

Making Continuous Delivery Work for You: The Songkick Experience

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Change location

Enter artist / concert / venue

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Be the first to know about concerts

Track your favorite artists and never miss them live.

START TRACKING BANDS



Track your favorite bands

Tell us who you want to see live. Easily organize artists and concerts in one convenient place.



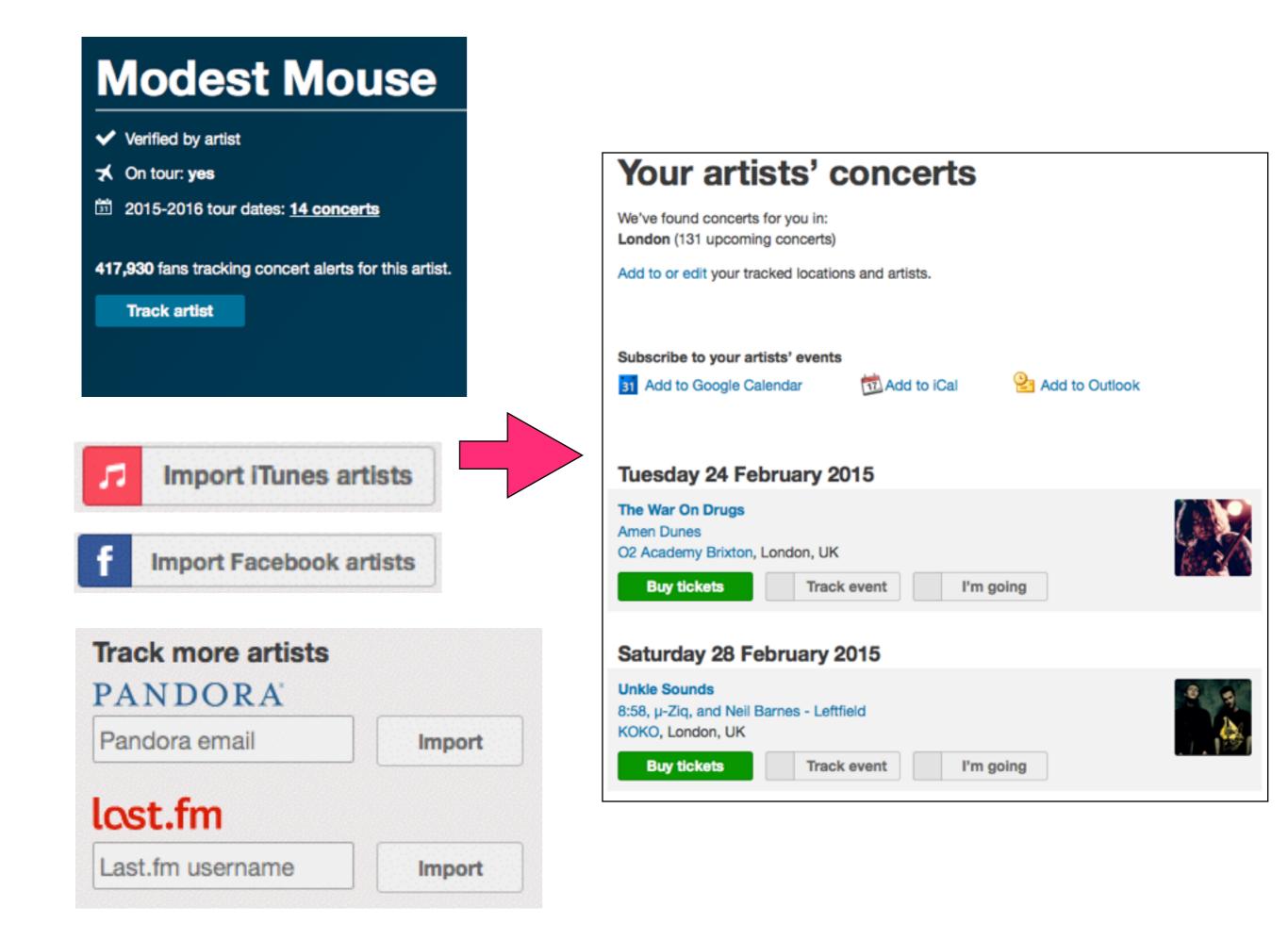
Free personalized concert alerts

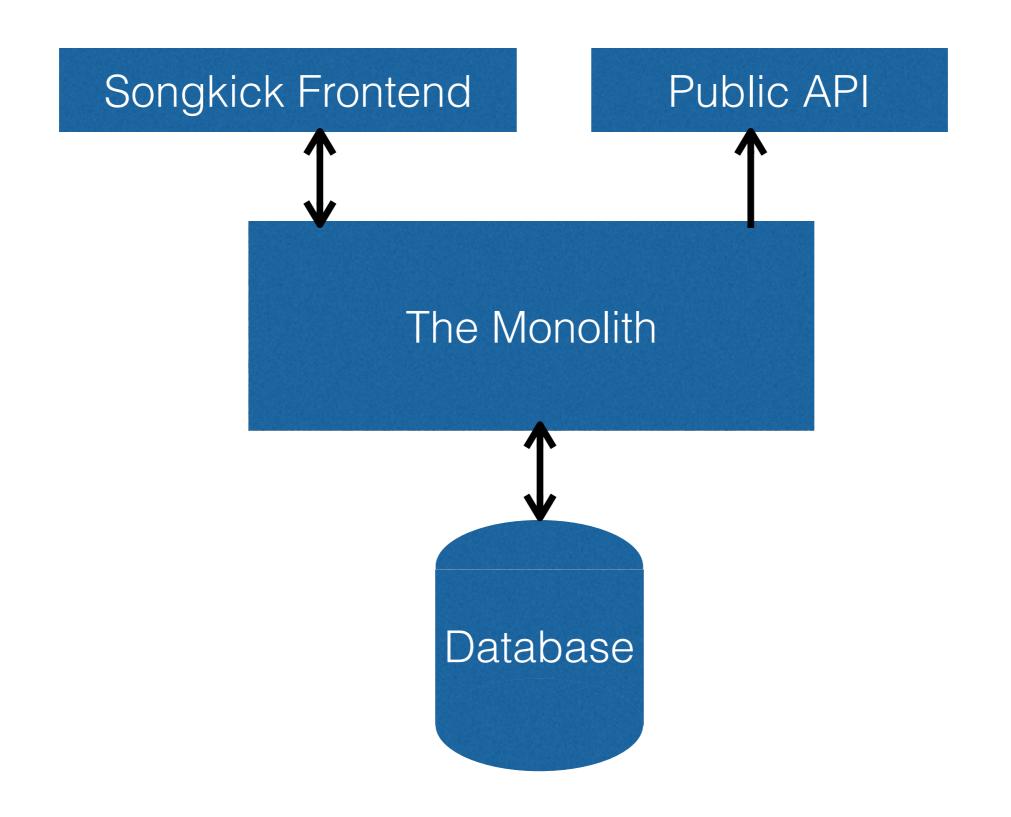
Songkick emails you when your tracked bands come to your area. No spam about bands you don't care about.

