goto; conference

# Please evaluate this talk via the mobile app!

goto; conference

# DevOps goes Mobile

Jesper Richter-Reichhelm
@jrirei

# Jelly's Splash

# November 2013

# November 2013

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 47 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 48 | 25 | 26 | 27 | 28 | 29 | 30 | 1 December |

# November 2013

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|---|---|---|---|---|---|---|---|
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“In recognition of your incredible efforts and achievements, I’m happy to announce that we’re extending the Thanksgiving holiday this year.”

- Tim Cook

# November 2013

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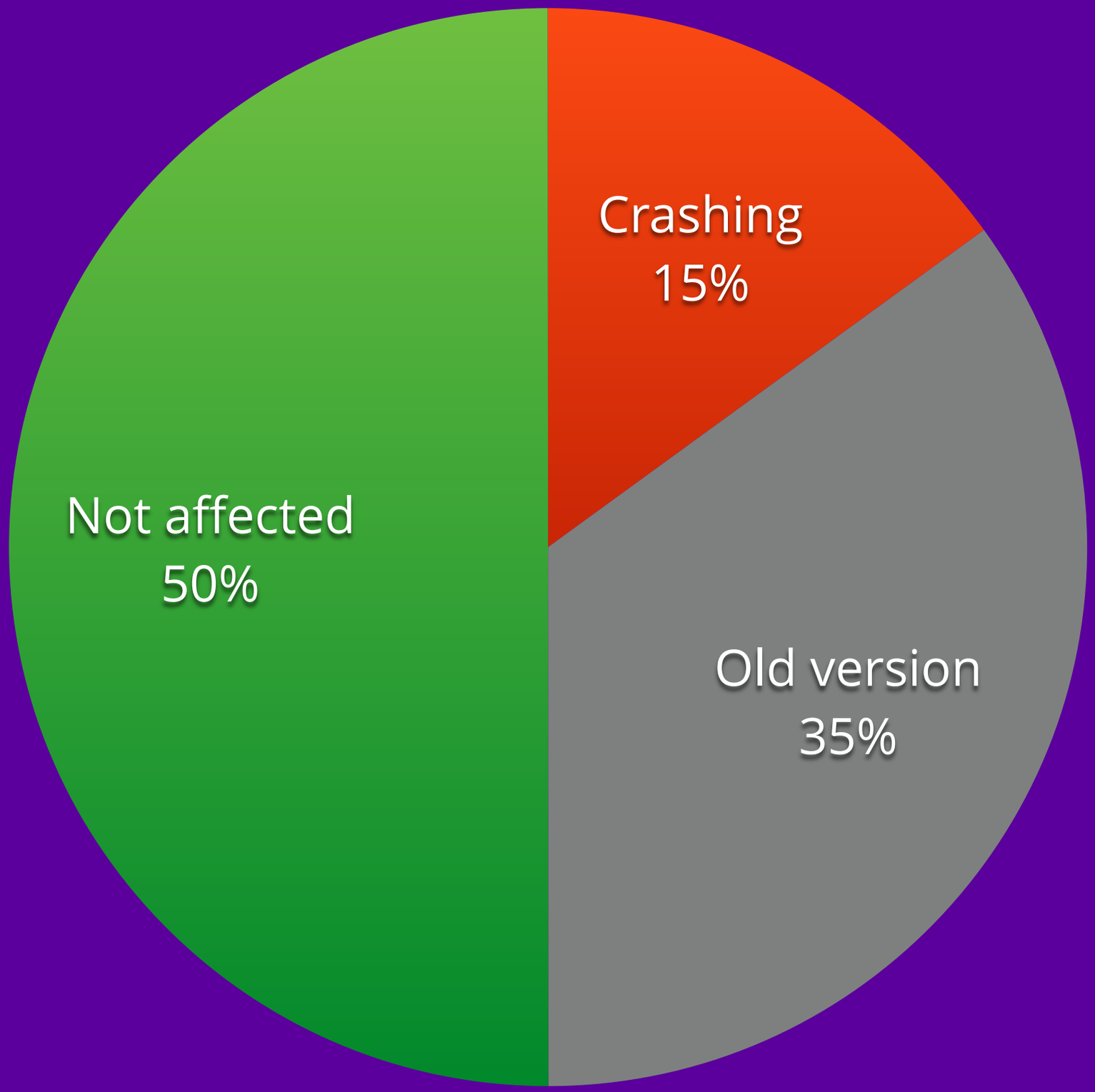
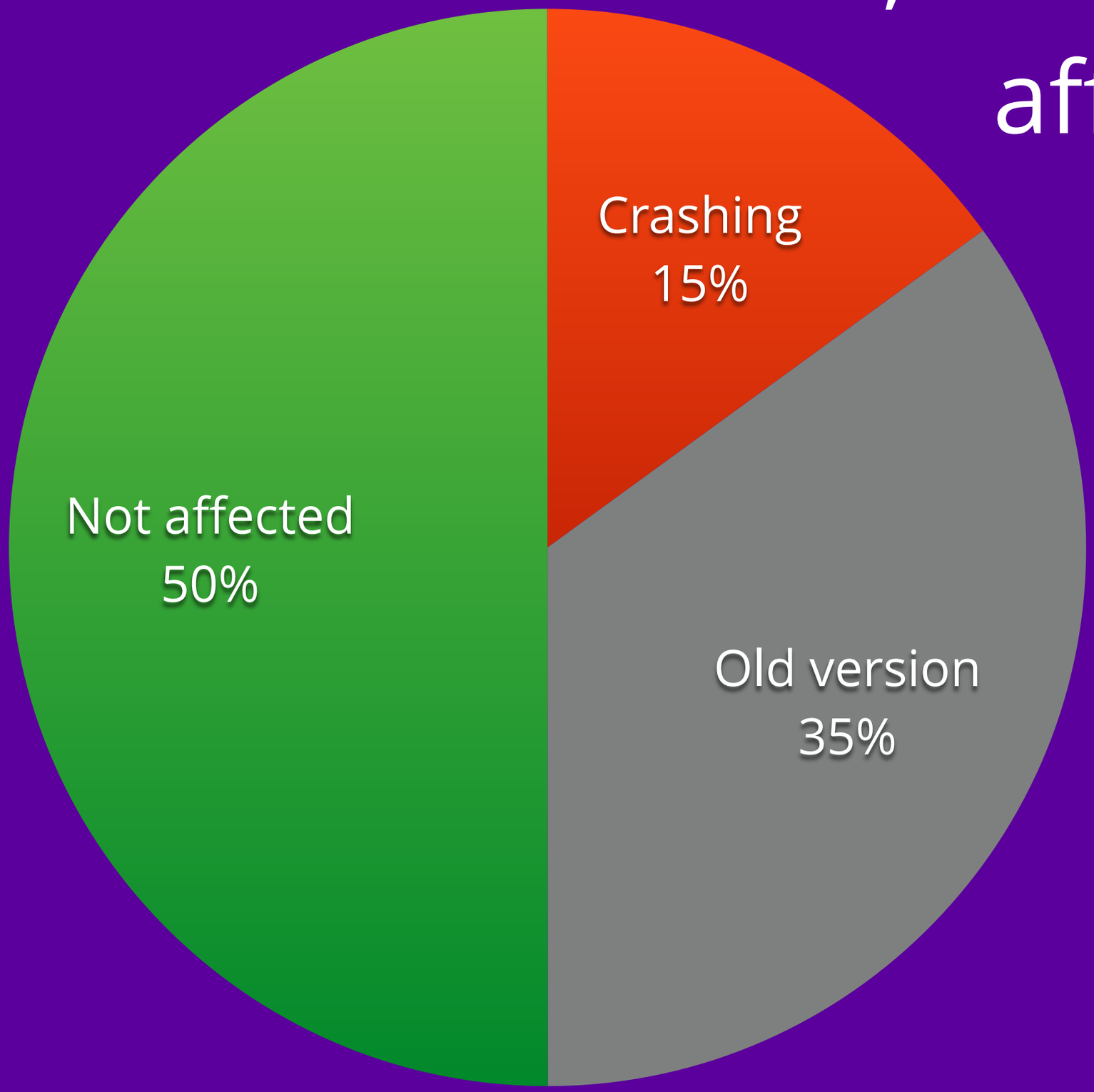

