

# Your Path to More Features in Less Time

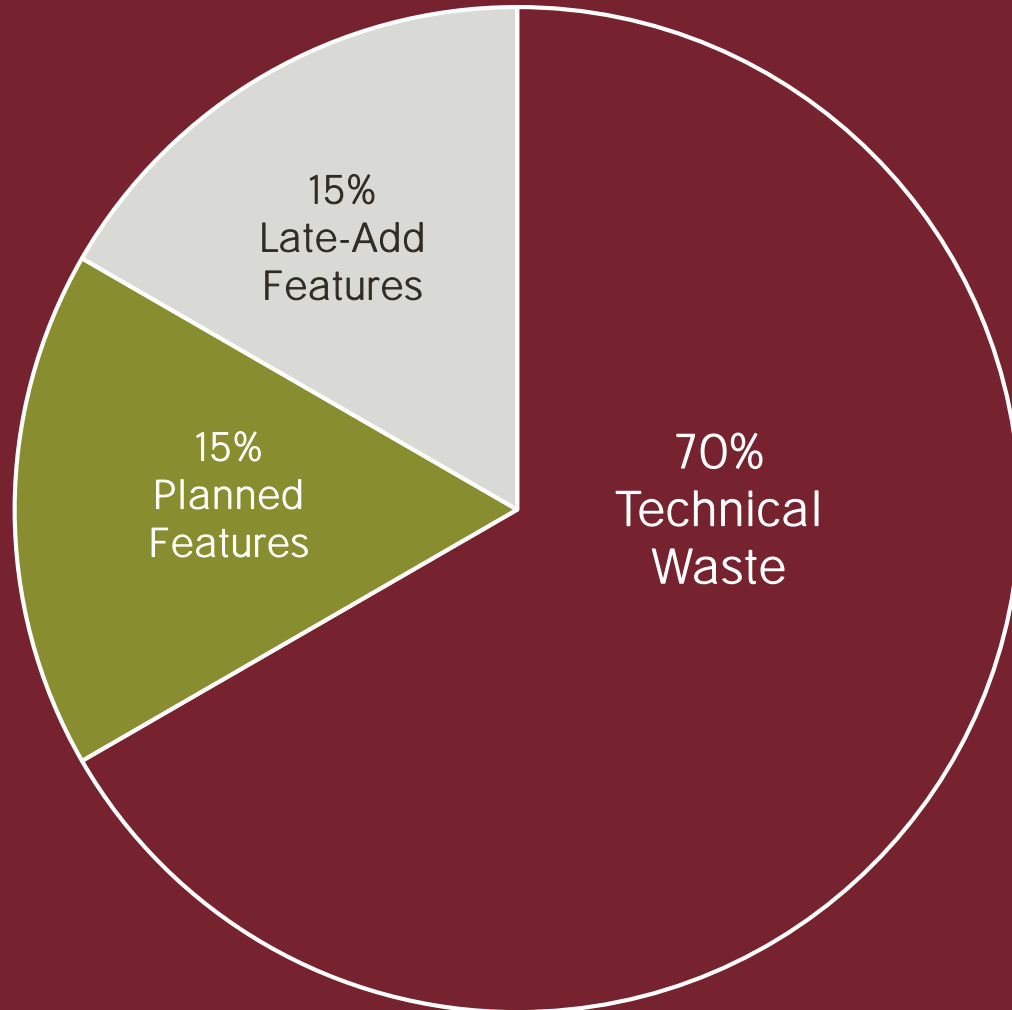
Creating a high productivity environment one day at a time.

[sales@digdeeproots.com](mailto:sales@digdeeproots.com)



**DEEP ROOTS**

# Where time is spent in product development...



Does this seem too high?

Consider time spent on...

