



## Evolution through revolution

### A 2-year Agile Experience

**3** The Indico team mostly consists of developers who stay a maximum of two years in the project. This project required a slightly larger team core, with 3 experienced developers for more than two years, almost fully dedicated to it. The rest of the team collaborated according to their availability.

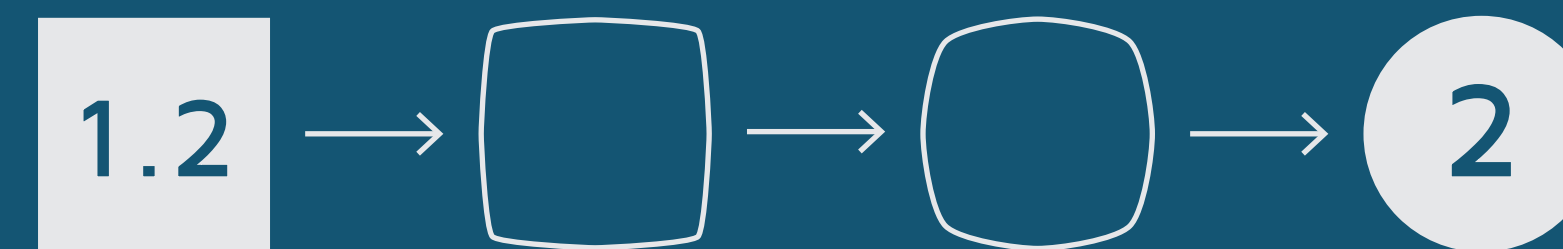


Total Indico  
Developers

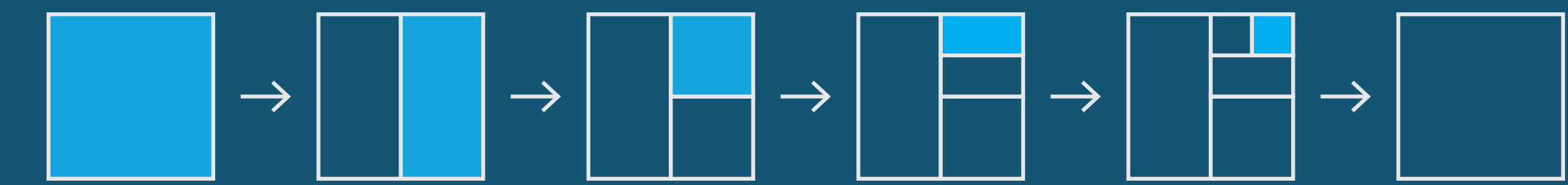
Jan 2014

Jul 2016

**1** The road to Indico 2.0 started in 2014, with the release of version 1.9.0, the first step in a series of "hybrid" releases (based on both ZODB and Postgres) towards 2.0. Indico 1.9.10 will be the first fully PostgreSQL-based release. Indico 2.0 will include a one-time migration mechanism for users wishing to upgrade.



**2** This ambitious project implied rewriting most of a legacy source code base 200.000 lines long. A "divide and conquer" approach was used from the beginning. Known issues and bugs were addressed whenever possible.



**4** Work was split into sprints, each one addressing a specific release. Sprints took from 1 to 3 months, depending on the complexity of the release. The objective was to release working code as often as possible. A kick-off meeting would precede each sprint and a consolidation period would follow the latter.



1.9.6

**7** Processes and tools were constantly re-evaluated at the end of each release. A post-mortem meeting was organized and everyone in the team provided their own input.

