

**ZERO TO HUNDRED DEPLOYS A DAY** 

## MILESTONES CHECKLISTS



## Phase 1 – Deploy Once a Week

	Measurements	Development Practices	Communications	Culture
Milestones	<ul> <li>□ Track Deploy Frequency</li> <li>□ Track Change Lead Time</li> <li>□ Drill down on activities that drive Change Lead Time</li> <li>□ Achieve Deploy Frequency of 1x week</li> <li>□ Achieve Change Lead Time of &lt; 5 days</li> </ul>	<ul> <li>□ Use developer branches</li> <li>□ Have an always deployable release branch</li> <li>□ Have a process to accept or reject changes to release branch</li> <li>□ Use pull request for new changes</li> <li>□ Have a process for merging new changes</li> <li>□ Achieve 50% unit test coverage</li> <li>□ Unit tests are at most 20% flakey</li> <li>□ Unit tests run on every commit</li> <li>□ Have a mostly automated CD pipeline that can build a release from release branch</li> <li>□ Have a well-defined production environment</li> <li>□ Have basic observability system</li> <li>□ Designate deploy owner. Recommendation for this phase: a SRE or infra-minded developer</li> </ul>	<ul> <li>□ Have a well-defined merge window</li> <li>□ Have a well-defined production deploy window</li> <li>□ Designate a deploy reviewer</li> <li>□ Have a process for communicating releases to developers, managers, PMs</li> <li>□ Track high-level work going into a deploy in issue tracker</li> <li>□ Have a real-time chat tool for developers and those who own the deploy</li> <li>□ Have a way, even if cumbersome, to know what's been deployed</li> <li>□ Have documentation on the deployment process</li> </ul>	<ul> <li>□ Have a weekly or bi-weekly sprint to agree on task size and tasks for this window</li> <li>□ Have an automated Cl against the release branch, with the results visible to the team</li> <li>□ Designate a disturbed role</li> <li>□ Include Product Managers in sprint planning</li> <li>□ Implement feature flags</li> <li>□ Have a recurring planning meetings, code reviews, and weekly demos</li> <li>□ Budget engineering time to keep the release branch builds passing</li> <li>□ Make DORA / Accelerate metrics data available, with context, to execs</li> <li>□ Report on uptime or equivalent metric for applications</li> <li>□ Share high-level information about large chunks of functionality that are shipping</li> </ul>
Tooling to support	<ul><li>Set up tooling to:</li><li>DORA metrics tracking</li></ul>	<ul> <li>Set up tooling for:</li> <li>Source control</li> <li>Automated testing / CI</li> <li>Deployment / CD</li> <li>Observability</li> </ul>	<ul> <li>Set up tooling for:</li> <li>Issue tracking</li> <li>Chat</li> <li>Deployment tracking</li> <li>Knowledge management</li> </ul>	<ul><li>Set up tooling for:</li><li>Feature flagging</li></ul>



