



Always Under Construction

Peter Brownell

Code Positive

DrupalCon Mumbai 2016



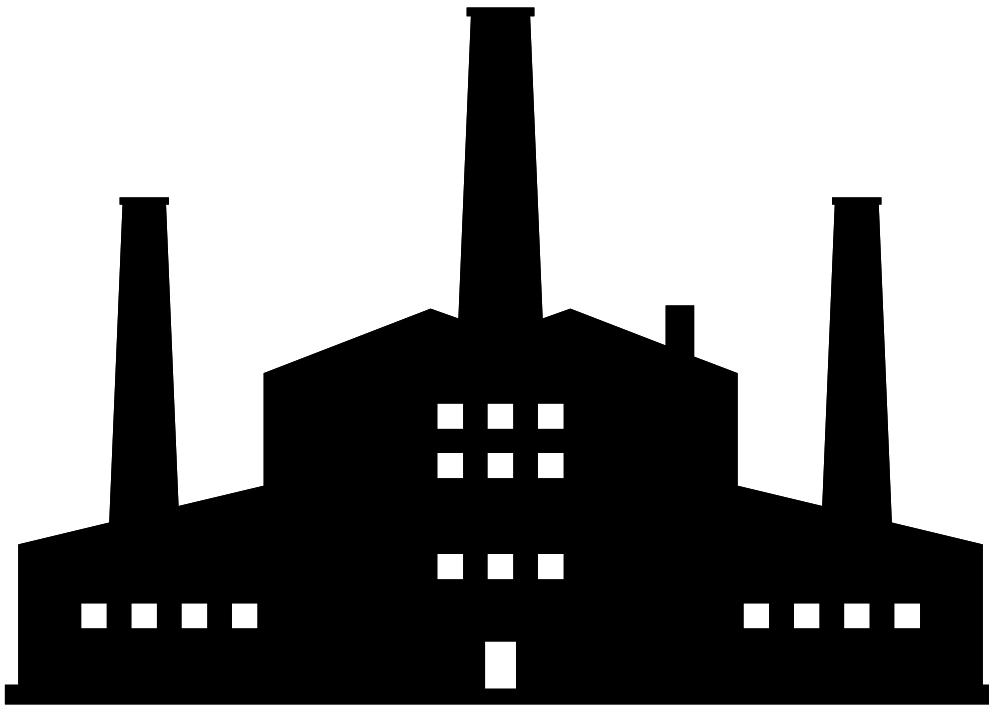
Peter Brownell

- Code Positive, London
- Developer 20+ years
- Drupal London organiser 10 years ago
- Internet startup (failed)
- Apprenticeship programme UK



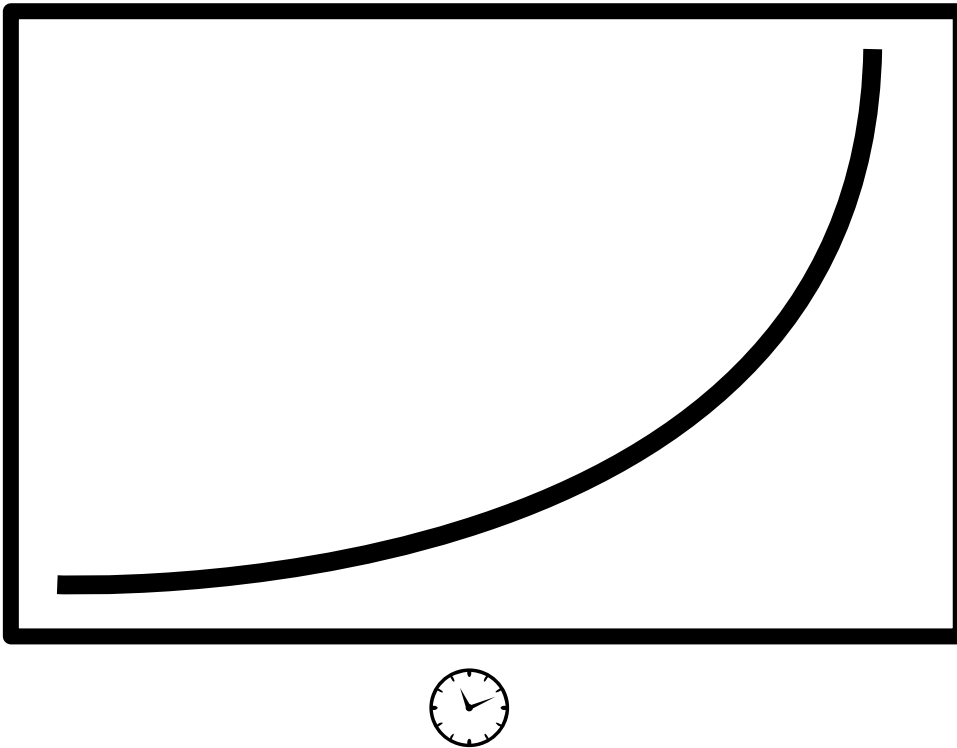
Under construction

- Community Plumbing+
- Drupal is ideal for long lasting, continuously changing, platforms to support day-to-day operations
- Be aware of full lifespan to achieve ROI