- Triage meetings
- Bugs (in all the ways)
- Stories that creep into next week
- Constraining features to cost
- Stabilization weeks
- Integrating legacy code

*Also, did you think about downstream?*



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# That's What One Client Felt

Here's their Zero Bug Story



# Chapter 1: Many Bugs

## Technical Waste

- Tech Support (bugs)
- Failure Recovery
- Deployments
- Bug Fixing
- Defect Management

## Infrastructure

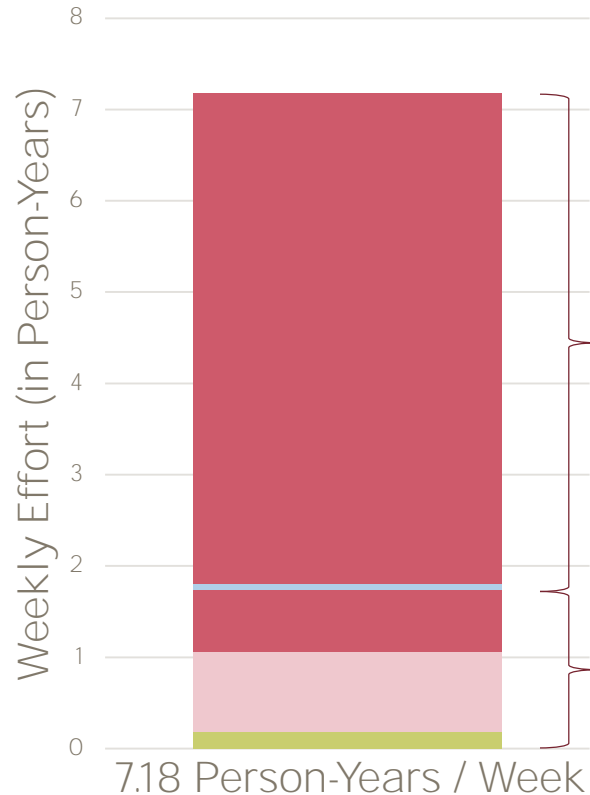
- Infrastructure
- Non-Bug Support

## Protection

- Testing
- Emergency Features

## Value

- Strategic Features



Ops + Cust Support = 76%  
(5.45 Person-years / Week)

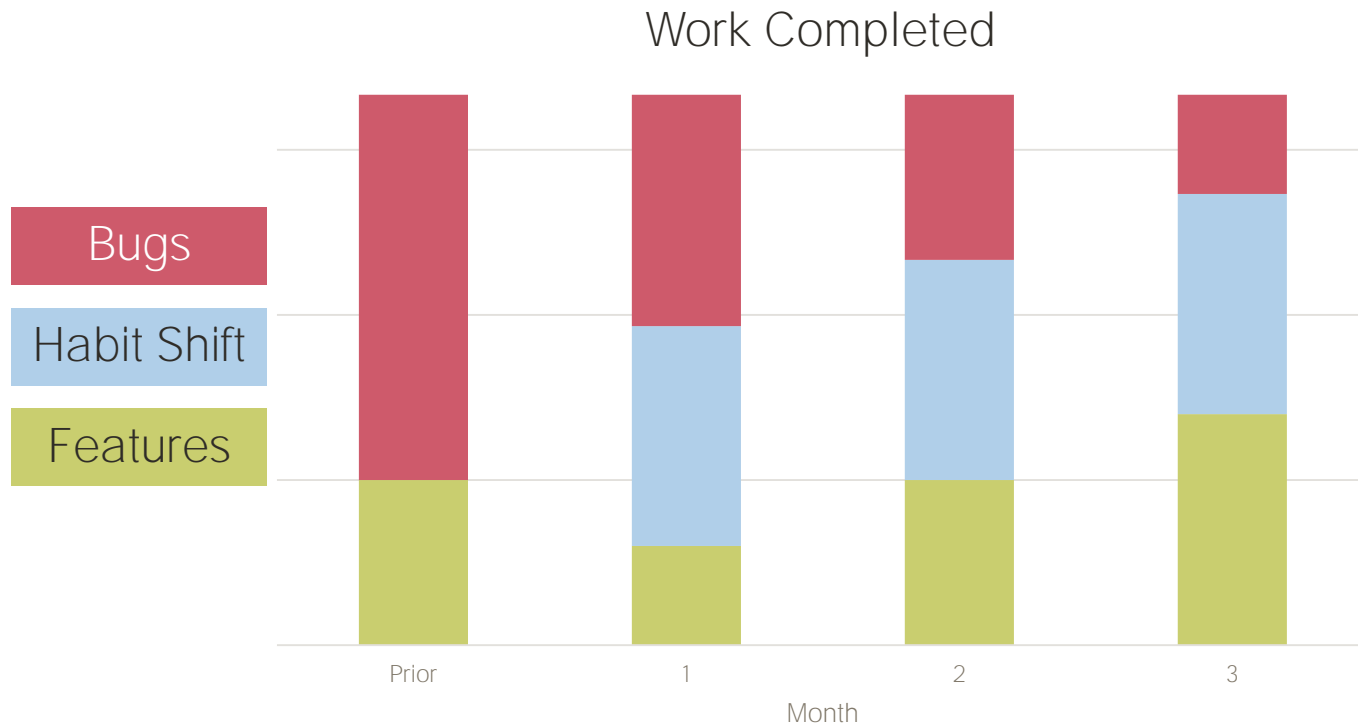
Engineering = 24%  
(1.74 Person-years / Week)

