# Team Structure & Software Architecture

Architectural is Organizational

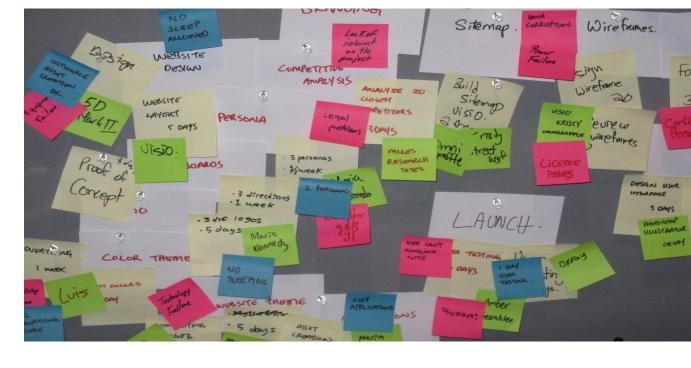
# Team Structure & Software Architecture

- 1. Talk about the ways teams are structured
- 2. What it has to do with Architecture
- 3. What we should do about it.

## **Product Starts**



## **Inception**















## PM













## PM







## Velocity.... DESIGNATION OF THE STATE OF TH







#### **More Pairs**















## **Brooke's Law?**





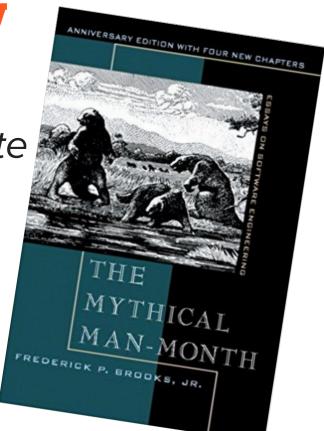






## **Brooke's Law**

"Adding <u>human</u>
resources to a late
software project
makes it later"

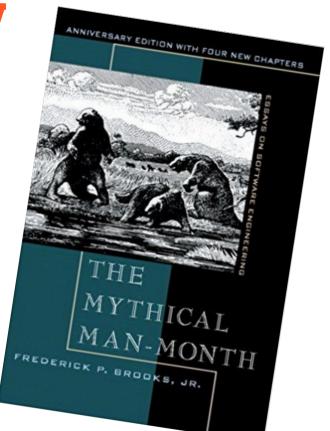






## **Brooke's Law**

"Diminishing returns of adding new team members"







## What does our software team do?

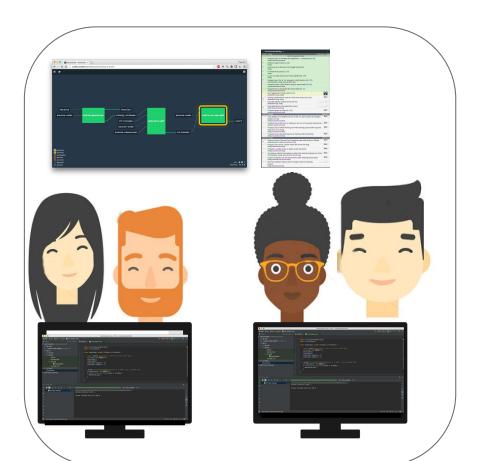








## Split into smaller more focused teams.





## But, how?



## **Option 1: Horizontally**



## **Option 2: Divide Teams by Feature**











## **Checkout Team**





## **Option 3: Divide by Business Capability**

## **Shipping Team**





### **Orders Team**











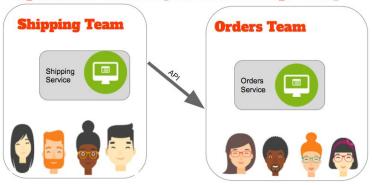
## So which option is the best to do?



#### **Option 1: Horizontally**



#### **Option 3: Divide by Business Capability**









any decent answer to an interesting question begins, "it depends..."







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RETWEETS

429

**FAVORITES** 

263



















10:45 AM - 6 May 2015







Ronald Reagan elected Governor of California



Ronald Reagan elected Governor of California

Israel Six Day War



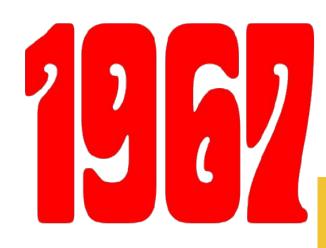
Ronald Reagan elected Governor of California

Israel Six Day War

Conway's Law was introduced



## What is Conway's Law?



## What is Conway's Law?

"Any organization that designs a system will inevitably produce a design whose structure is a copy of the organization's communication structure."

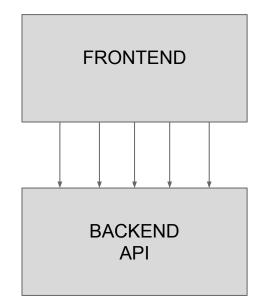
## **Option 1: Horizontal**

#### Pros:

Allows technological specialization

#### Cons:

 Requires features to go through two teams to be implemented





#### **Option 1: Horizontally**



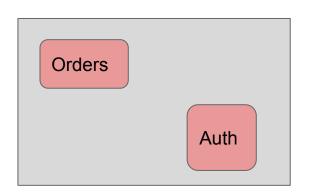
## **Option 2: Divide Teams by Feature**

#### Pros:

Architectectural Simplicity

#### Cons:

- Lack of team autonomy
- Unclear team boundaries





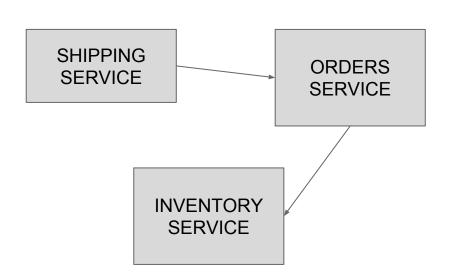
## **Option 3: Microservices**

#### **Pros:**

Independent Teams

#### Cons:

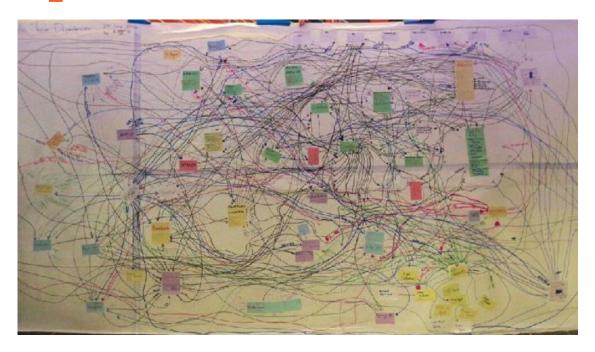
Complexity of a distributed system







## **Option 3: Microservices**







## Understand Conway's Law

## Understand Conway's Law

## Avoid the Consequences of Conway's Law

## Understand Conway's Law

Avoid the Consequences of Conway's Law

Use Conway's Law to your Advantage



## **Inverse Conway Maneuver**



Small Microservices built around business domains

## Then structure...

Small teams around business domains



Well defined interfaces that encompass Biz Logic so new UIs can be built quickly and independently

## Then structure...

Independent backend and UI teams



Formalized interface for a component so that other systems teams can interact with it.

## Then structure...

Separate teams for the component and the current consumers



Well structured organization with clear responsibilities

## Then build...

A well structured software architecture with clear responsibilities







Remember: Conway's Law works in both directions. Monolithic codebases produce monolithic companies.

8:30 AM - 10 Sep 2015



## **In Conclusion**

Recognize that team organization decisions are Architecture decisions

Software Architecture has the power to help refactor organizations themselves

## **Any Questions?**