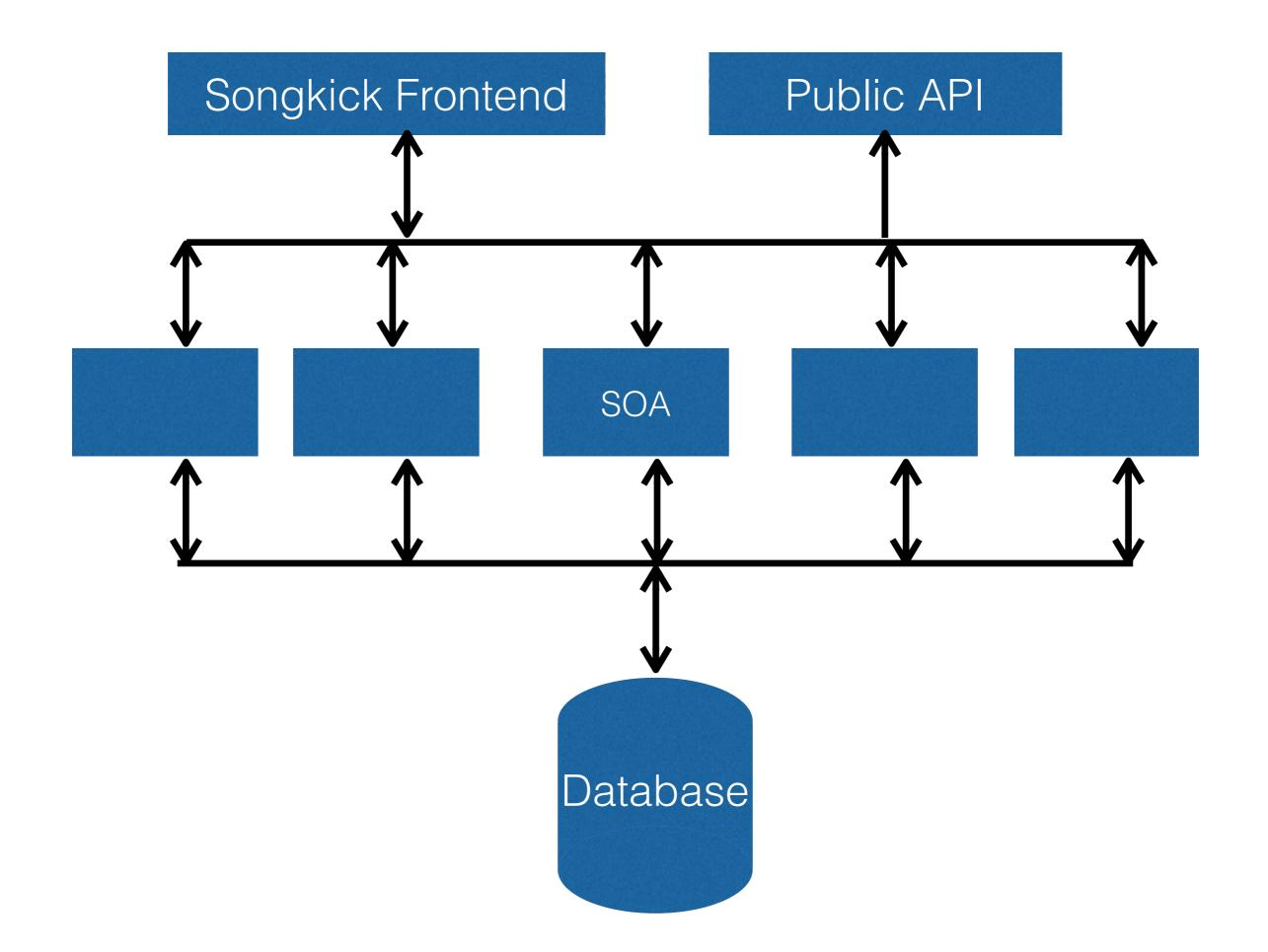


Find out before tickets sell out

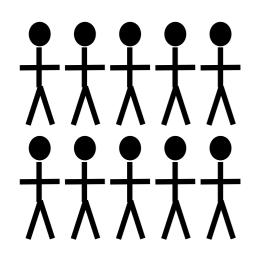
We send concert alerts early - way before tickets sell out. Never miss out on a great concert again.







The Team



Developers