Crashing
15%
Old version
35%
Not affected
50%

# >200,000 users affected



Apps | Crashes | Devices | Feedback | Users | Krzysztof Szafranek | Sign Out

Jelly Splash iOS | Live > Version 1.7.0 (21)

Overview | Crashes 2214621

Upload Crash | Manage Crashes | 10 | 25 | 50

All | Unresolved | Resolved | Ignored

*Found 403 crash groups on 17 pages.*

| Count | Description | Last Crash | Actions |
|---|---|---|---|
| 2191200 resolved | **- [PLViralGatesService getGateForWorld:]** line 82<br>SIGABRT - 'NSRangeException', reason: '*** -[__NSArrayM objectAtIndex:]: index 8 beyond bounds [0 .. 7]' | 17 Mar 2014, 02:05 | View Delete |
| 4447 open | **- [CCSprite draw]**<br>SIGSEGV | 16 Mar 2014, 21:12 | View Delete |
| 2829 resolved | **0x002994fb 0x0012a3ab 0x0017c8ad 0x00118d2d 0x000ad3c7**<br>SIGABRT - 'NSRangeException', reason: '*** -[__NSArrayM objectAtIndex:]: index 8 beyond bounds [0 .. 7]' | 17 Mar 2014, 02:05 | View Delete |
| 2498 open | **- [CCGLView swapBuffers]**<br>SIGSEGV | 16 Mar 2014, 09:42 | View Delete |

Apps | Crashes | Devices | Feedback | Users | Krzysztof Szafranek | Sign Out

Jelly Splash iOS | Live > Version 1.7.0 (21)

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# November 2013 (on web)

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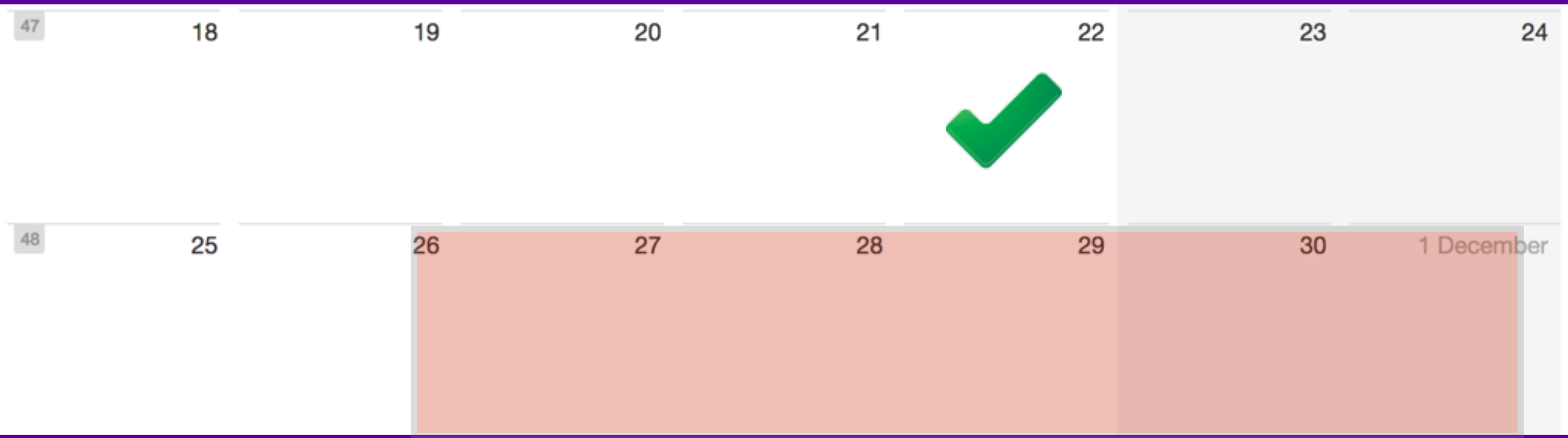
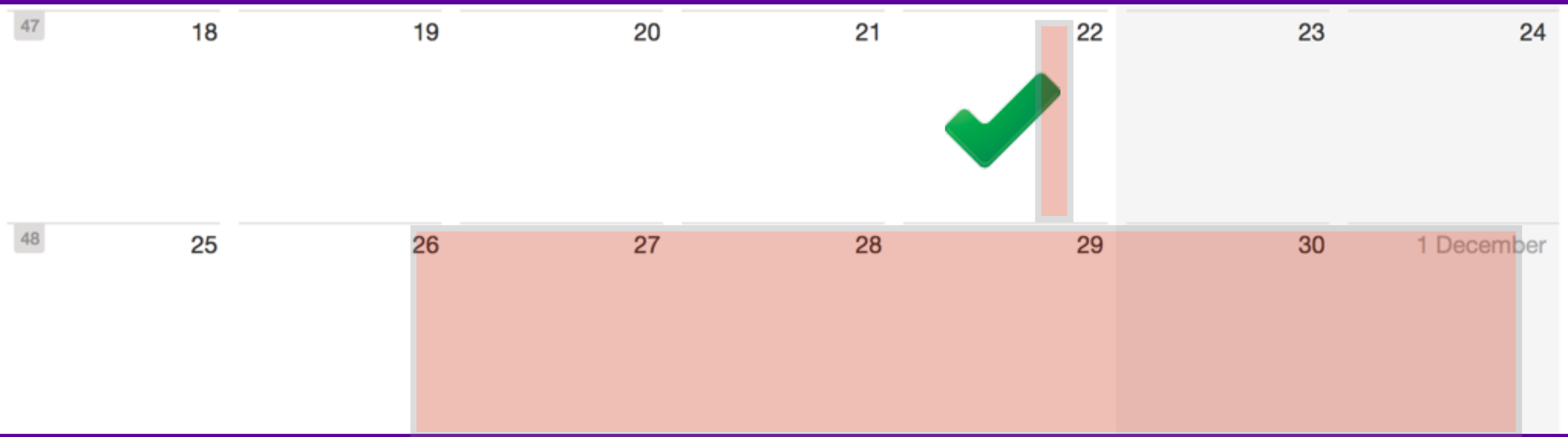


# November 2013 (on web)




5 hours crashing, not 5 days!