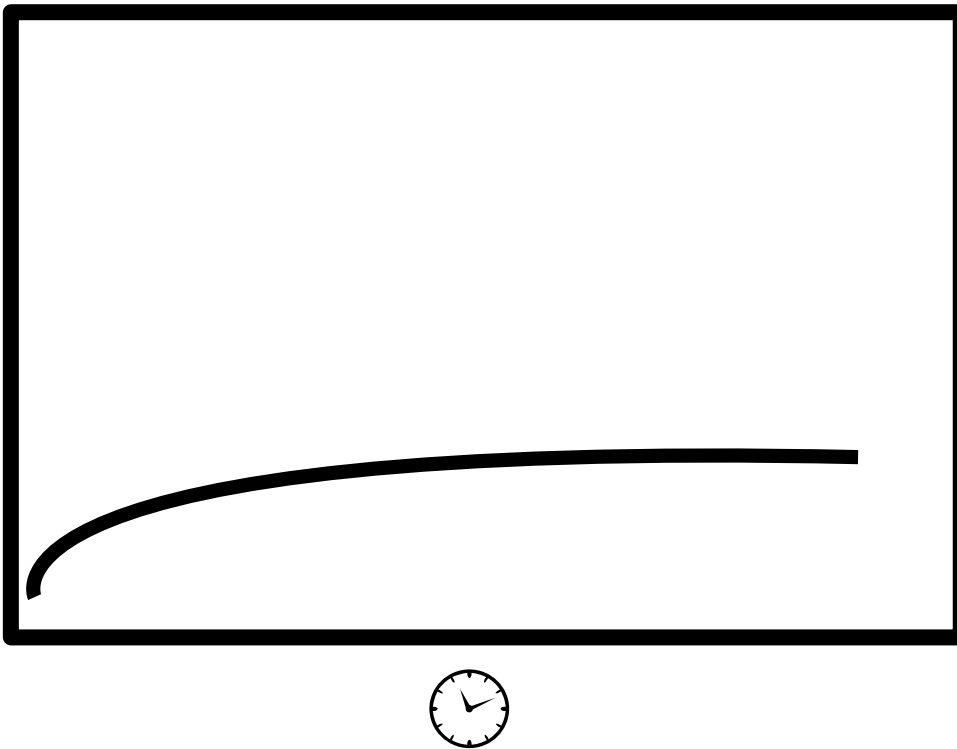
Organisational infrastructure

- Internal or external sites
- Platform
- Adapt to business changes
- No separation of build and maintenance
- Plan for 7 year life
- Don't build landfill



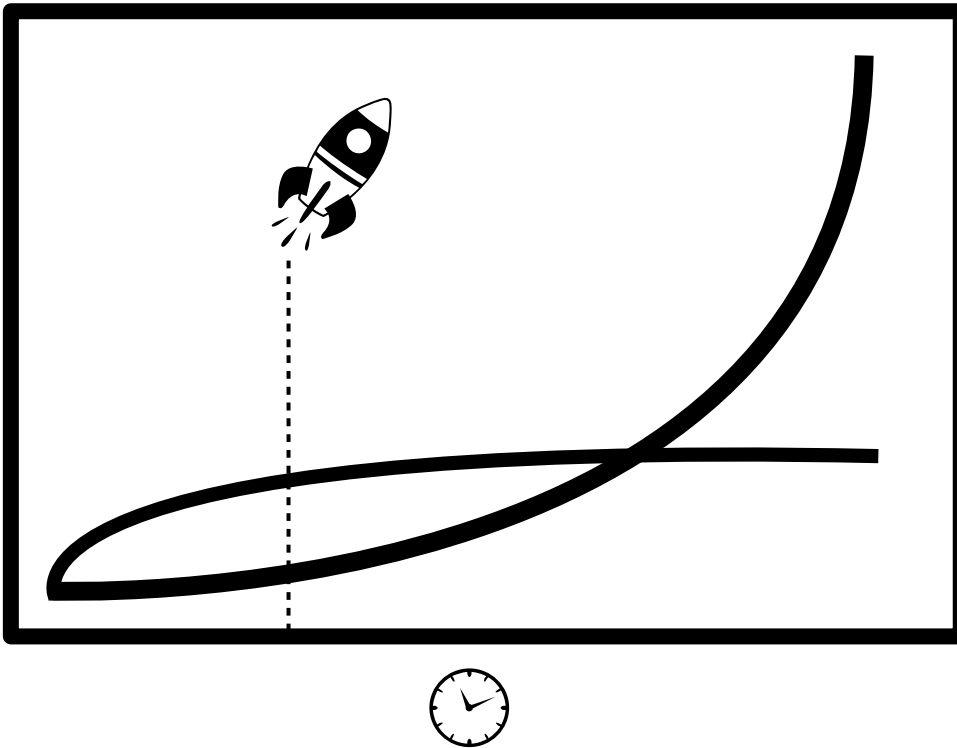
Cost of change

- Changes cost more the later they are added to a project
- Applied over 7 years of continuous changes, this gets expensive
- Just start over