Total Effort:  
93% Bugs  
3% Planned Features  
3% Emergencies  
1% Overhead

Engineering Effort:  
79% Bugs  
11% Planned Features  
11% Emergencies

# Chapter 2: Our Solution

- 1 month to shift core behavior + 7 months to shift the active code.
- Change had universal support: 100% of managers and 100% of engineers.



Even the 1<sup>st</sup> Quarter was Breakeven!

# Chapter 3: After Our Solution

## Technical Waste

- Tech Support (bugs)
- Failure Recovery
- Deployments
- Bug Fixing
- Defect Management

## Infrastructure

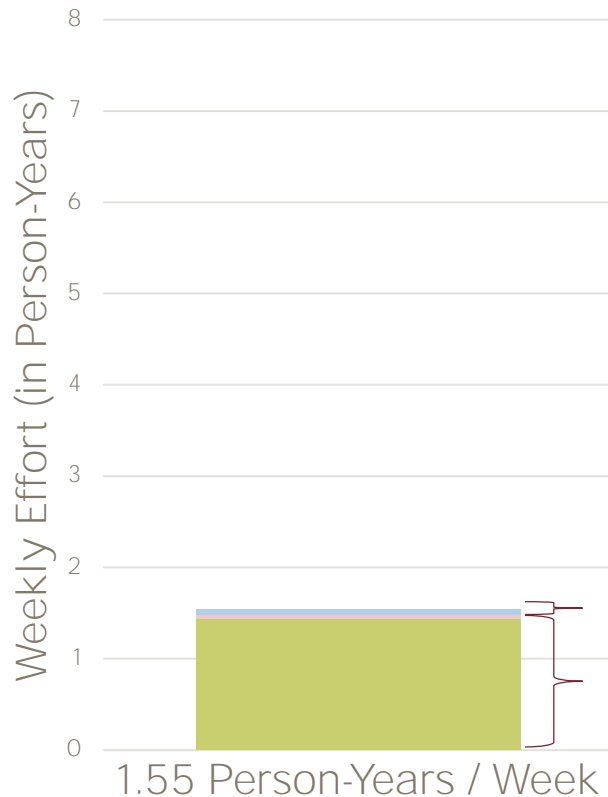
- Infrastructure
- Non-Bug Support

## Protection

- Testing
- Emergency Features

## Value

- Strategic Features



Ops + Cust Support = 4%  
(0.07 Person-years / Week)  
Engineering = 96%  
(1.48 Person-years / Week)

Total Effort:

3% Bugs

93% Planned Features

0% Emergencies

4% Overhead

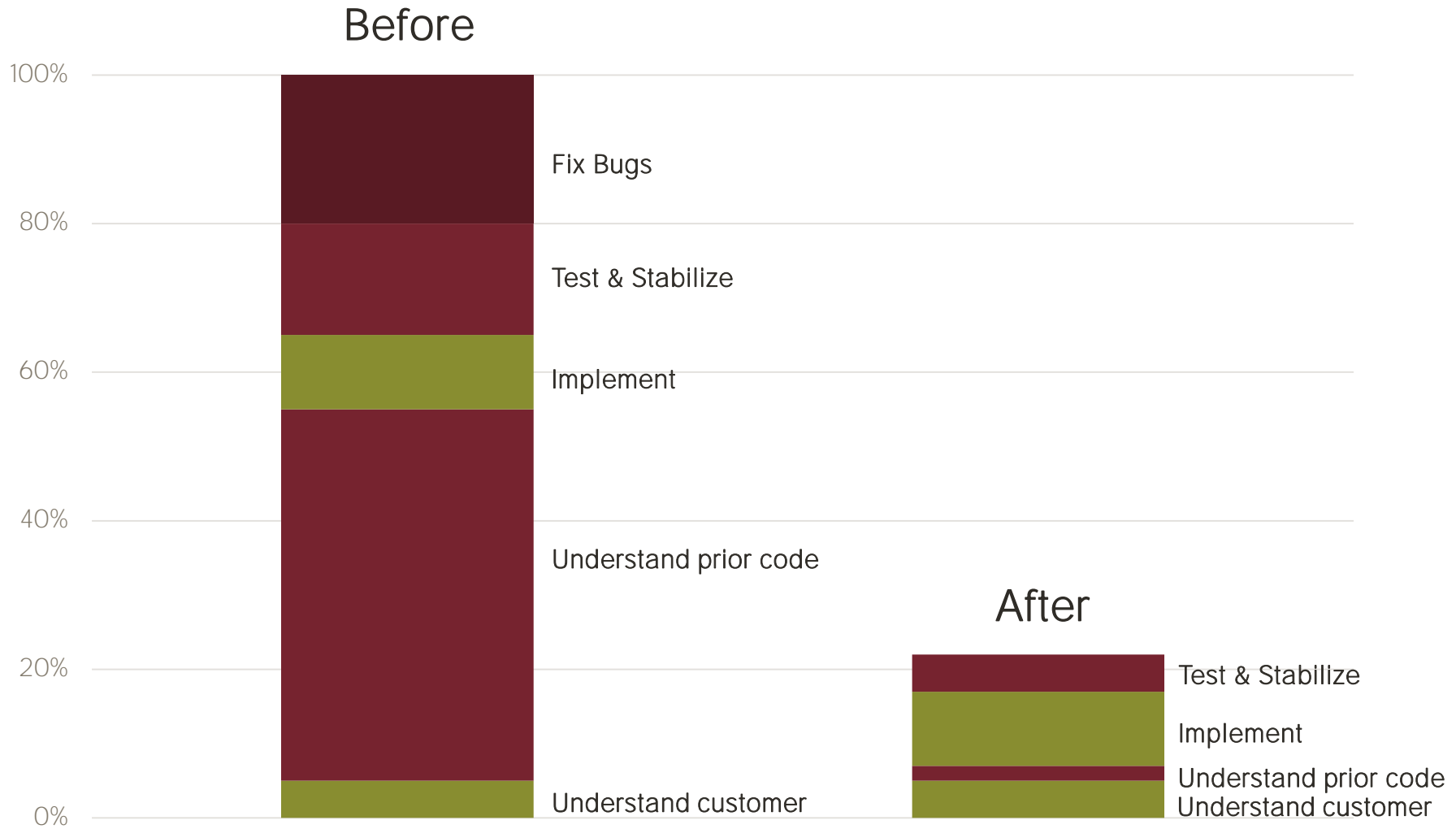
Engineering Effort:

3% Bugs

97% Planned Features

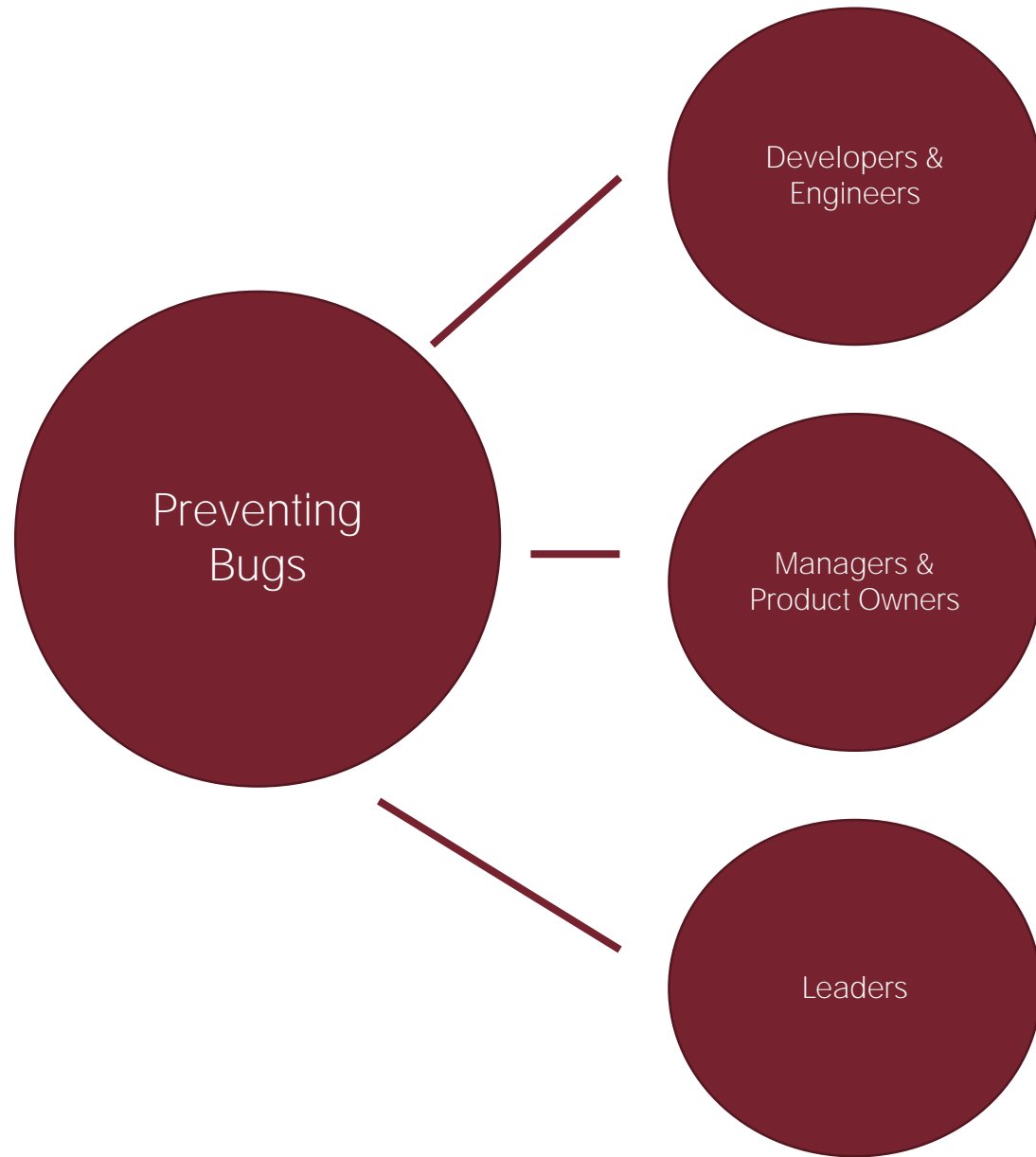
0% Emergencies

# Also 4x stories done per Person-hour



# Here's What We Did





### **Code by Refactoring™**

Progressively add practices that reduce the number of bugs written and allow preventing future bugs without paying more now.

