inside a team
- RECOMMENDED use automatic code formatting
- SHOULD use automatic code style checking (linting)

Architecture

- MUST have only needed components in production (resources, interfaces, dependencies)
- MUST follow common API Guidelines

Release Management

- SHOULD release to production from branch that's used for base of development
- MUST have identifiable releases
- RECOMMENDED to release smaller changes often over larger merges
- MUST have (at least) following stages in pipeline (in recommended order): install, test, scan, build, deploy, verify, release

Mobile Development

- MUST use semantic versioning for releases (tags)

Environments

Data

Mobile Development

- SHOULD preserve all release artefacts forever

Design

- SHOULD name AWS profiles after account-aliases
- MUST have production separated from testing environments
- SHOULD follow the Principle of Least Privilege

Architecture

- MUST document all intentionally integrated 3rd party provided services used by the application
- MUST document selected development management tools and purpose of tools

Infrastructure

- SHOULD use semantic versioned Docker images for building releases
- MUST have centralised logging
- SHOULD collect logs from all deployed environments
- MUST use tags on cloud resources
- MUST have all virtual machines managed by CSP's instance management service (AWS Systems Manager, Azure Automanage, …)
- SHOULD use cloud managed services whenever possible
- MUST have periodical OS updates for all services not managed by cloud
- MUST document manually managed virtual machines' maintenance and security processes
- MUST encrypt data at rest in cloud
- MUST rotate encryption keys every 365 days (that are used for data at rest) in cloud
- MUST have billing alerts in cloud
- SHOULD have infrastructure as code
- MUST have repeatable infrastructure

Security

- MUST run automated vulnerability checks for code
- SHOULD run automated static code analysis for code quality
- MUST restrict access to development environments from the open internet

Operations

Monitoring

- MUST have monitoring
- MUST have alarms

Guidance

- MUST have process how to handle security notifications

Documentation

- SHOULD use README.md as a central information document inside code repository

- SHOULD document all exceptions with reasoning from Development Guidelines in project's README.md
- MUST have a documented disaster recovery plan

Quality Assurance

Automation

- MUST have some automatic tests for the service that are repeatable
- RECOMMENDED to run tests for all code changes

Documentation

- SHOULD have documented test strategy and which parts of codebase are tested