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Product Managers

Designers

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 $\frac{1}{1}$

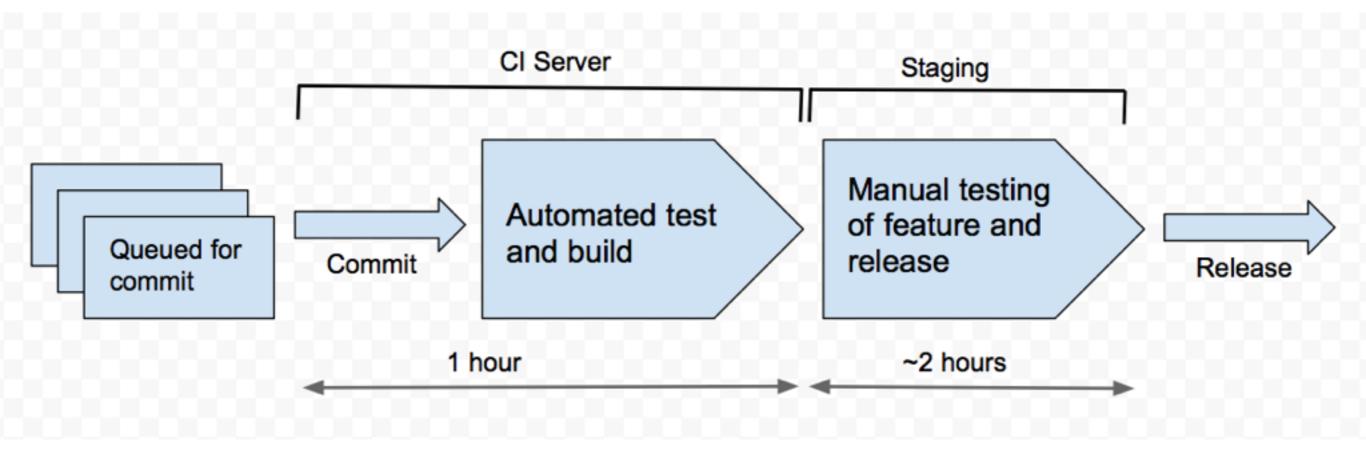
SysAdmin

Testers

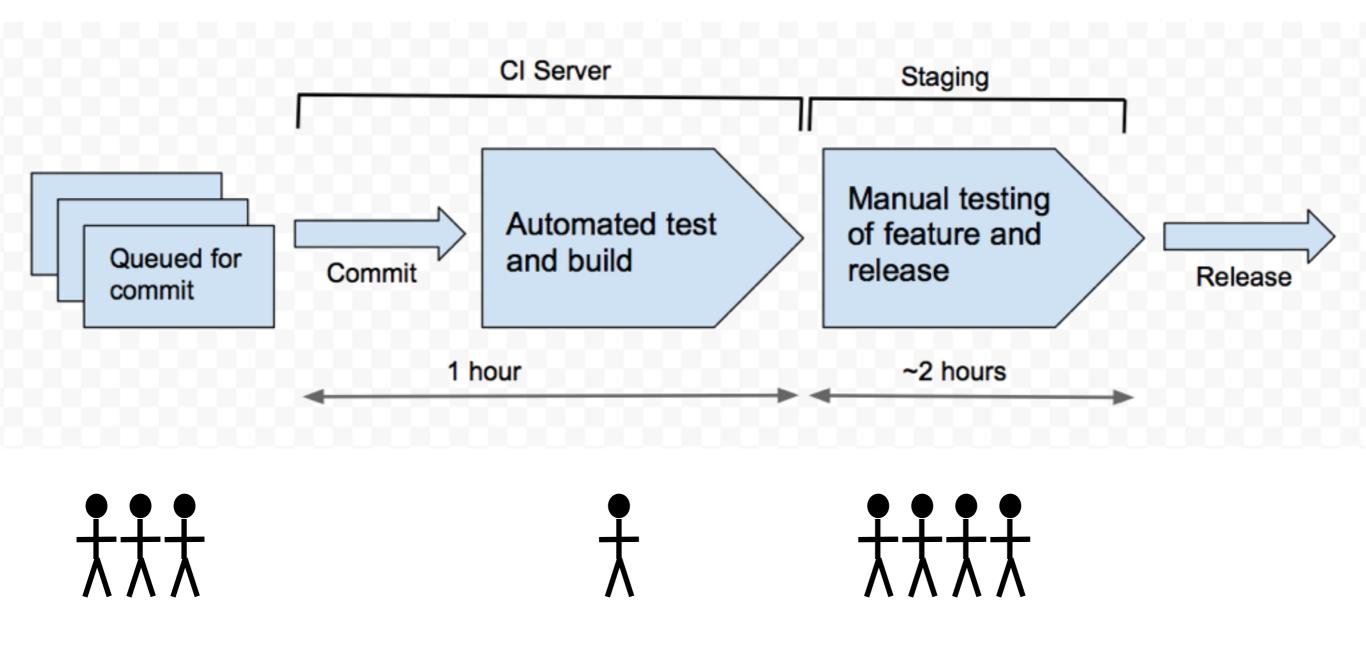
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User Support

