



# DevOps for Defense

January 2019

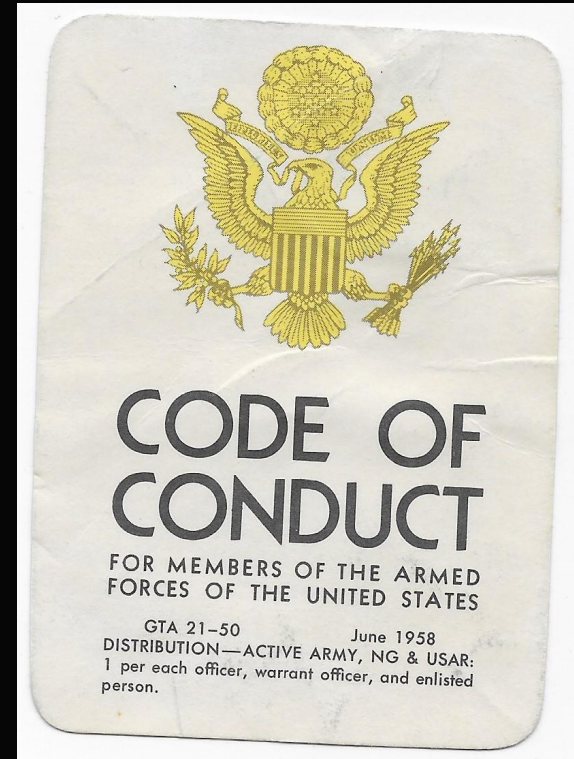
Game Day!

JD Black

<https://www.meetup.com/DevOps-for-Defense/>  
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# DevOps for Defense Meetup: Code of Conduct

- UNCLASSIFIED ONLY!!!!
- Treat each other with respect and professionalism.
- Do not talk about private, sensitive, or proprietary work.
- Do talk about your experiences, needs, desires to improve work in our domain.
- Do share your thoughts.
- Do learn from others.
- Do respect & tip your bartenders!



# Coin Game

## Agile Manifesto: Principle #1

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

- 1) Divide into groups of 7 people
- 2) Pair up teams of 3 (Team A and Team B) and a Customer (Timer)
- 3) Flip a coin: Heads Team A is Agile, Tails Team B is Agile

### Objective: Deliver 10 Coins to the Customer

#### Waterfall Team

- 1) First person (requirements & design) flips each coin and stacks them, passing 10 coins on.
- 2) Second person (implementation) flips each coin and stacks them, passing 10 coins on.
- 3) Third person (test & delivery) flips each coin and stacks them, passing 10 coins on to the customer.

#### Agile Team

- 1) First person flips a coin, passing 1 coin on. Repeat.
- 2) Second person flips the coin and, passing 1 coins on. Repeat
- 3) Third person the coin, passing 1 coins on to the customer. Repeat.

#### Metrics:

- 1) Time to deliver first coin.
- 2) Time to deliver last coin.



# Battleship

## Agile Manifesto: Principle #2

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

## Objective: Blast Your Opponent Out of the Water!

- 1) Pick up a game board and choose your opponent.
- 2) Flip a coin to determine who is Waterfall & Agile
- 3) Take 2 minutes to place your ships by drawing horizontal or vertical lines on your lower grid (references on sheet).
- 4) Take 5 minutes to allow the Waterfall player to plan their shots using the listing on the left (e.g. A-1).
- 5) Now play the game. The Waterfall player takes planned shots while the Agile player has the opportunity to replan each turn.

### Battleship

Hit ☐

Miss ☐

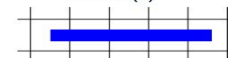
Shot Tracker

	A	B	C	D	E	F	G	H	I	J	K
1											
2											
3											
4											
5											
6											
7											
8											
9											

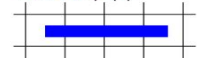
Ships & Enemy Shots

	A	B	C	D	E	F	G	H	I	J	K
1											
2											
3											
4											
5											
6											
7											
8											
9											

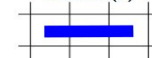
Carrier (5)



Battleship (4)



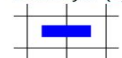
Cruiser (3)



Submarine (3)

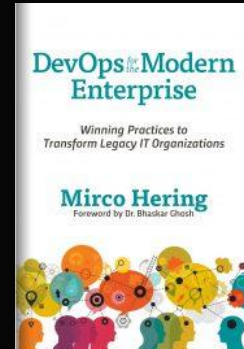
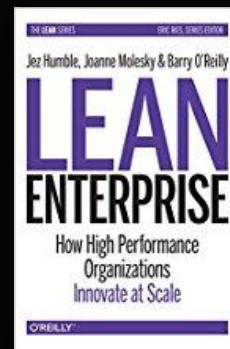
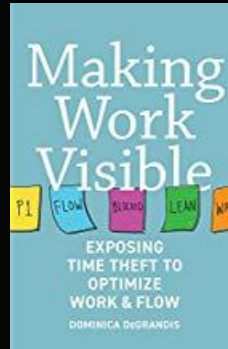
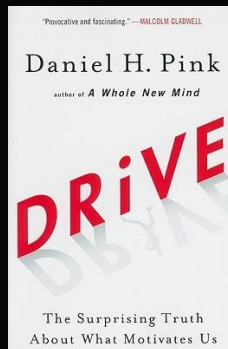
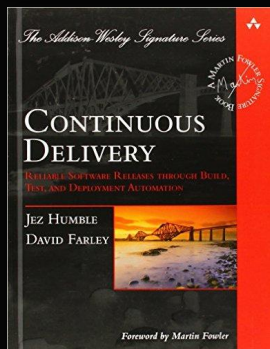
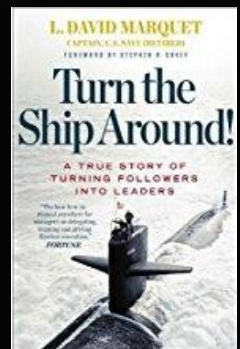
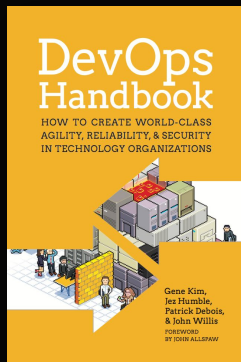
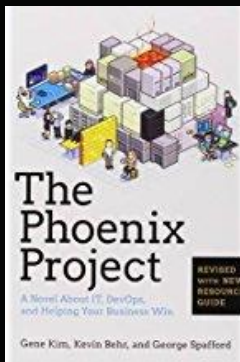


Destroyer (2)



# DevOps Resources

## Books / Publications:



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## Conference Presentations (YouTube):

- DevOps Enterprise Summit (DOES)
- IT Revolution
- Velocity
- GoTo



# Group Exercises: Lean Coffee & Book Club

1. Each table has a facilitator.
2. The facilitator has a short introduction.
3. Everyone write down questions or topics for discussion on the subject. Place them in the middle of the table.
4. The group votes on each question or topic by placing a dot on the card. 3 votes per person.
5. Cards with most dots goes first. Set a timer for 5 minutes and discuss.
6. After 5 minutes, either vote (thumbs up/down) to keep going or move on to the next card.



**Topics: “Share Ideas by Doing”, “WIP Limits”, and “Continuous Planning”**