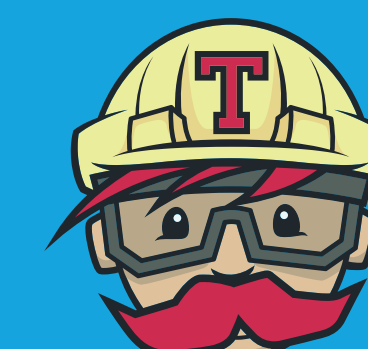
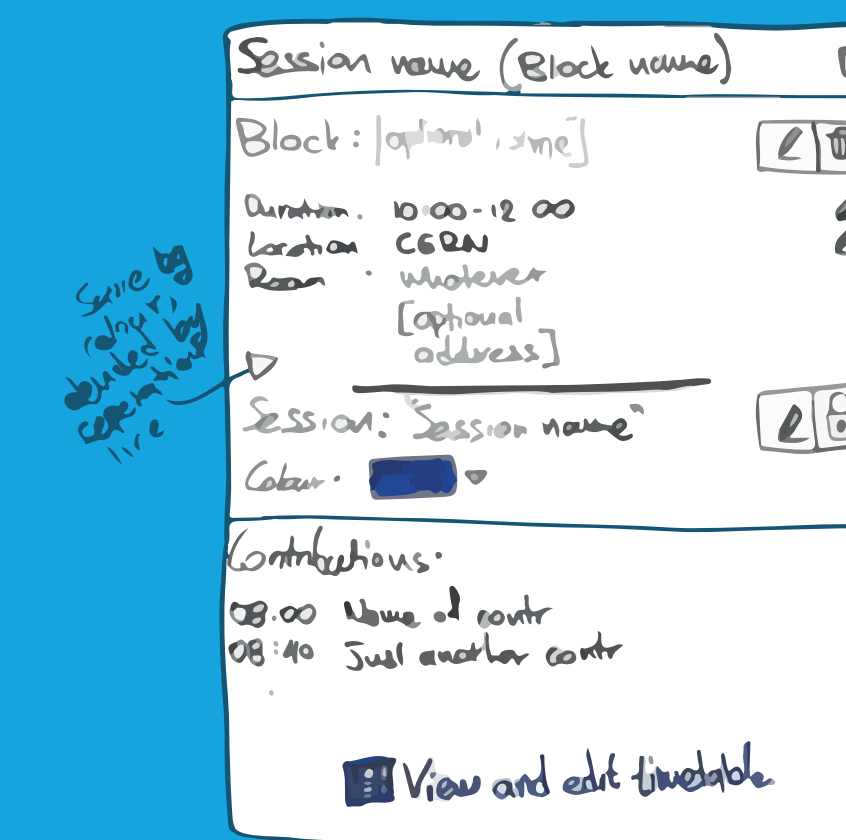
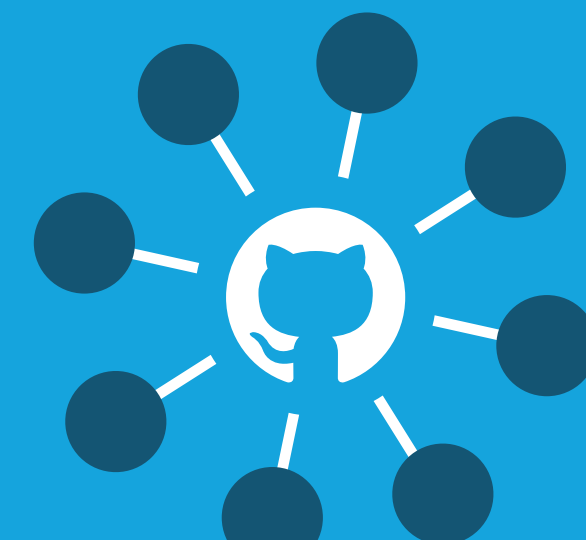
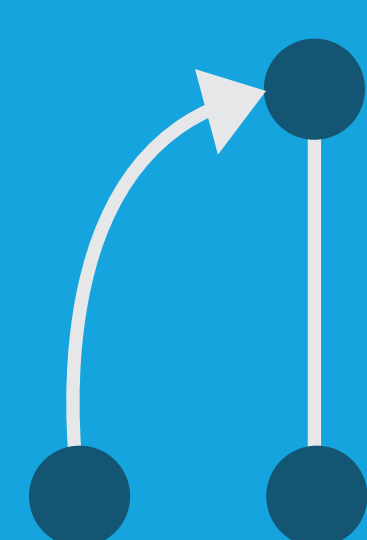


**6** Database structures and basic modules were designed collectively and implemented through pair programming. This has greatly contributed not only to accelerate the training of new members - it has promoted dissemination of information within the team.

**5** Development was coordinated in weekly and short spontaneous meetings. Issues were documented in GitHub and code contributions were handled through GitHub's pull requests. Asana was used for the management of immediate issues during sprints.

Other used techniques and tools included unit testing, continuous integration and user interface prototyping.

**8** Indico's Agile journey doesn't end here. We are aware that full compliance with the best practices of Agile methodologies of software development requires constant feedback from users and an even greater rate of change. These are some of the aspects we will be addressing throughout 2017.



Travis CI



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"Under Computer", "Dancing Party", "Exercise", "Football 2", "Report Card", "Collect" and "Skull" icons by icons8 (<https://icons8.com>)

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