The (old) Songkick Way



The (old) Songkick Way



How can we move faster?

Why do we have this process?

- Responded to release problems by adding safeguards
- Leads to inflexible test and release process

• Release safeguards need risk assessment

Consider your options

Scheduled Releases



Continuous Delivery

What are our values?

• Ship new features as soon as possible

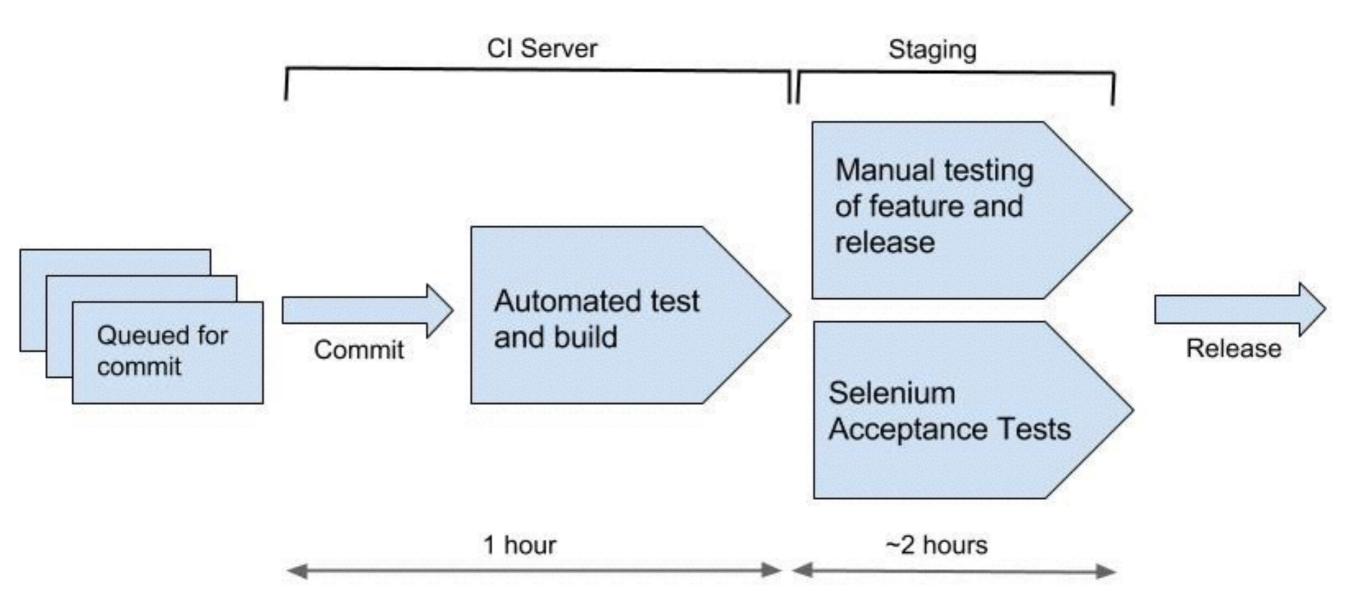
 Developers responsible for production quality