### **Safeguarding™**

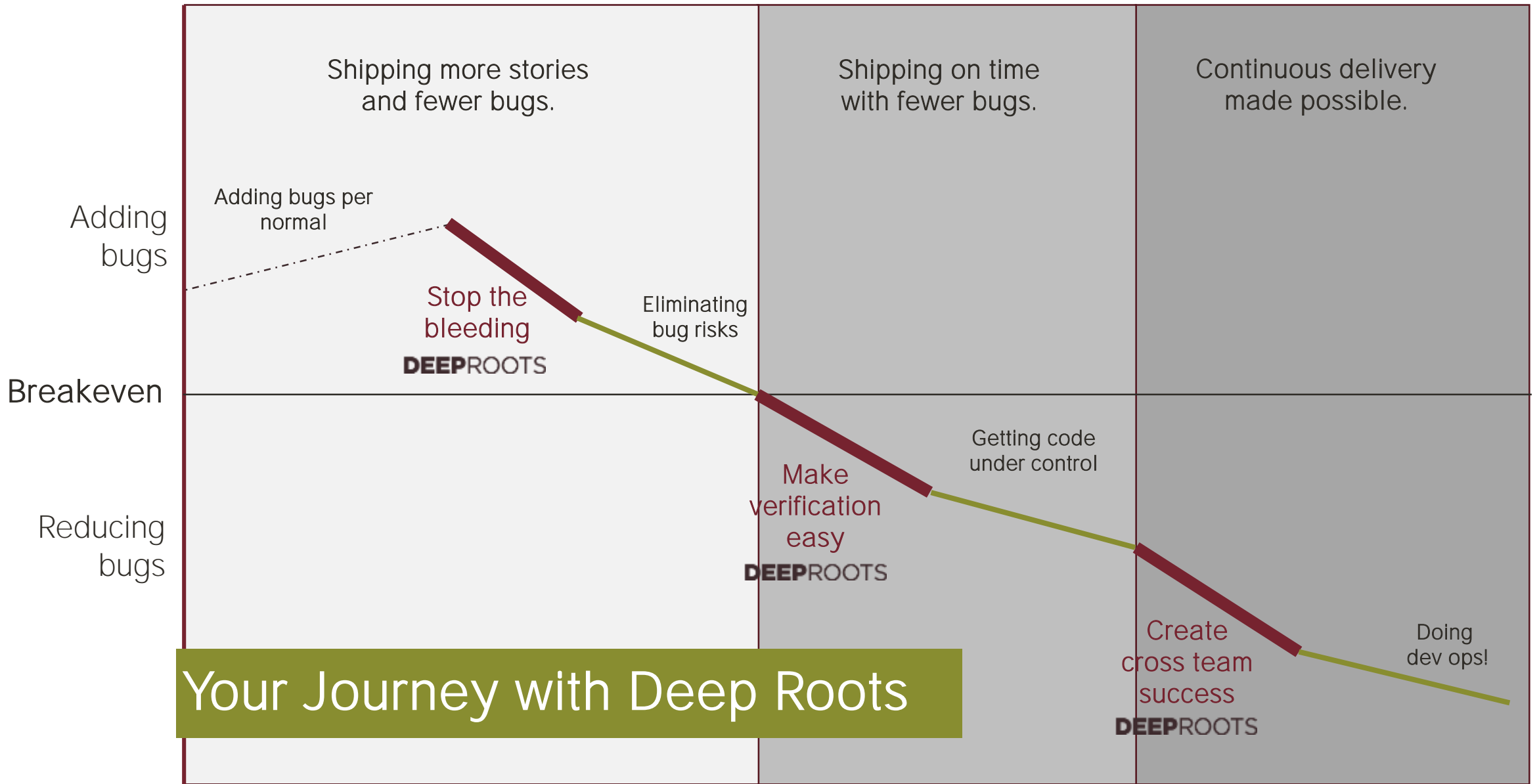
Amplify your existing bug-fixing habits with practices that identify and eliminate the hazards that led to those bugs in the first place.

### **Growing Responsible Ownership™**

Create an organization that owns their technical debt and solves more problems than the leaders can simultaneously track.



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Shipping more stories  
and fewer bugs.

Shipping on time  
with fewer bugs.

Continuous delivery  
made possible.

# Making your job easier!

No more blame,  
workarounds, or fear of  
legacy code

No more firefighting

Start shipping  
On-time, every time

No more bugs

No more  
cross team  
dependencies

Start shipping on demand



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## Phase One: Stop the Bleeding

Shipping more stories  
and fewer bugs.

- Less firefighting
- Less time on defects
- Aligned prioritization  
between features and tech  
debt

4 Months

1 Month  
Together

3 Months  
on your own  
with check-ins

## Phase Two: Make Shipping Easy

Shipping on time  
with fewer bugs.