Wooga

Jelly Splash on Facebook
https://apps.facebook.com/jellysplash/?fb_source=search&ref=br_tf
Google
Jelly Splash
Krzysztof
Home
Like
1.2m
Jelly Splash
9
moves
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(1)
Score
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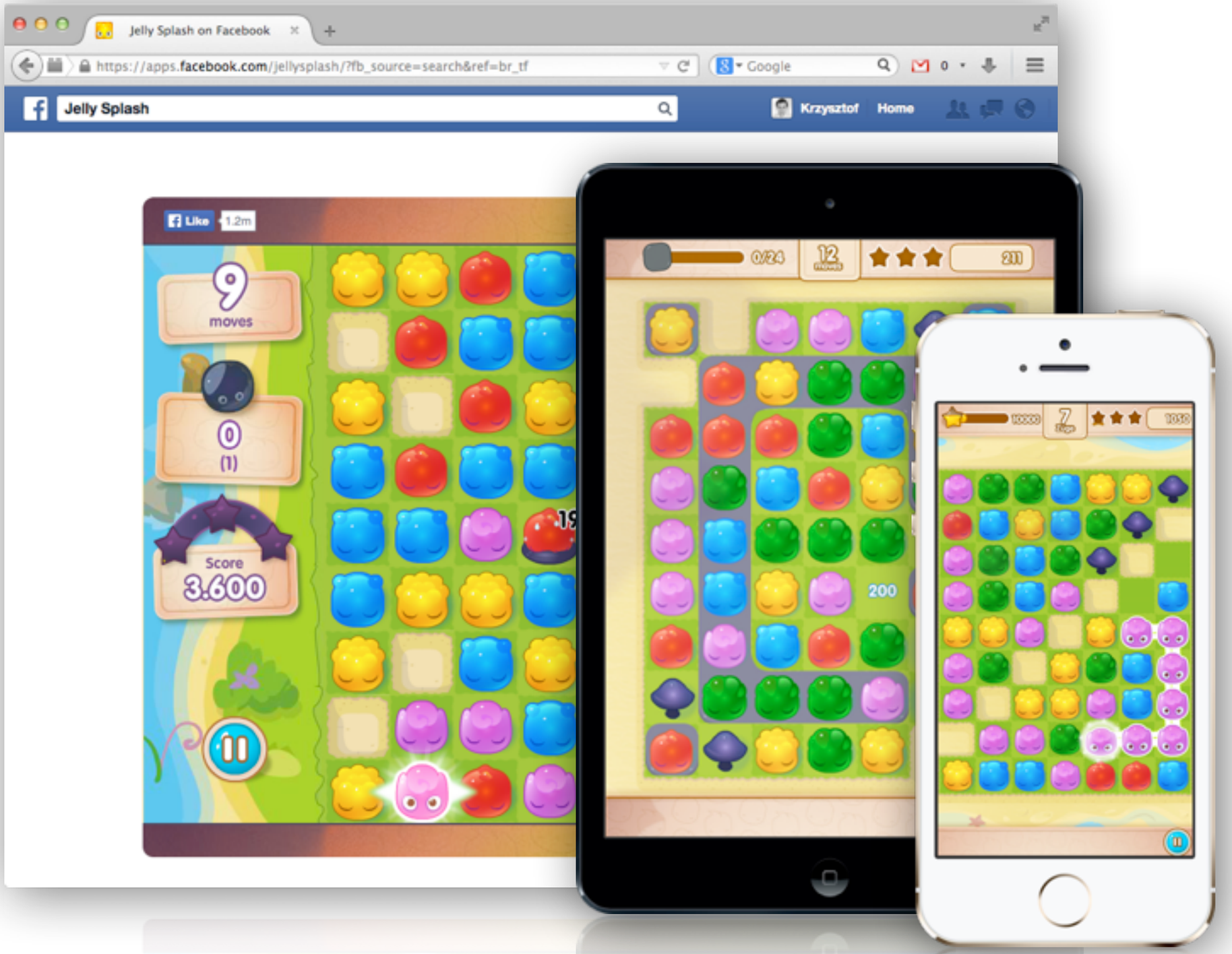
Level
10