Moving to Continuous Delivery

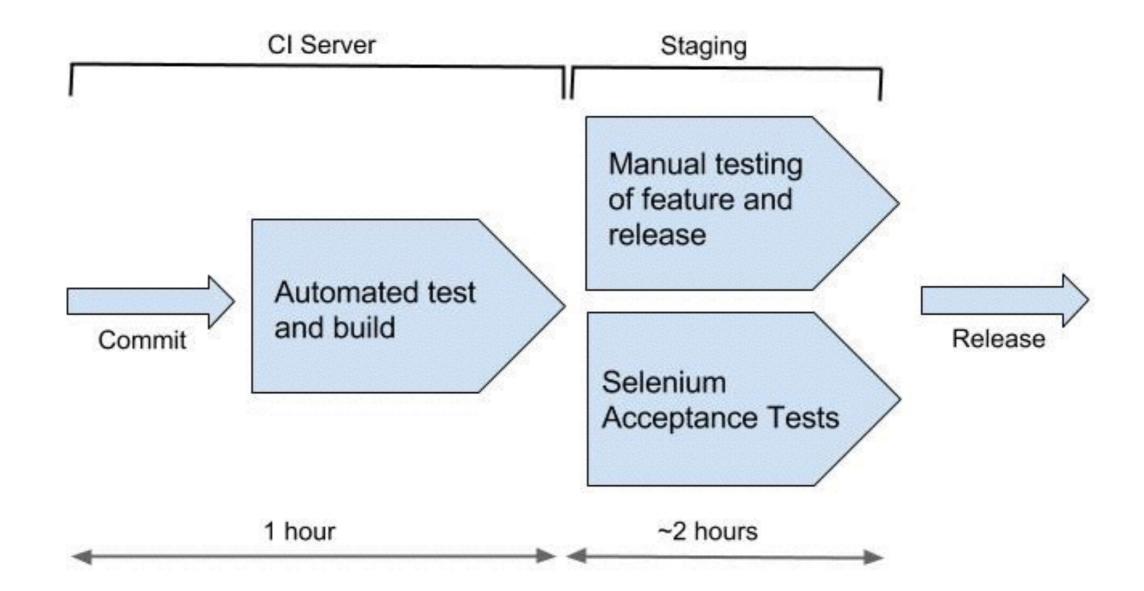
Address concerns

- You need to have full team buy-in
- Take concerns seriously

Changing The Songkick Way



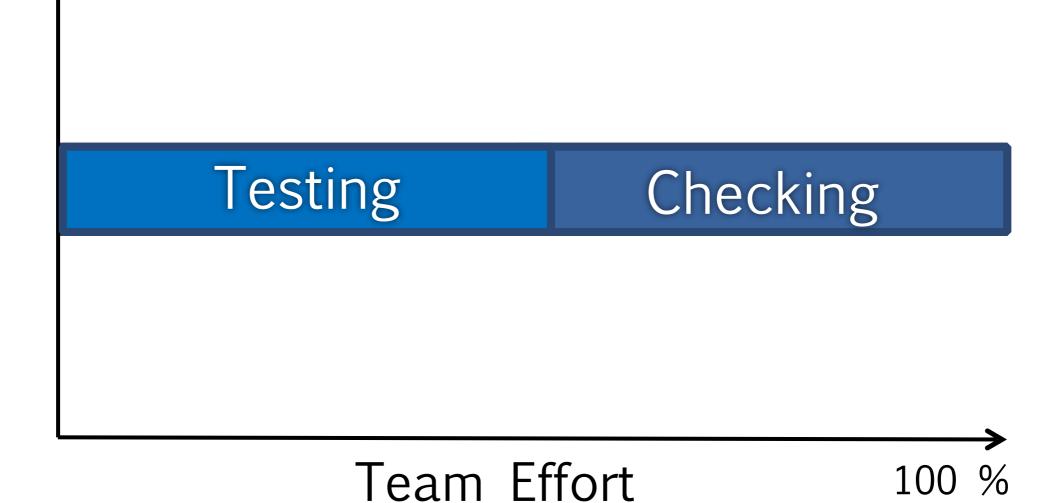
Changing The Songkick Way



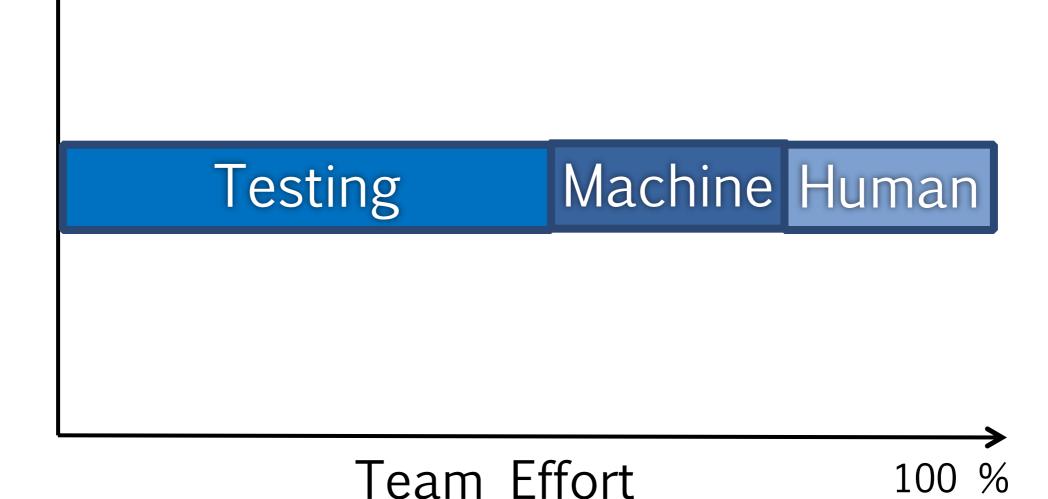
Define a single test strategy

- Testing is part of the development and release process
- Get the whole team to buy in
- Balance risks against time

