

Bedtime stories

read by Matthias

Bedtime story

We don't need heros

Sources

- The Software Craftsman: Professionalism, Pragmatism, Pride [Sandro Mancuso]
 - Chapters: "An Epic Failure ", "Lesson Learned"
- own comments in [brackets]

An Epic Failure

"We did not know it [the requirements]"

"... he [manager, PO, ...] wanted ... [it] done by a certain date

"... we were almost certain we would not be able to deliver everything ...

"... we told him [manager, PO, ...] that we probably would not meet the deadline ...

"... if we worked hard we would be able to pull it off

*"... **we** said we would do it and try our best*

"... [they - management, PO, stakeholders] asked for more and more features but the deadline did not move

“No, there is no negotiation, unfortunately. You need to implement everything,”

"... we thought our only option was to get on with it and work as many hours as we could.

"We spent a few weeks working long hours and weekends."

"... just focus on building the business features because they had to demo them to the marketing team."

"Guys, this is the last push and I know you can do it,"

“Sure, we will do it.”

"We would be considered heroes."

"The system went live and in less than an hour, the application went down."

"Who has time to write tests under such pressure?"

Lesson Learned

"Well, we can say whatever we want, but saying anything after that epic failure was of no use."

"We should have never said we would try to do something we already knew was impossible."

"... we would still not have all the tests in place and all the confidence that the system would behave well.

"Deep inside we wanted to show how good we were."

"... we could be heroes.

"... we should have never said we would try and never even thought about being heroes.

"We should have made it very clear we would not commit to anything if ..."

"We did not act professionally by thinking we could be heroes."

We should have said
no.

Bedtime story

Who owns your career?

Sources

- The Software Craftsman: Professionalism, Pragmatism, Pride [Sandro Mancuso]
 - Chapters: "The Software Craftsmanship Attitude", "Who owns your career?"
- own comments in [brackets]

The Software Craftsmanship Attitude

If we think that a piece of code we wrote some time in the past is still good enough today, it means we didn't learn anything since.

"Constantly finding ways to become better professionals is a lifetime commitment."

"Who owns your career?"

Who owns your carrer?

"These professionals need to invest in their own careers so they can do a good job..."

"Professionals are expected to provide solutions..."

"We should own our own careers and be in control of what we learn and when we learn."

"So companies should not be investing in their own people?"

"So companies should not be investing in their own people?"

[NO, companies definitely should!]

"Companies that provide time to developers to get better at what they do are much smarter and can become far more efficient."

"Keeping up to date and constantly getting better at what you do is key for a successful career as a software craftsman."