Jelly Splash on Facebook
https://apps.facebook.com/jellysplash/?fb_source=search&ref=br_tf
Google
Jelly Splash
Krzysztof
Home
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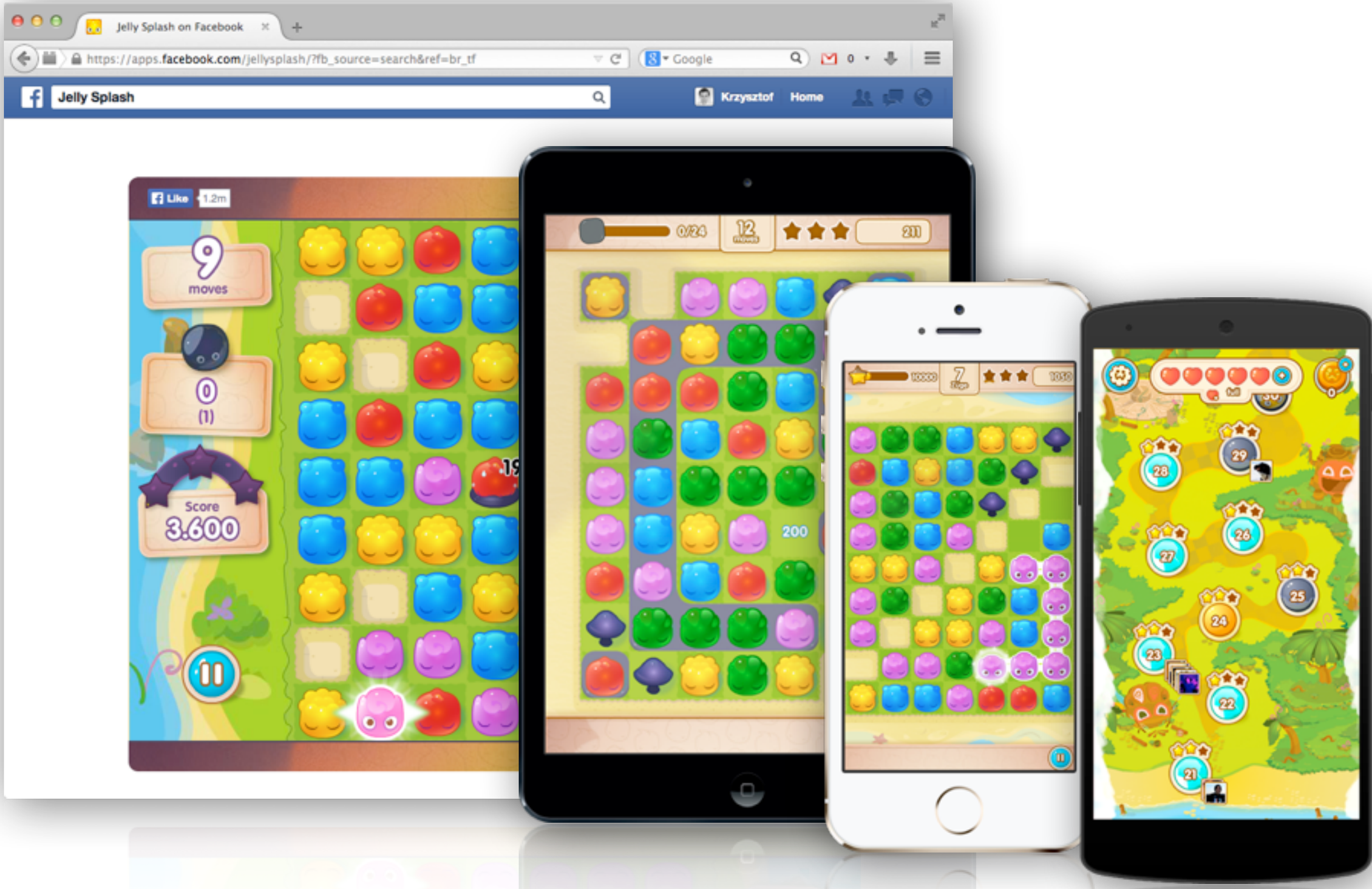
moves


Jelly Splash on Facebook
https://apps.facebook.com/jellysplash/?fb_source=search&ref=br_tf
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Jelly Splash on Facebook
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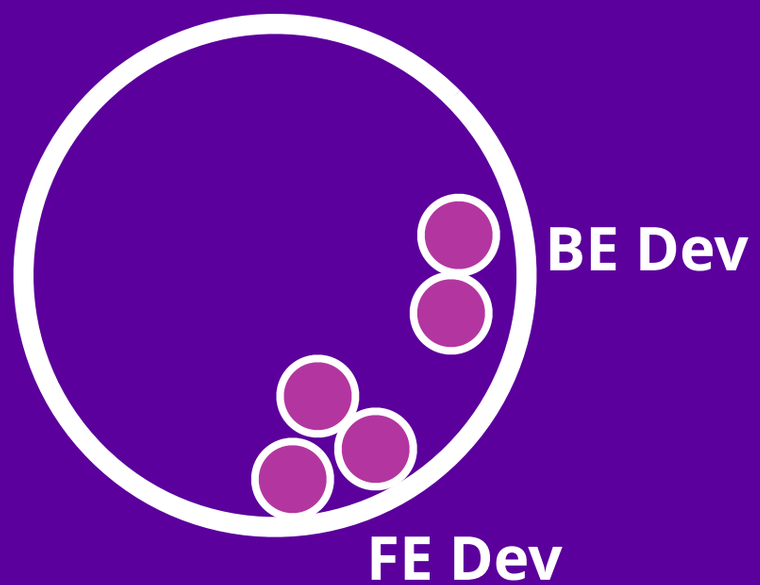
# Independent teams