Agree on how to split the team effort



Agree on how to split the team effort



A new value

Development teams are responsible for their own testing

Shared ownership of automated tests

- Test at the right level
- Fast feedback
- Everyone understands what is being tested and why
- Everyone has a chance to influence the test strategy

Execute the right tests at the right time

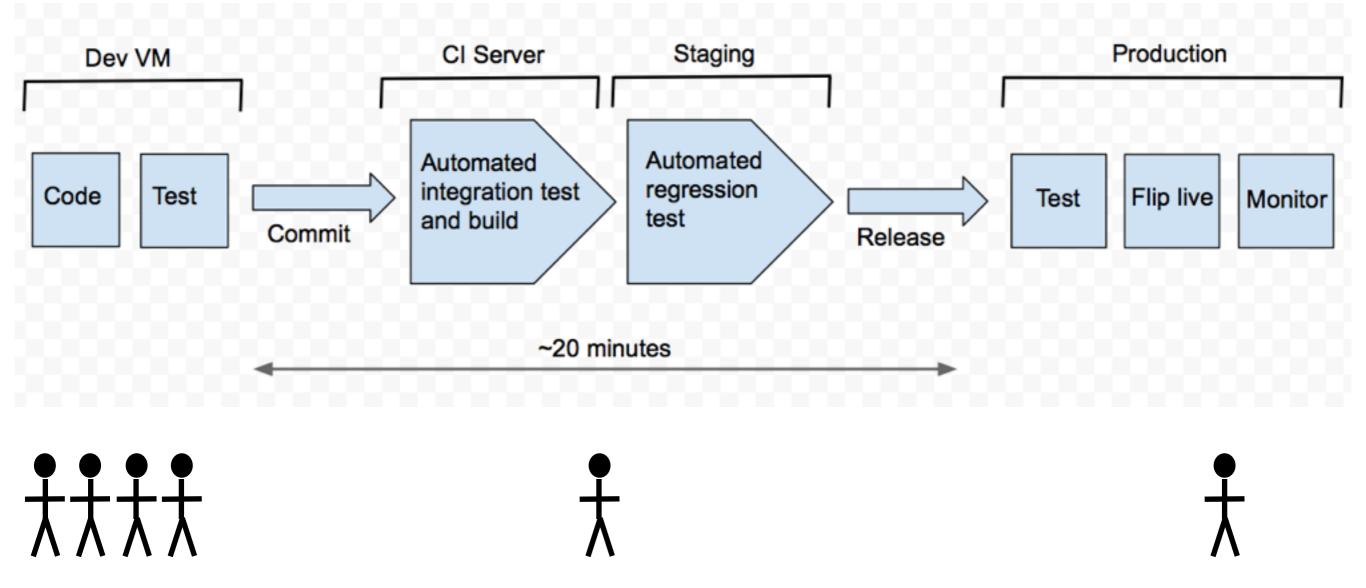
Just build it right the first time

Feature Kick-offs

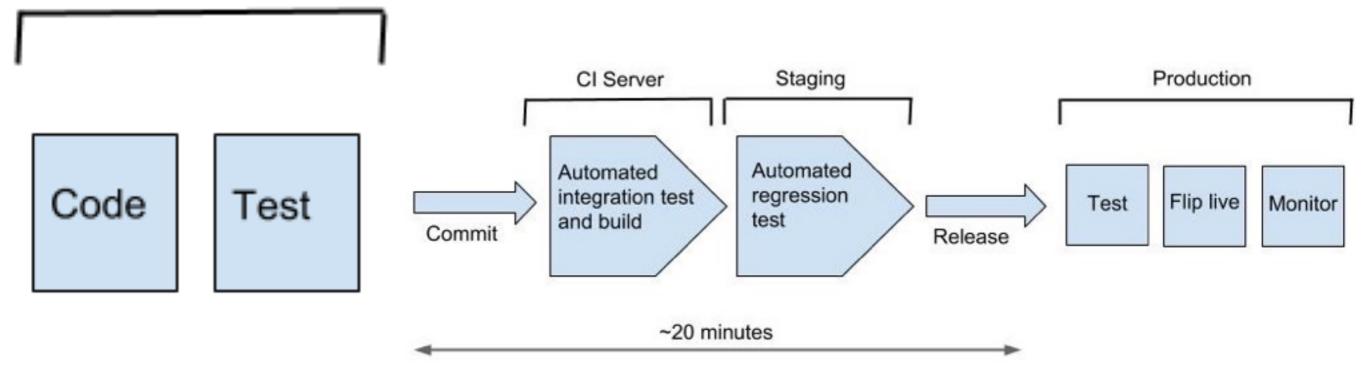
- What we're going to build, and why?
- Discuss complexity and risk
- Agree how to test and release the code