The agile ideal

- Extreme Programming
- If your site lasts almost a decade, you want to get as close to this as you can
- **Lower the cost of change**



Forget launch

- Drupal can deliver a working site long before any investment in agile pays off.
- Only a long term view can prioritise what we need to lower the cost of change



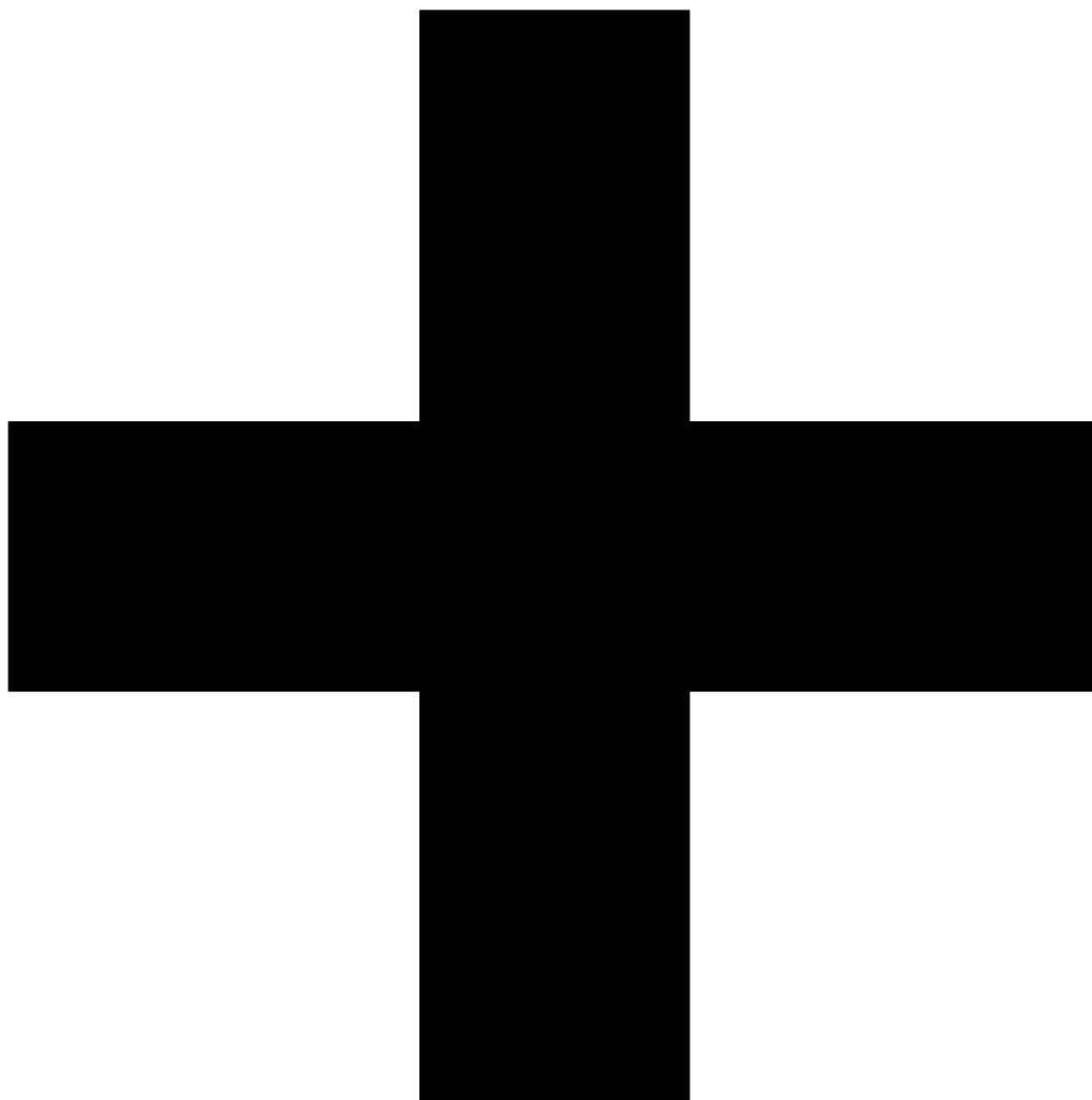
Agile manifesto 1.2

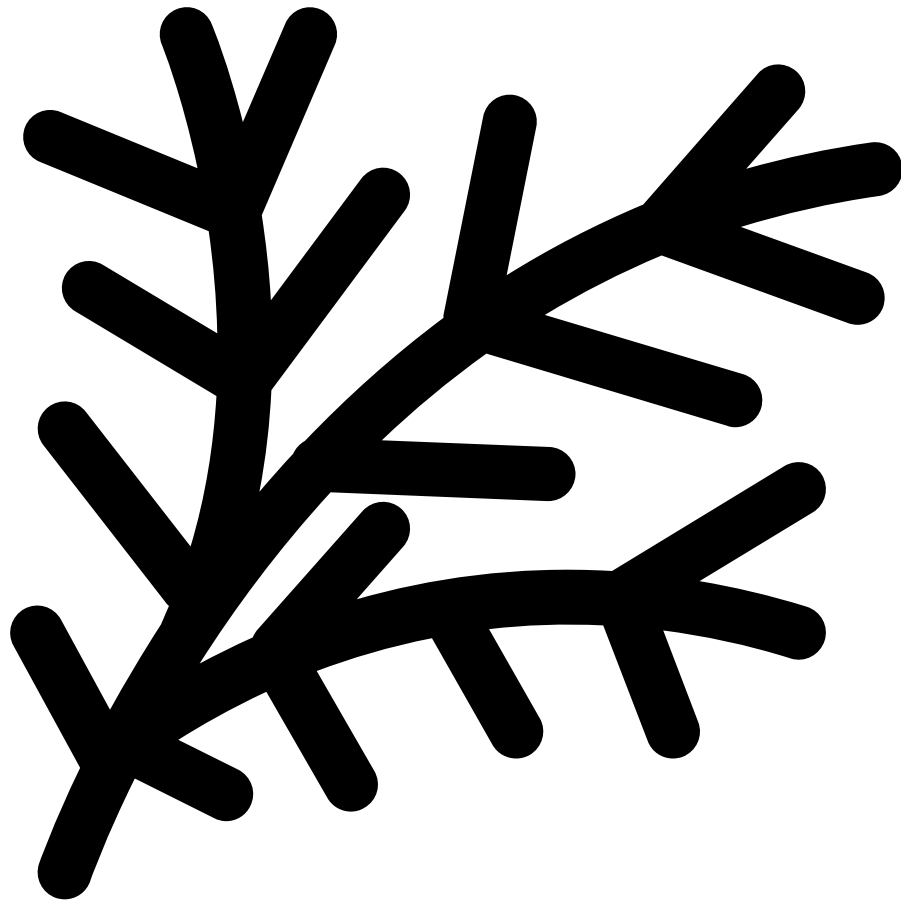
Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