# Independent teams

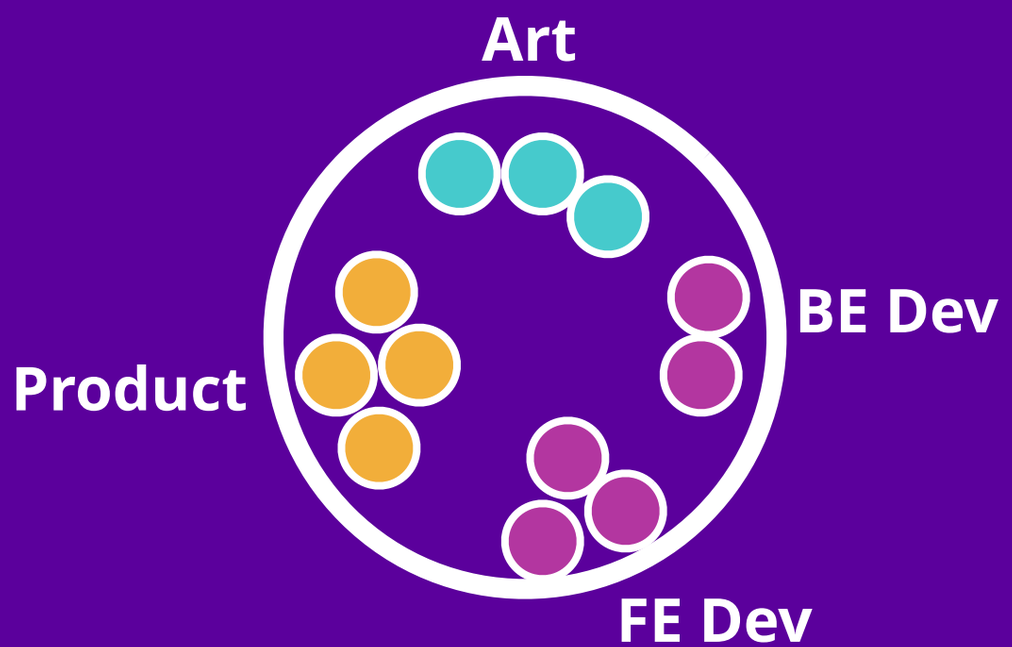
FE Dev

# Independent teams



# Independent teams

# Independent teams



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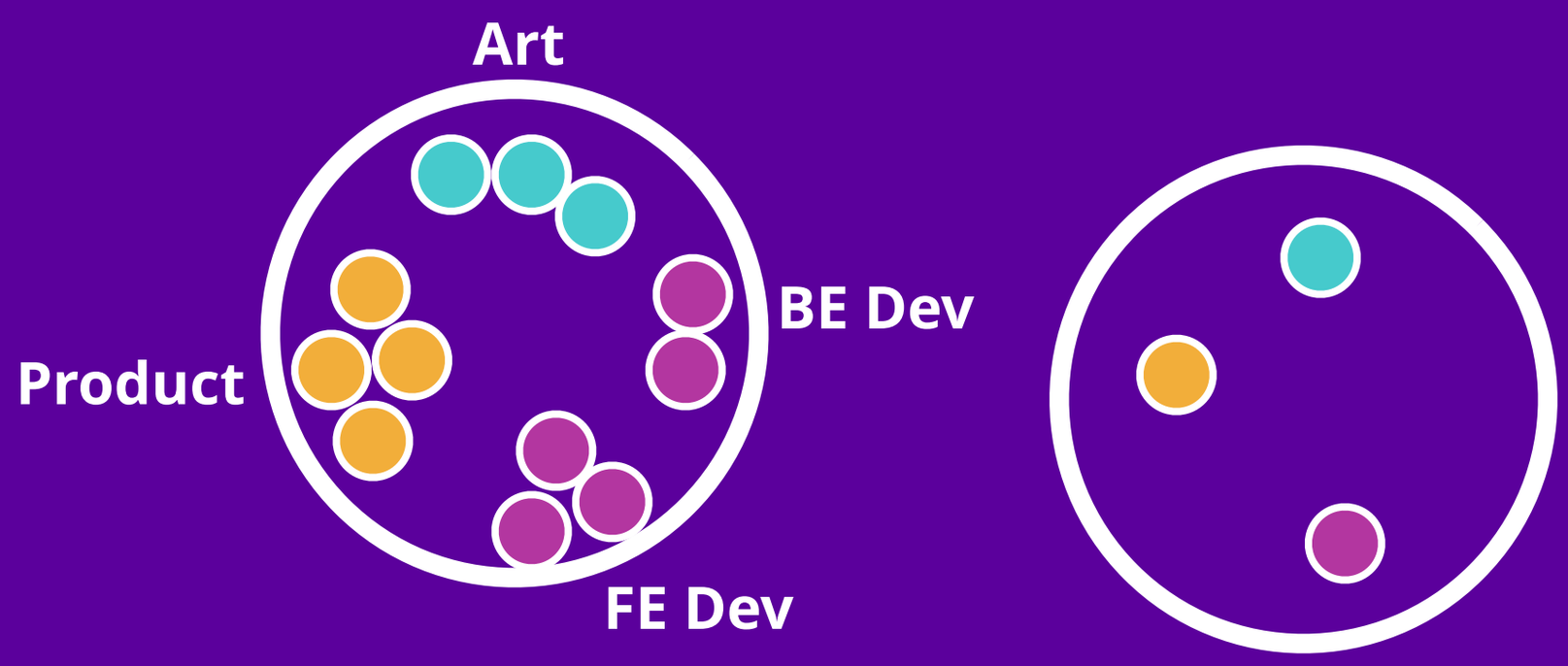

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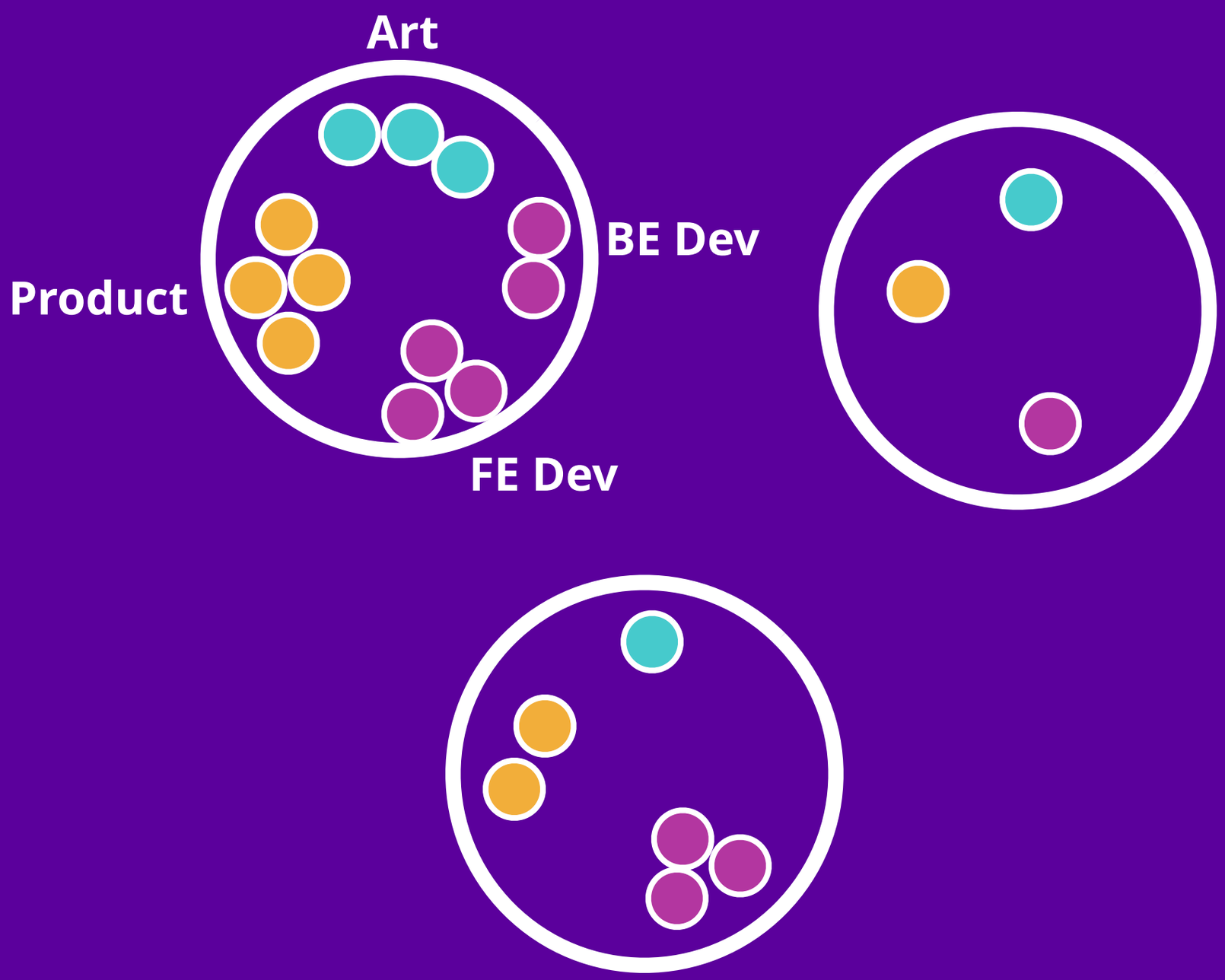