- Automatically verify whole  
product at every commit
- Less in-team stress
- Ship on time

9 Months

3 Months  
Together

6 Months  
on your own  
with check-ins

## Phase Three: Create Cross Team Success

Continuous delivery  
made possible

- Not blocked by  
other teams
- Ignore technical  
constraints when  
prioritizing work
- Sustained technical  
excellence

6 Months

3 Months  
Together

3 Months  
on your own  
with check-ins



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# Describing the Path

## Financial Debt



Control the spending.

Resolve >50% of all bugs and >50% of story development time **by** refactoring hard-to-read code.

Pay off expensive credit card debts.

Resolve 25% of all bugs and enable automated verification **by** refactoring duplicate code and non-local interactions.

Pay off less expensive personal loan debts.

Eliminate schedule dependencies, the need for release-level stabilization, and 10% of all bugs **by** refactoring cross team code dependencies.



Teams begin addressing the team-specific top risks.

Teams own tech debt funding decisions and ROI.

Teams expands its quality ownership to include sustainability, secession, and other teams.

## Technical Debt

Stop the bleeding.

Make shipping easy.

Create cross team success.



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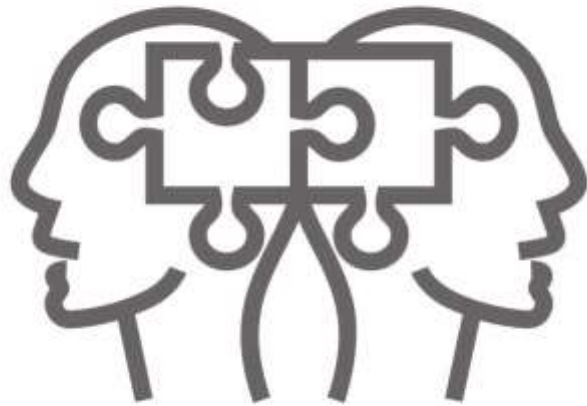
# What Makes Us Different?



# We don't train. We change behaviors.

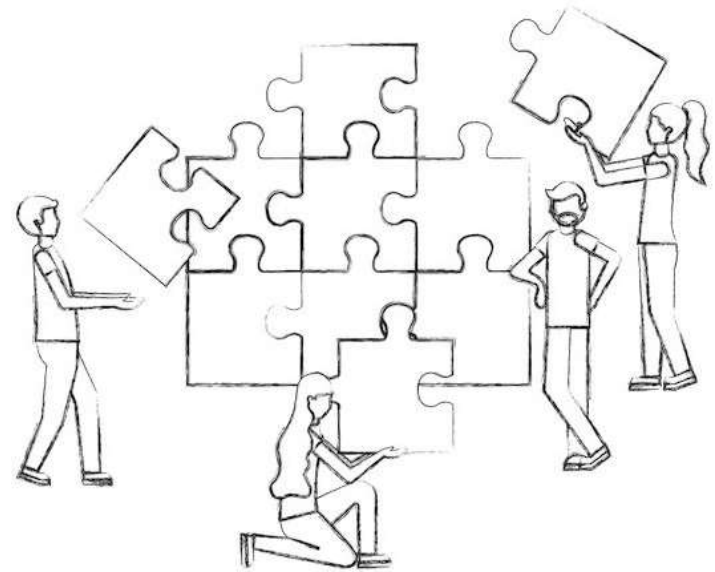
## On the Job

We provide habit shifts integrated in the work every day.



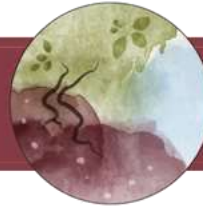
## Scale Across Teams

We provide structure that unlocks your in-house expertise



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# Exposing



# Building

**Training exposes people to new ideas.**

Trying new concept on simple problem out of context.



Learning a pre-defined set of slides and topics.



Engaging in a fun workshop for the day.



**A learning culture helps people change behaviors.**

Learning on the job in your real context in small batches.



Experimenting with targeted feedback.



Engaging behavioral change that lasts.