सब कुछ बदलता है

Understand and welcome change

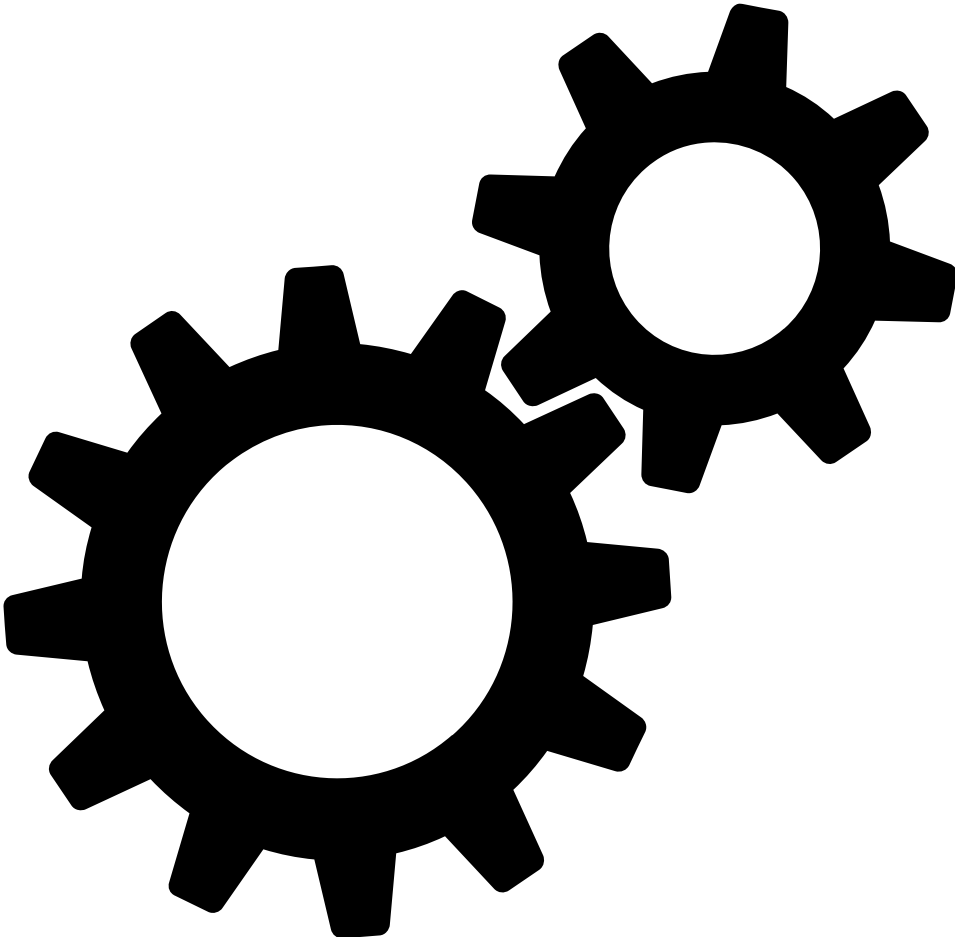
- This is my mantra





Change is consistent

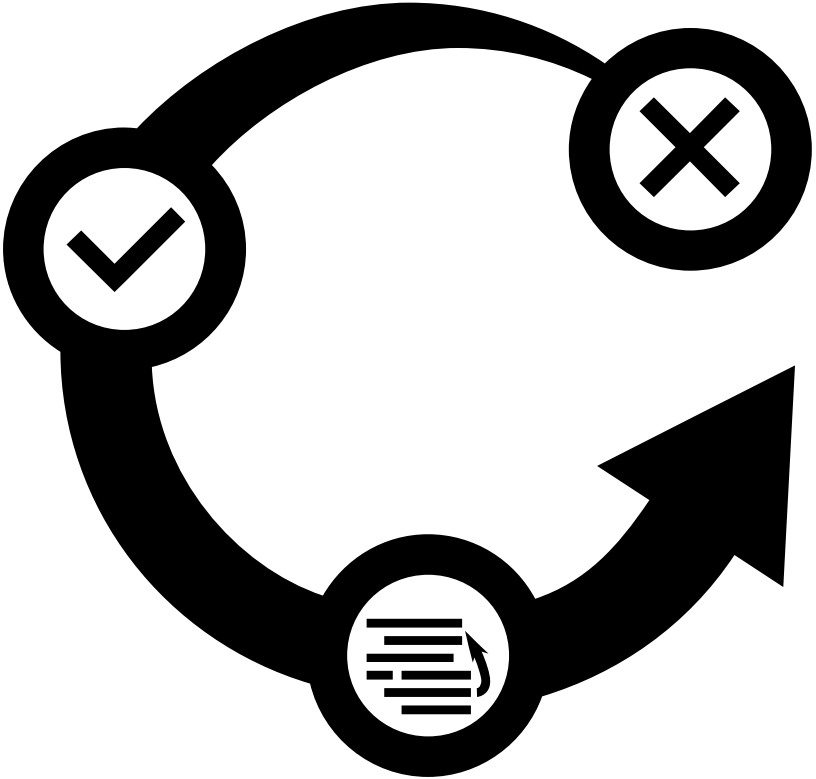
- Consistency across all team members
- Patterns must belong to the site, teams should work within context
- Start with a style guide
- Patterns before building



Process Continuity

