

HOW TO AVOID DEAD-END DELIVERY



In this year's survey of DZone's audience, 48% of respondents believe they have not adopted Continuous Delivery, and 38% believe they have adopted Continuous Delivery only for some projects. Just over half of respondents (54%) are currently focused on implementing Continuous Delivery in their companies, so what's keeping them from reaching that goal, and what's keeping the other 46% from trying to implement it? Turns out, there are a lot of obstacles that can prevent developers or managers from making headway

in their adoption efforts. To learn more about them, we're going to play a little game...

Imagine you're a plucky young startup with everything to prove, or perhaps part of a seasoned corporation that's been around the block and is ready for a transition to more modern methodologies. Can you achieve Continuous Delivery without running into any of these barriers? A-maze us!

NO SUPPORT FROM MANAGEMENT

While the benefits of Continuous Delivery are well-documented, the initial investment into tooling and training can put a lot of managers off the concept. For successful Continuous Delivery, it takes both management and frontline developers to believe in the benefits and be devoted to working towards them.



LACK OF SKILL

Continuous Delivery is very difficult without adopting several new tools, and impossible without changing processes. Learning all these new technologies can be incredibly difficult, especially if there's no prior knowledge on your team.



CORPORATE CULTURE

Company culture can be difficult to establish, and even more difficult to change. If a culture has built silos that separate teams from each other, it's going to be very difficult to foster the collaboration, flexibility, and speed that Continuous Delivery demands.



LACK OF TIME

Jamie Zawinski once famously said, "Linux is only free if your time has no value." Unfortunately, in the Enterprise, whether you go for an open source or proprietary tool, implementing DevOps tools and processes take a lot of time that you may not have, especially if you have delivery dates looming.



LACK OF BUDGET

If your organization doesn't have time to go the open source route, you'll need to use proprietary solutions, which you may not have the budget for, especially if you're a startup without VC or time to spare. No money, mo' problems.



INTEGRATING AUTOMATION TECHNOLOGY

The knowledge to put the pieces of your build pipeline together may not exist in your organization, and even if it does it could take a lot of work to integrate these tools, especially if those tools are open source and you don't have budget to spring for a proprietary product.



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