Software patterns for productive teams

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3rd EuroPython for me V

Goal of this talk: Be practical, pragmatic & provide value.

Goal of this talk: "Aha! We should try this" moment.

Context: I'm CEO of HackSoft - a software development company.

I'll provide cherry-picked examples on the topic from our experience.

Agenda

- 1. Team leader's perspective.
- 2. Software development.
- 3. Features.
- 4. Explicit is better than implicit.

Team leader's perspective.

What I care for, when I'm a team lead.

Team leader's perspective

- 1. **Productivity** (we need to ship features)
- 2. Confidence (we need to keep the product stable)
- 3. Independence (make their own decisions)
- 4. Well-being / stress of team members (burnout is bad)
- 5. Less context switching for everyone (don't break the flow)
- 6. **Someone being blocked** by something (feeling unproductive)
- 7. Morale (overall feeling)

Constant regressions.

Constant regressions

Problems:

- **Production is constantly broken** / something's not working.
- **Quick "proof of concept"** is being turned into production-ready version.
- Can decrease team morale.

Possible solutions:

- Stop all feature development until software is stable again.
- Add Cl & run tests / lints if you don't have one.
- Add a staging environment & don't test on production.





- Split python modules by domain.
- Split big test files into test file per thing that you are testing.
- Constantly watch for merge conflicts this means something's not right.



Local setup.

A specific type of hell.

Local setup - accounts

- Devs can't even start working on a feature if they can't get something running locally.
- Make sure everyone has an account / access / keys for everything needed. Do that before they need it.
- Keep a spreadsheet of accounts & 3rd parties. Easier to track & manage.

	Dev	Service	Access type	Hac access	Comment
1					
2	Radoslav Georgiev	Sentry	Account	Yes	@hacksoft email
3	Radoslav Georgiev	AWS S3	Keys	Yes	Keys exported upon creation & sent over Slack.
4	Radoslav Georgiev	Heroku Staging	Account	Yes	@hacksoft email
5	Radoslav Georgiev	Heroku Production	Account	Yes	@hacksoft email
6	Krasimira Badova	Sentry	Account	Yes	@hacksoft email
7	Krasimira Badova	AWS S3	Keys	Yes	Keys exported upon creation & sent over Slack.
8	Krasimira Badova	Heroku Staging	Account	Yes	@hacksoft email
9	Krasimira Badova	Heroku Production	Account	Yes	@hacksoft email
10					
44					

Local setup - documentation

- **Relentlessly document** everything related to local setup.
- Test it and keep it updated.
- GitHub / Confluence / whatever is working for you.
- Onboarding new people is your final test.

Local setup - setup scripts

./setup/bootstrap.sh # get a clean & ready to go local dev environment

./setup/xero.sh # Setup additional 3rd party

./setup/gocardless.sh # Setup additional 3rd party

./setup/everything.sh # Setup all 3rd parties in a clean local dev environment

Speed of tests.

Very important & often overlooked.

Speed of tests

- If you are working in an environment with small PRs, merge often & deploy often ...
- ... and your tests are taking **10 minutes** to run on CI ...
- you are not going to feel very productive & you'll often find yourself waiting or Cl.

pytest-xdist / py.test -x -n 4

Optimize your tests. It pays off!



Make sure everyone are on the same page with this.



Feature descriptions

- If the features are described poorly, **people are going to build the wrong** thing.
- Clients often don't know the exact details of the things they want, so ask them a lot of questions!
- Make sure everyone on your team actually reads the feature descriptions fully, before starting to work.

Feature blocking



Feature blocking

- Pair people around shared parts, so they are on the same page.
- Identify such scenarios quickly & resolve them. Otherwise work is going to be deleted / undone.
- Such scenarios may cause conflicts.

Explicit is better than implicit.

There's a bug!



There's a bug!

- Have an explicit "firefighter" for the week.
- Rotate everyone on that position, each week.
- This "firefighter" is the first responder when there's an issue. A lot of the issues can be resolved quickly, without sacrificing all of the team's attention.

Explicit Git & GitHub workflows.

No matter what you use.

Refactoring PRs separated from feature PRs.

Easier to read, easier to catch problems.





Team rules

- Write down everything from "This is how we do things here".
- **Better visibility** at team dynamics & **explicit expectations** from everyone.
- A great tool for **onboarding new people**.
- Revisit & update!

Have an explicit team lead.

Otherwise, there is going to be an implicit one.

Have an explicit team lead.

- Know who the leader is. That's the person making the calls when needed & the person who's responsible for the team success.
- Team leads should focus on enabling their teams do their job well. If this means less coding then so be it.
- We rotate team leads every week, so everyone knows what it's like to be on that position. Gives perspective.



You cannot avoid them, but you have to handle them.



Conflicts

- Catch early & try to overcommunicate with all parties involved.
- Read books on management & leadership. Use your gut feeling.
- Have **perspective** on what's important.
- Beware of toxic people & malicious obedience.
- **Fire**, if necessary (easier said than done)



Adapt

- If something's not currently working understand why & make changes.
- Establish processes but **don't follow them blindly**.
- Teams are **different** (people are **different**).
- Things change.

Ask your developers for pain points. They will tell you.

And do something about them.

Thank you. **Questions?**

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