Predicting the unpredictable





Actual timeline > Expected timeline?

Project outcome != **Expected** outcome?



Status Quo

YOLO BDUF

Changing the status quo

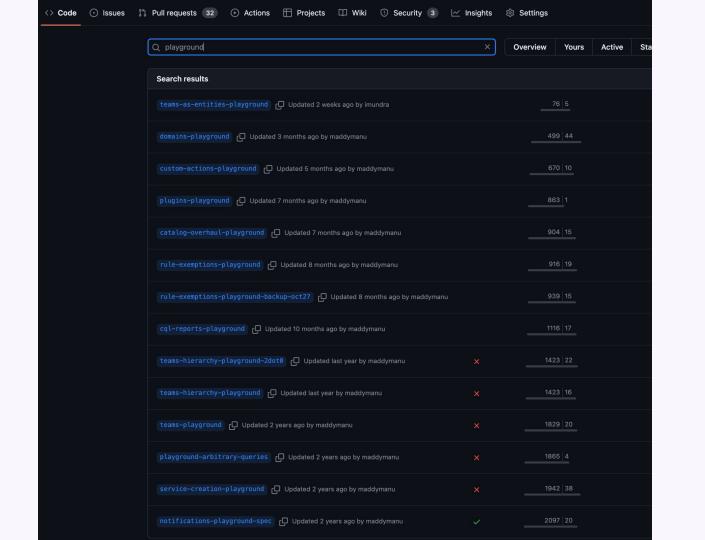
YOLO Spike BDUF

Effective Spiking

- Product Problem
- Technical
 - Known unknowns
 - Unknown unknowns

What NOT to do

- Write production ready code
- Solve for everything
- Take all the time in the world



Running an effective spike: Known unknowns

- List of greenfield changes
 - Interfaces, Classes, Modules, Tables.

```
// Service for the individual domain page.
interface DomainsService {
   /** Used to view its children. */
    fun getDomainHierarchyEntities(domainEntityId: Long)
    /** Used to view the domains scorecards */
    fun getDomainScorecards(domainEntityId: Long)
    fun getParentDomainsOwnership(entityId: Long): List<DomainParentOwnershipMetadata>
    data class DomainMetadata(val entityId: Long)
    data class DomainParentOwnershipMetadata(
       val domainEntityId: Long,
       val group: String,
       val provider: OwnershipProviderType,
```

Running an effective spike: Unknown unknowns

Tag your explorations!

```
annotation class DomainsSpike(val category: Category)

Discuss

Penum class Category {

NEW,

MODIFY,

DISCUSS

A
```

```
@DomainsSpike(category = Category.DISCUSS) fun findCachedOwners(): List<Owner>
@DomainsSpike(category = Category.NEW) fun findDomainOwners(): List<Owner>
```

Writing it down

Document everything!

- What's new?
- → What's being modified?
- ? What do we need to discuss?

"Those who have knowledge, don't predict. Those who predict, don't have knowledge."

- Lao Tzu

To learn more about Cortex or to sign up for a demo visit, http://bit.ly/LD-Cortex





