

# 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?

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- 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."*