[Wargame Template]
ad_daily job failed

Incident Setup

- Join channel #ads-wargame
- Use email alias ads-wargame@ for any communication protocol
- Create jira ticket within project ADSWARGAME

[Step-by-step cmds of how to trigger the alert in which environment]
Example:

1. In your own devbox, create a corrupt log file with data <LINK_TO_CORRUPT_DATA>
2. Upload log file to s3 location
   `s3cmd cp ./xxx.log s3://aaaa/xxx.log`
3. Start ad_daily job on dev environment
4. Job will fail
5. Clean up after the wargame is finished: `s3cmd rm s3://aaaa/xxx.log`

Running the Wargame

[What time, day of the week, the player gets paged]
It is 2:00 am on a Saturday. You get paged for "ad_daily job failed".

Pager alert:
[Show content or screenshot of the page]

ALERT: ad_daily failed

Runbook: https://y/ad_daily
Dashboard: https://signalfx.yelpcorp.com/...
Tip: Try `ssh production` and `sudo -u batch -i <Actual command>`
Details:
    Last action: ad_daily.29.run_report
    Actual command: python -m batch.ad_daily ...
    Traceback:
    File /.../yelp/batch/ad_daily/report.py:
        ...
    Exception: EMR Step 1 of 1 Failed

Hint Notes
[What hints the Gamemaster should give if player struggles]
- Direct player to use y/ad_daily link
- Direct player to check ad_daily logs: tmp_xxx_ad_daily_logs if needed
- If player asks for recent code changes from the owning team, tell them: "nothing has been changed recently."
- If player asks what the dashboards look like, show them the screenshot: <link to the screenshot>

Explanation
[Technical explanation about the incident]
The ad_daily job reads input log lines and aggregates analytics. If the input has a corrupt log line, the batch would fail.

Expected player actions
[The solution to the incident]
Player checks ad_daily logs, finds the issue, finds the corrupt log line, cleans the log file, and reruns the job.

Feedback Points

[What can be improved about our on-call process]
- The runbook needs to be searchable
- In the runbook, we should have clear instructions on how to clean log files
- …

Notes by Gamemaster

[What player did step-by-step]
Gamemaster: Clare
Player: Alice (primary), Bob (secondary)
Date: 2018-11-01

- Player Alice paged for "ad_daily job failed"
- Player Alice searched the internal wiki for job name
- Player Alice paged secondary Bob
- Player Bob decided to try y/ad_daily
- Player Bob found the runbook and followed the instructions
- Player Bob used the instructions and checked the tmp_xxx_ad_daily_logs
- Player Bob found the failure was caused by a corrupt input file
- …