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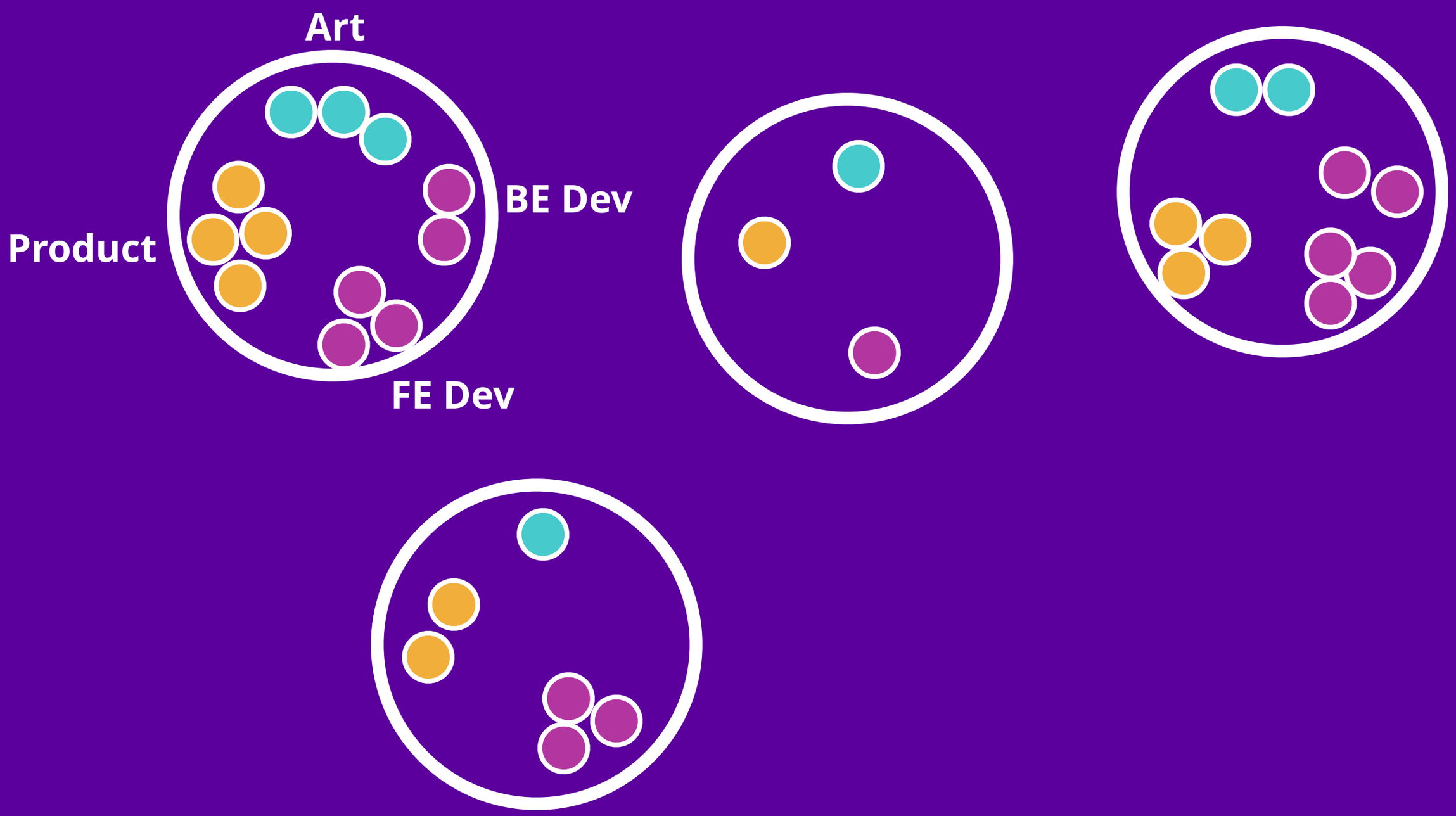

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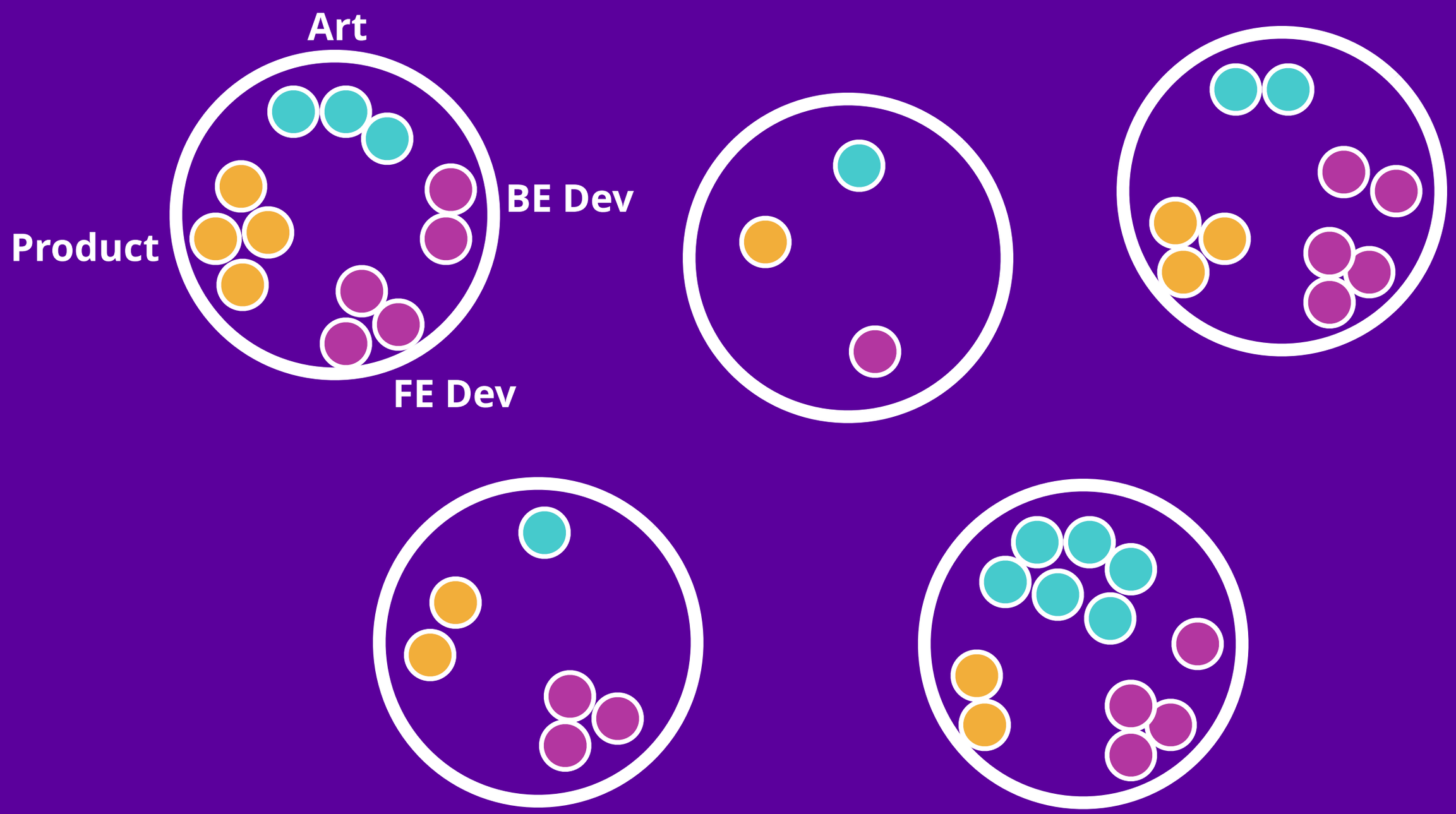
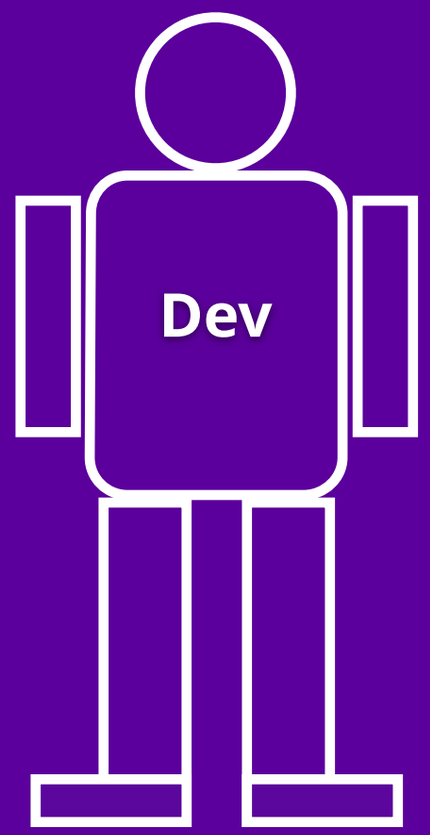