- Continuity plans should allow development teams to be changed without catastrophe
- Infrastructure and automation tools must belong to the client
- Document processes
- Use standard tools whenever possible

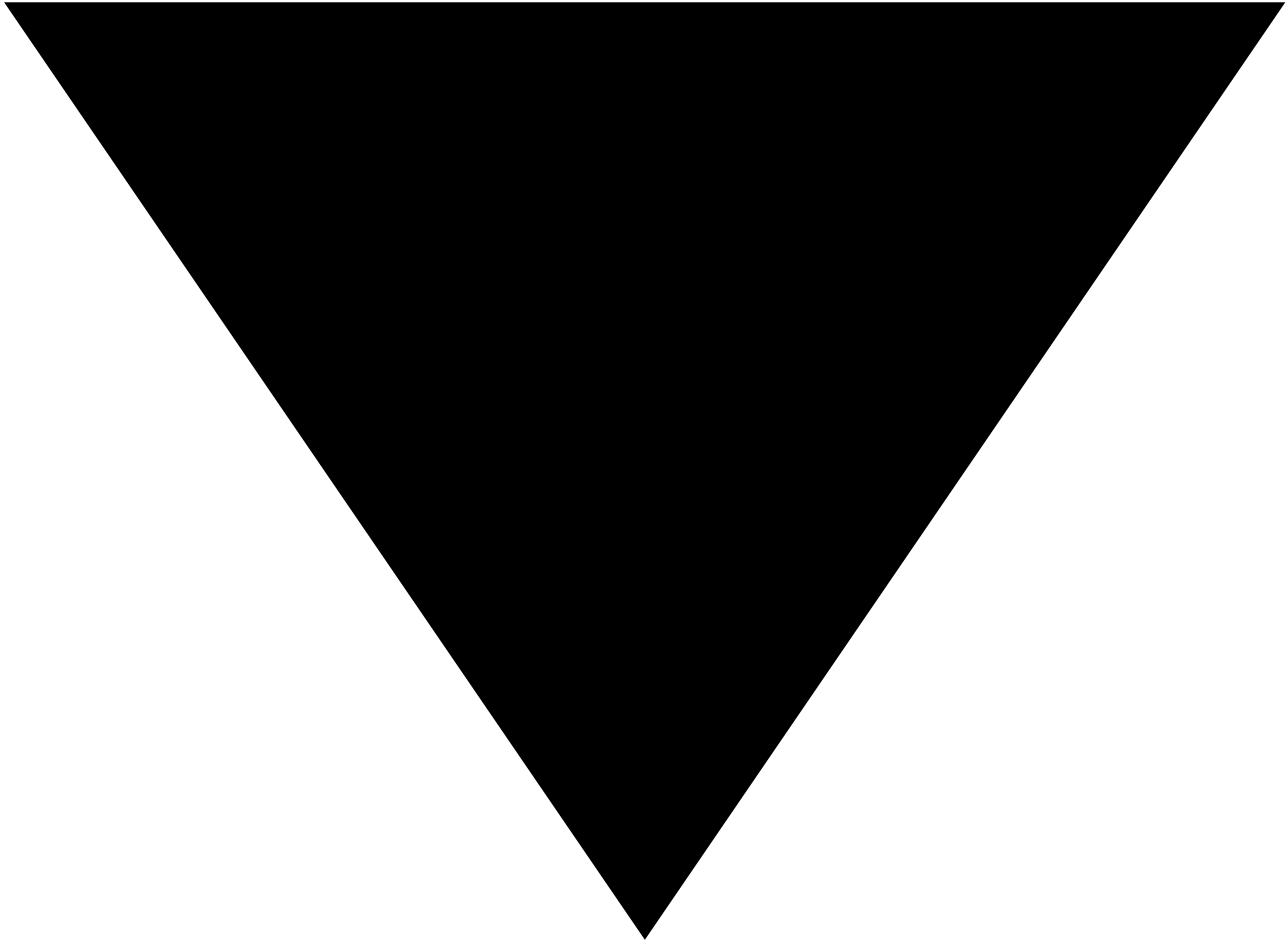
Try working on the same site with multiple, independent, development teams. It gets amazingly complex really quickly. It hurts a bit.