# How we work.

One day workshop

## One Month Application

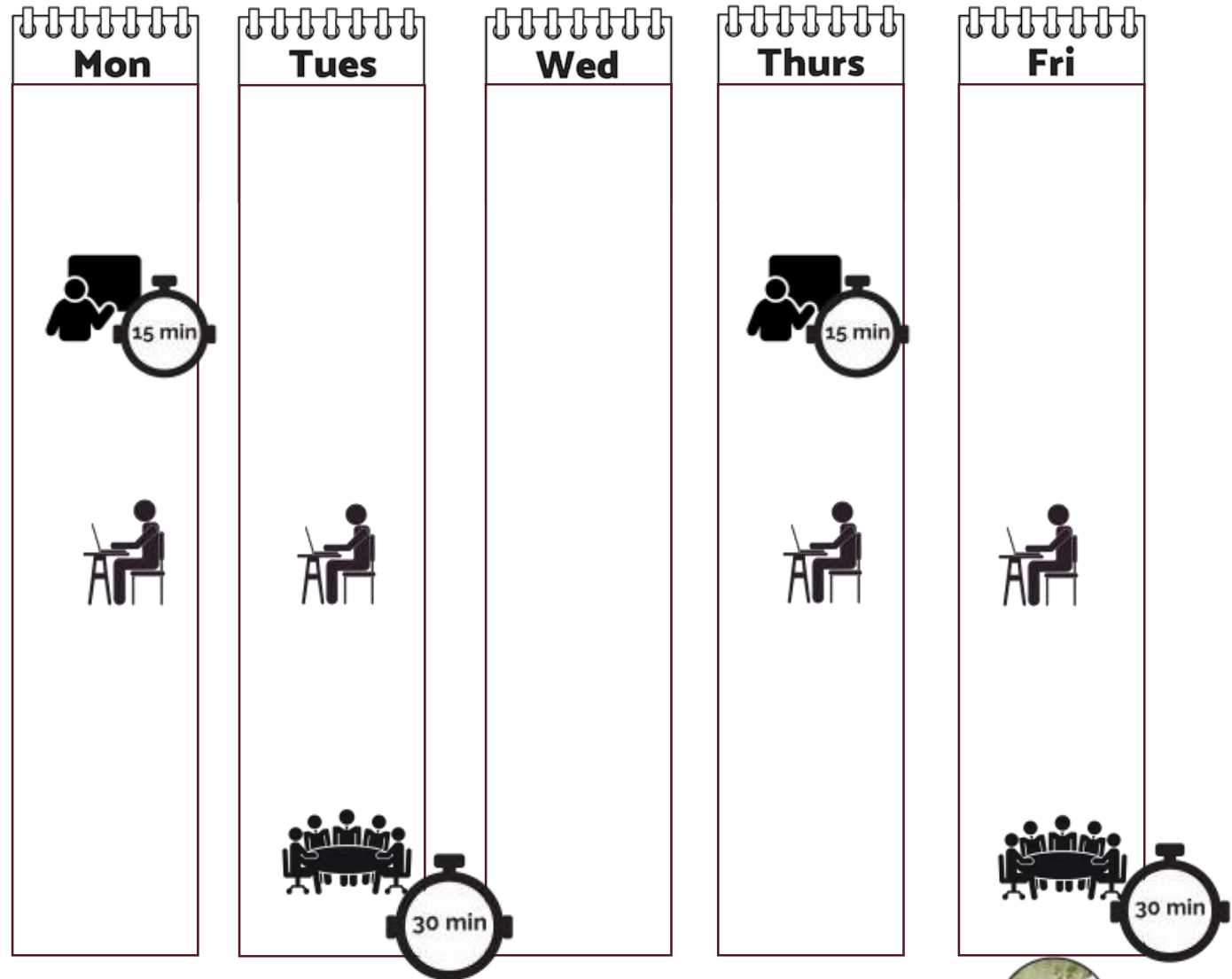


# A Week in the Team's Life

Experience demo with Deep Roots  
to identify what to shift

Integrate daily practice on the job  
to apply and make change real

Share stories with Deep Roots  
to make it sustainable



# Ready for Zero Bugs?

Contact us for help!



[sales@digdeeproots.com](mailto:sales@digdeeproots.com)