“You build it, you run it.

- Werner Vogels

# Classic way



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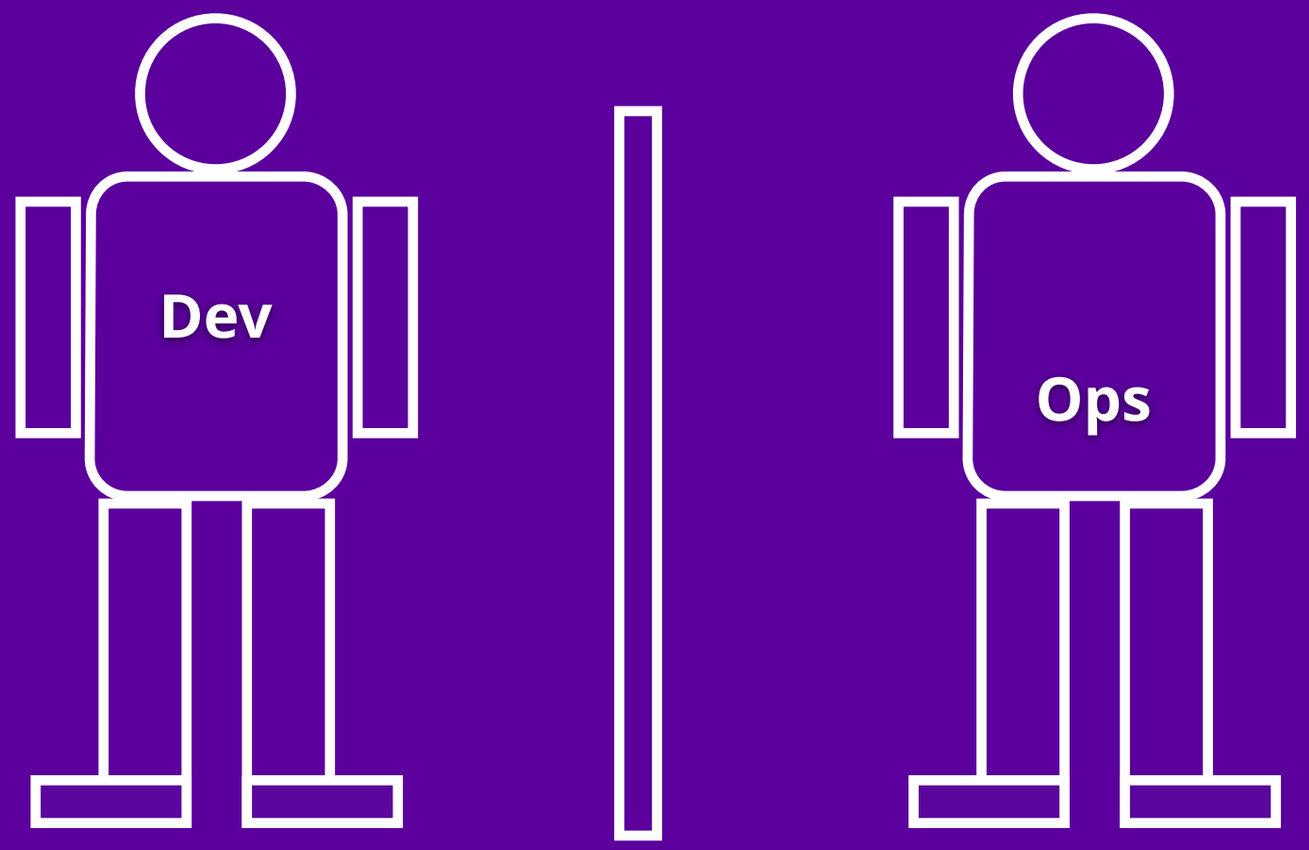