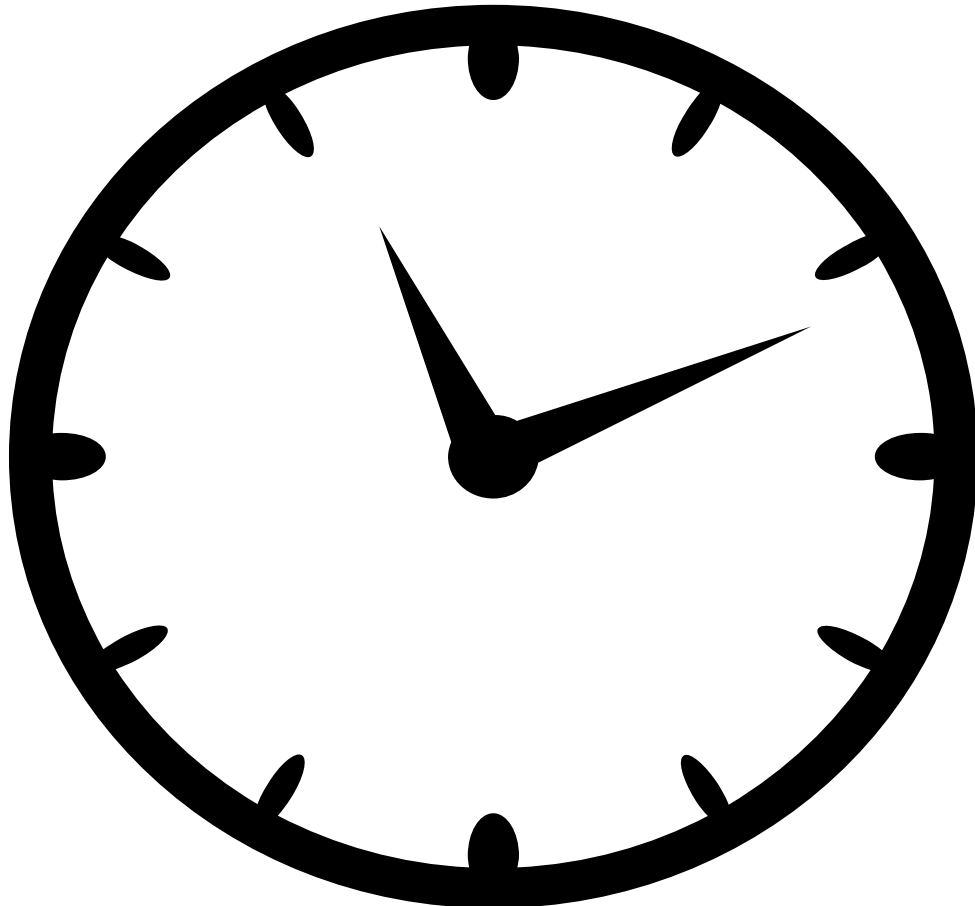


Essentials

- Changes must be deployable
 - You don't need complete CI, just establish a repeatable process
- Tests must be automated
- Try BEHAT