Risk assess everything

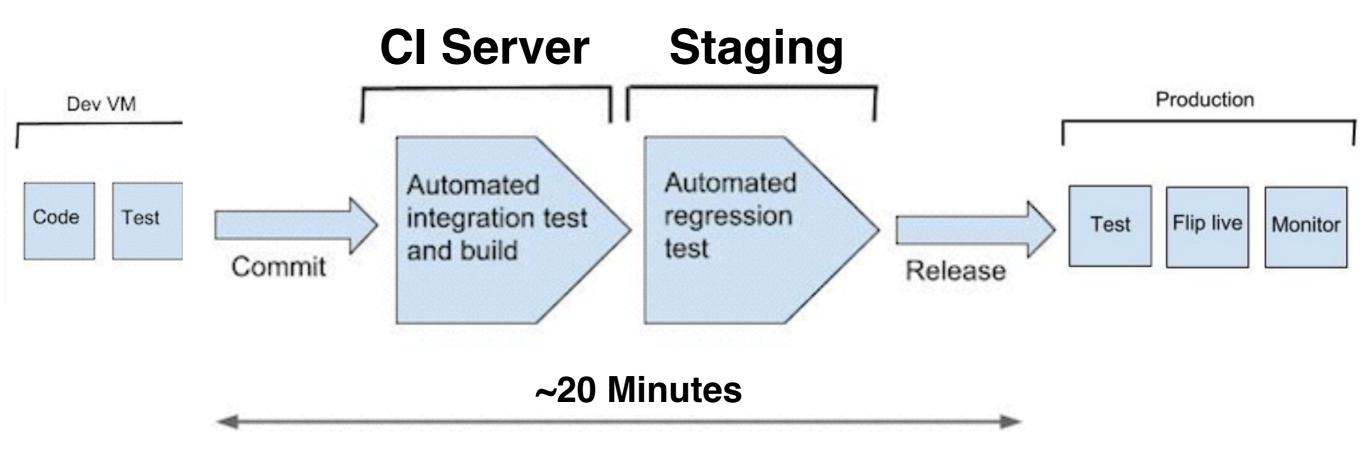
- What are we hoping to achieve with this change?
- Identify risks
- Agree on how to mitigate risks

