Predicting the unpredictable

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cortex

Actual timeline **>** *Expected* timeline?

Project outcome **!=** *Expected* outcome?

Story Time

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

playground

Overview | Yours | Active | Sta

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Running an effective spike: Known unknowns

- List of greenfield changes

  - Interfaces, Classes, Modules, Tables.

```kotlin
// 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!

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

enum class Category {
    NEW,
    MODIFY,
    DISCUSS
}
```

```kotlin
@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

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