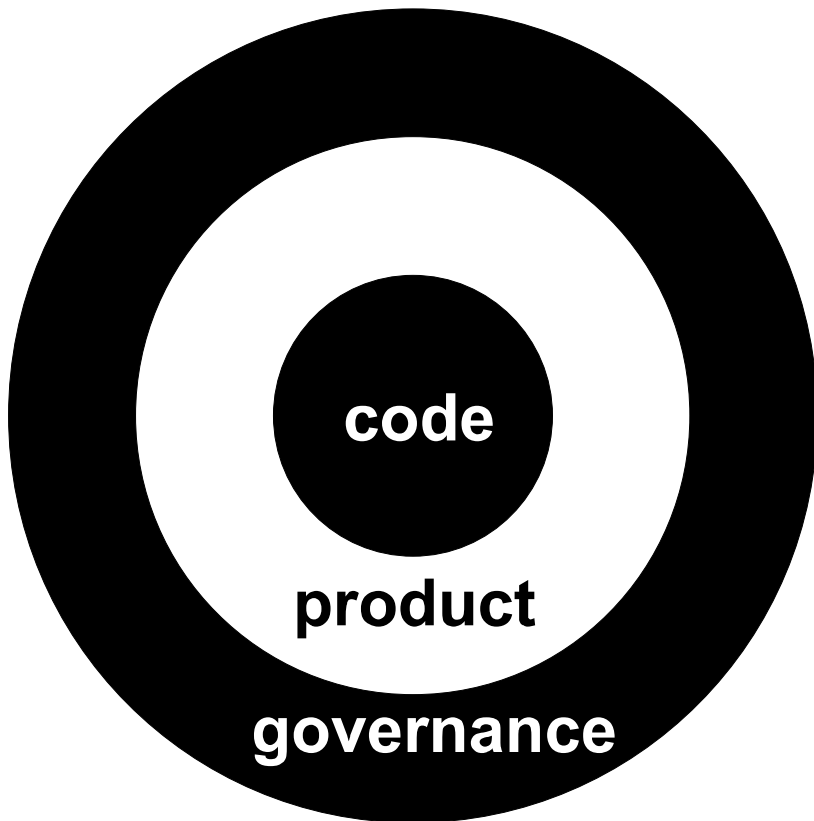




Tell stories

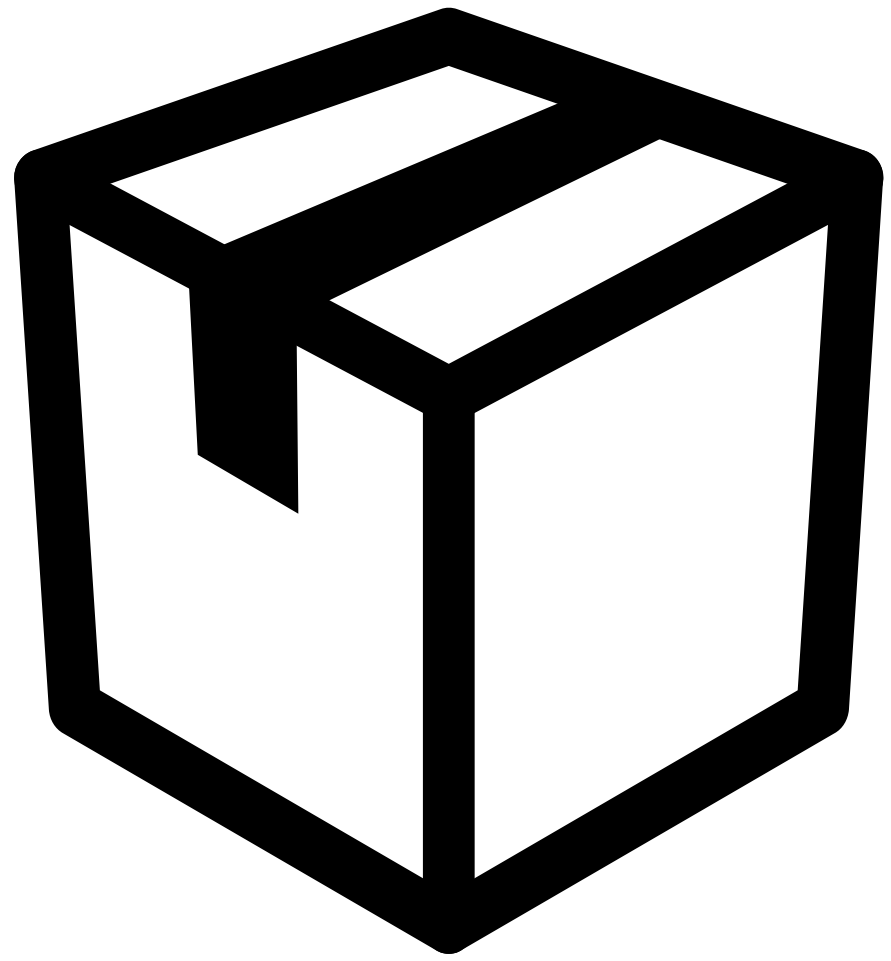
- Make it easy to understand
- Sites go through phases
 - Birth
 - Definition
 - Clarification
 - Inter-connection
 - Reincarnation

These phases come from a completely non-scientific source. I think they are generally true for most sites, but don't ask me to show you proof.