## Phase 2 – Deploy Once a Day

N	Measurements	Development Practices	Communications	Culture
	☐ Track Deploy Frequency and Change Lead Time ☐ Define Change Failure rate per your needs ☐ Track Change Failure Rate by codebase and flag ☐ Track MTTR ☐ Have ability to quickly see outliers on your Failure Rate and MTTR ☐ Achieve Deploy Frequency of 1x day ☐ Achieve Change Lead Time of < 2 days ☐ Achieve Change Failure Rate of < 15% ☐ Achieve MTTR of < 1 day	<ul> <li>□ Use pull request for changes</li> <li>□ Have a process like PRGB for code reviews</li> <li>□ 75+ % unit test coverage</li> <li>□ Unit tests are &lt;10% flakey</li> <li>□ Unit tests gate deploys</li> <li>□ Have end-to-end tests for critical paths</li> <li>□ End-to-end tests run against a production-like environment</li> <li>□ Have a well-defined pre-production environment, with enforced and automated soak time</li> <li>□ Set up automated process where deploys are triggered and executed in a CD pipeline and take &lt; 2 hours</li> <li>□ Have advanced observability with automated alerts</li> <li>□ Well-defined on-call roster with clear escalation chain</li> <li>□ Deployers have access to observability metrics and can diagnose production systems</li> <li>□ Track errors in logs or via tool</li> <li>□ Use feature flag</li> <li>□ Use configuration-as-code tool</li> <li>□ Designate developers as deploy owners</li> </ul>	<ul> <li>□ All developers know how to trigger deployment process</li> <li>□ Have a communication channel to share when a deploy is happening</li> <li>□ Everyone has access to see the important health metrics</li> <li>□ Have a well-defined and automated escalation policy</li> <li>□ Have a well-defined cadence for daily releases</li> <li>□ Have a way to share progress toward a larger goal with PMs and Managers, and high-level goals with stakeholders</li> <li>□ Have a communication channel between developers and infrastructure engineers</li> <li>□ Inform Customer Support when bug fixes or support issues have been deployed</li> <li>□ Break work into small batches roughly equal to one deploy</li> <li>□ Trace deploys to issues</li> <li>□ Have a way to spin up new rooms for incident response</li> <li>□ Have central docs for common scenario troubleshooting</li> <li>□ Have well-defined conditions for triggering rollback decision</li> </ul>	<ul> <li>Deploy every pull request one at a time, so you can review batch size while doing code review</li> <li>Developers are empowered to deploy their own changes to all the environments</li> <li>Developers have enough metrics and an understanding of their norms to verify deploys</li> <li>Developers understand how to escalate and perform rollback</li> <li>Enable "continuous demo" by looping in PM or Design when work has shipped</li> <li>Adopt six-week cycles to get Devs, PM, and Design to think in smaller, shippable units</li> <li>Managers continuously measure the team's Accelerate metrics</li> <li>Managers invest in tooling that allows identification of bottlenecks and prioritize removing them</li> <li>Work with Marketing to coordinate feature flag launches with marketing launches</li> <li>Have a consistent way to disseminate product changes info to Sales and Support</li> </ul>



## Phase 3 – Deploy One Hundred Times a Day

	Measurements	Development Practices	Communications	Culture
Milestones	<ul> <li>□ Track DORA metrics by team (e.g., programming language, front-end vs. back-end, etc.)</li> <li>□ Track org-wide anomalies and report on org-wide trends and performance</li> <li>□ Achieve Elite level performer per DORA:</li> <li>□ Deploy Frequency of 10+ per day</li> <li>□ Change Lead Time of &lt; 1 days</li> <li>□ Change Failure Rate of &lt; 15% of changes</li> <li>□ MTTR of &lt; 1 hour</li> </ul>	<ul> <li>Implement release trains</li> <li>Implement canary deploys</li> <li>Implement pre-production environments with approvals</li> <li>Implement smoke tests</li> <li>Implement automated rollbacks</li> <li>Implement drift detection</li> <li>Implement centralized tracking "single pane of glass"</li> <li>Developers have access to custom deploy workflows engine that can automate integrations with other important systems</li> <li>Developers own their deploys</li> <li>Have a dedicated engineering team owning pipelines, tooling, and platform.</li> </ul>	<ul> <li>Have a fully automated high-level deploy notifications tailored for all functions: Support, PM, Sales, etc. and executives.</li> <li>Have a fully automated and self-explanatory process for how and when to deploy and rollback</li> <li>Have notifications that alert teams when drift has breached a set level</li> <li>Have a well-defined and published "train schedules"</li> <li>Have a way to tell a developer where their changes are in a deployment pipeline.</li> </ul>	<ul> <li>Developers believe in the institutional safety net: bad changes are highly unlikely to make it to production, and if they do the blast radius is small</li> <li>Developers are confident they can make a mistake and ship a fix in no time</li> <li>Developers feel deploys are a non-event</li> <li>PMs and Designers work in smaller increments just like Devs</li> <li>Managers feel the team is punching above its weight</li> <li>Management focuses on scaling issues vs. ability to ship.</li> </ul>