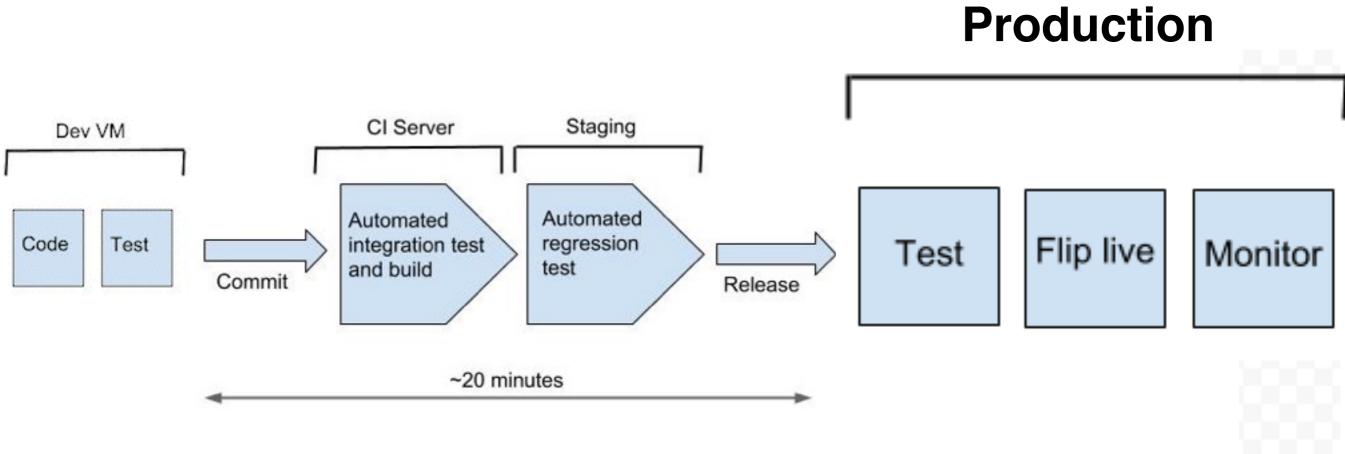


Dev VM

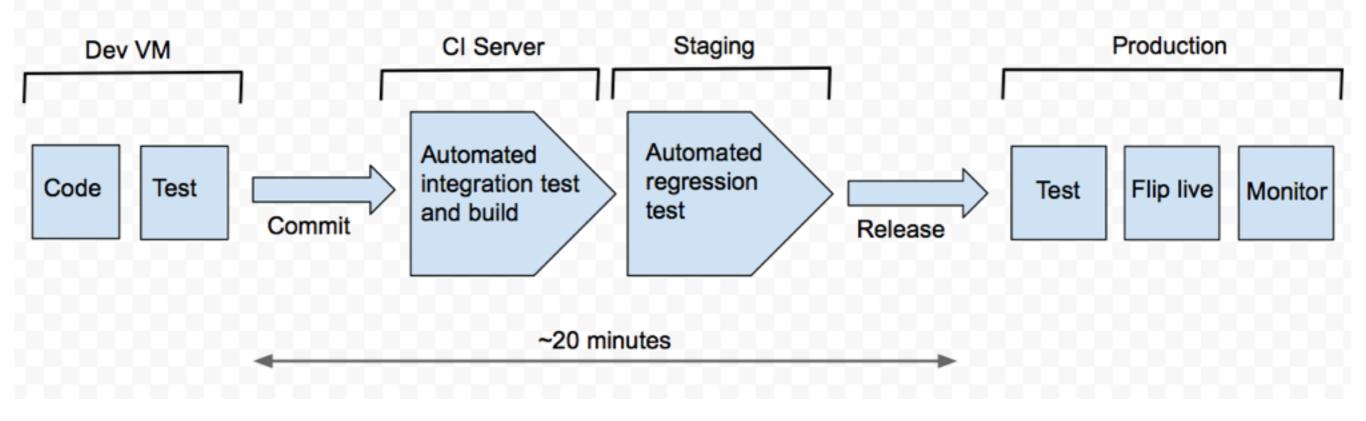


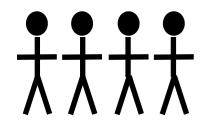
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Releasing doesn't have to mean launching

Trust the test results

Never release if the build is red

Green builds must mean the tests have passed

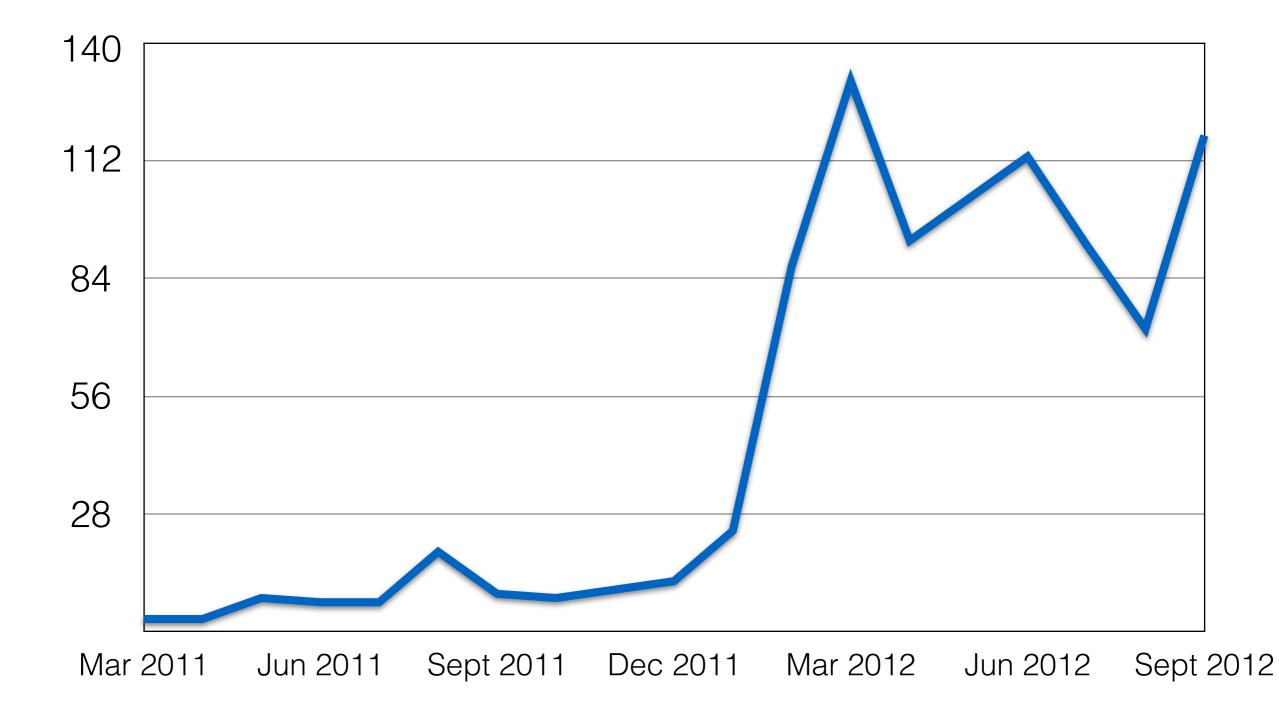
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) 🦓	service-stats	<u>5.9 mo</u> > <u>5.9 mo</u>	1 min 18 sec
) 🔆	skweb	2.1 days > 3.1 days	1 min 10 sec
) 🔆	songkick-analytics-gem	<u>16 days</u>	49 sec
) 🔆	songkick-core	<u>5.1 days</u> > <u>5.9 mo</u>	5.8 sec

Learn from your mistakes

You can break anything once

- Songkick Maxim

Releases



But this ended up being about more than just releases...

- Fast and maintained automated tests
- Bug fixes often take just minutes
- We've learnt how to evaluate and improve our process

Make it work for you

- Understand why you want to change
- Fix the biggest problem first. Then iterate
- Use problems to drive positive change
- Don't neglect the human aspect

Thanks

Questions?

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