Stewardship

- More than code
- Most organisations don't understand the basics
- To protect the site from it's owners we have to take on new roles
- Read Lean Startup



Product management

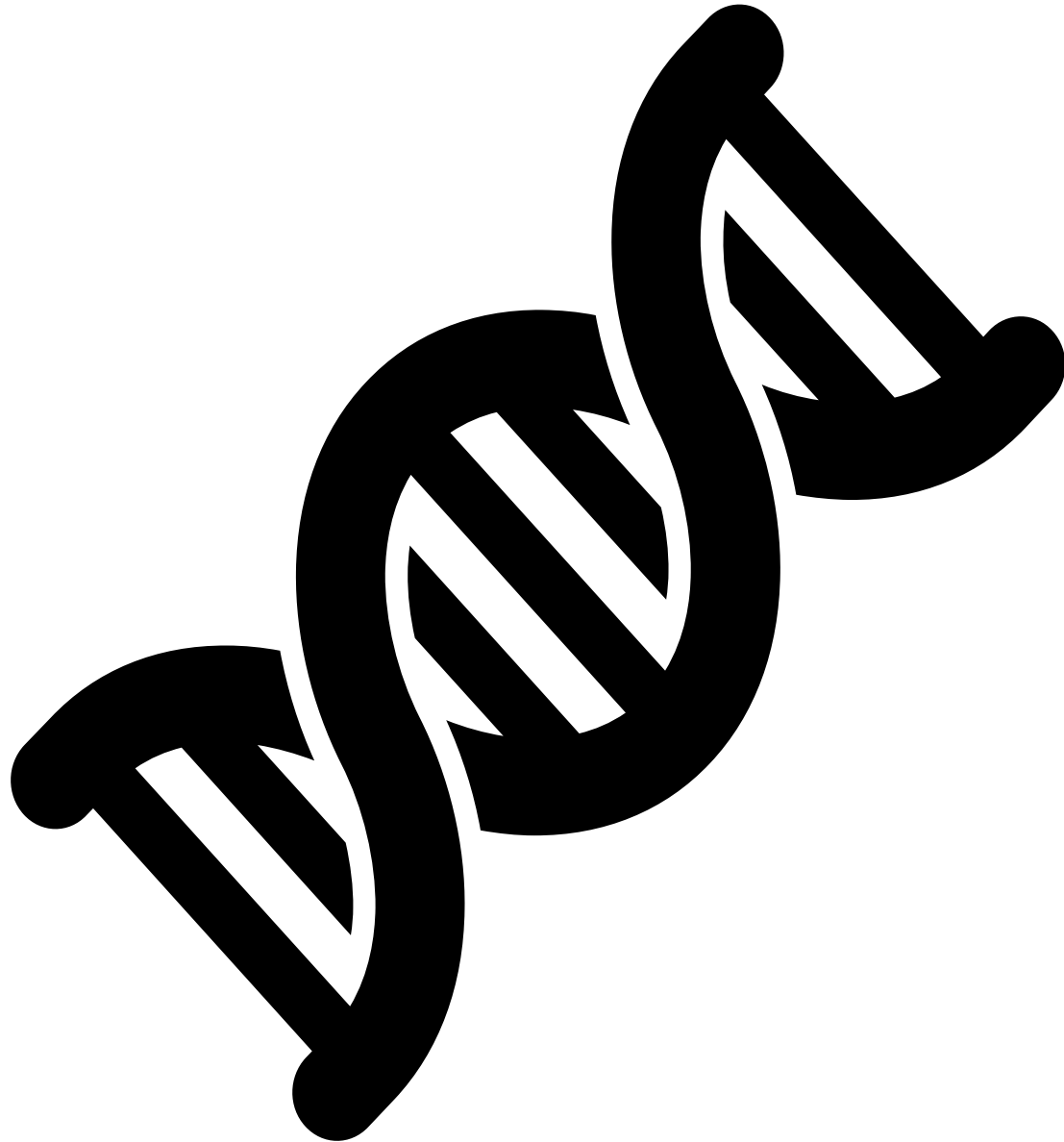
- More than product owner
- Biz/UX/Tech
- Evolve ideas with pattern library
- Manage roadmap
- Find best Drupal solutions with dev team

I wanted to have some good marginalia on this slide. But I couldn't think of anything.



Rule of law

- Establish and communicate change processes
- Digital mission statement
- Service manual
 - Paul Boag
 - boagworld.com



May you live in interesting times. Ha.



greenman@codepositive.com

@greenman but I am hopeless at twitter