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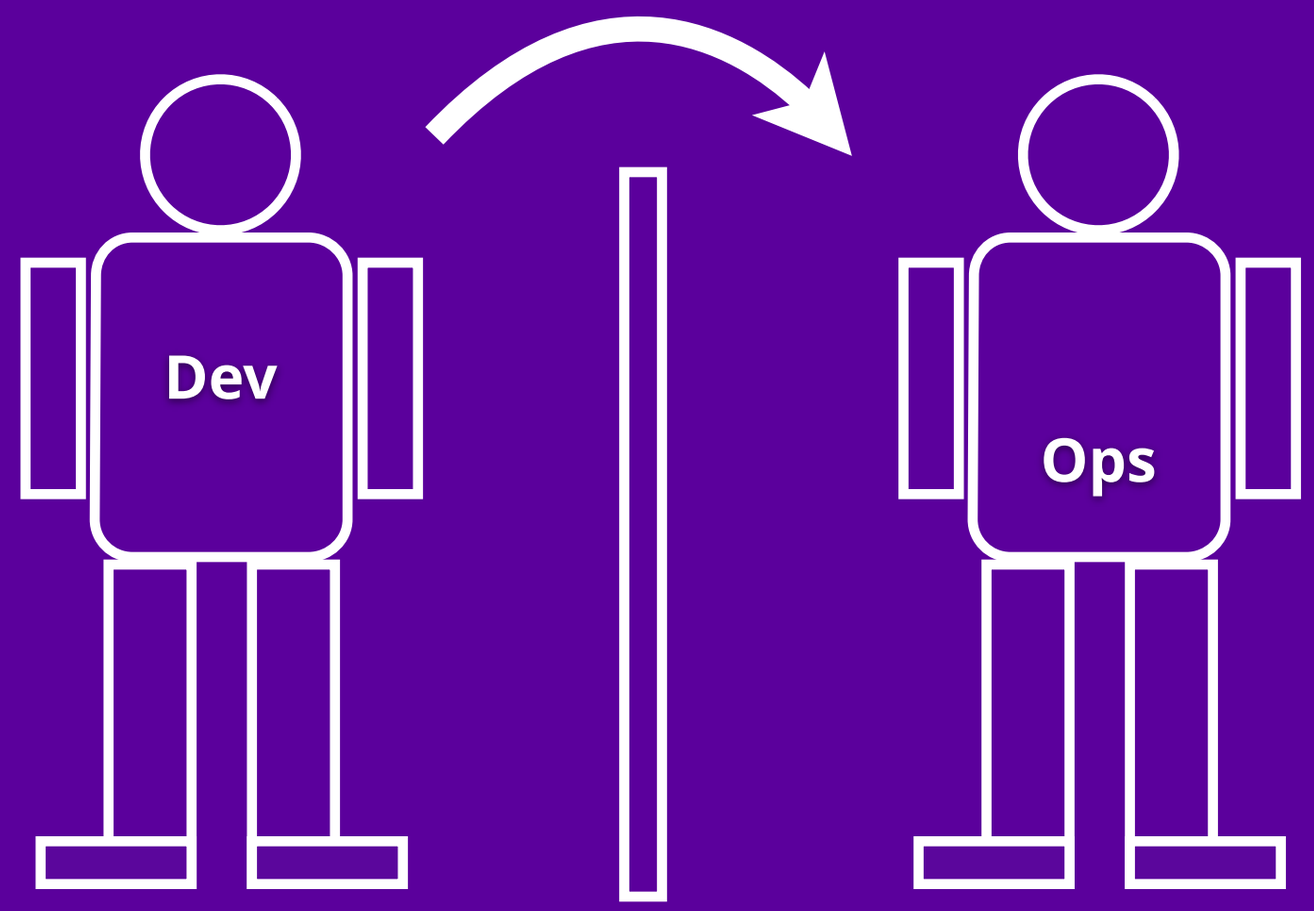

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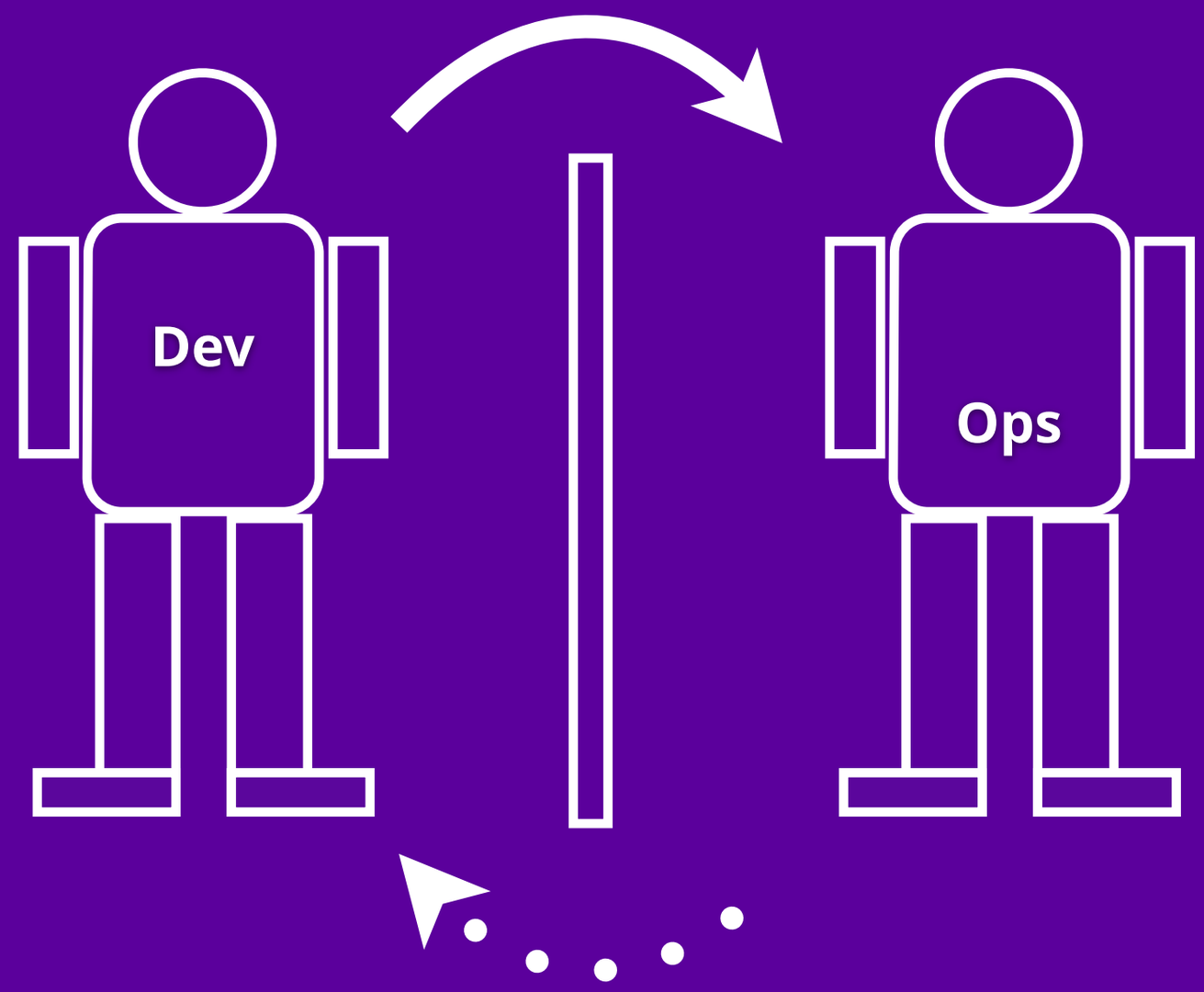
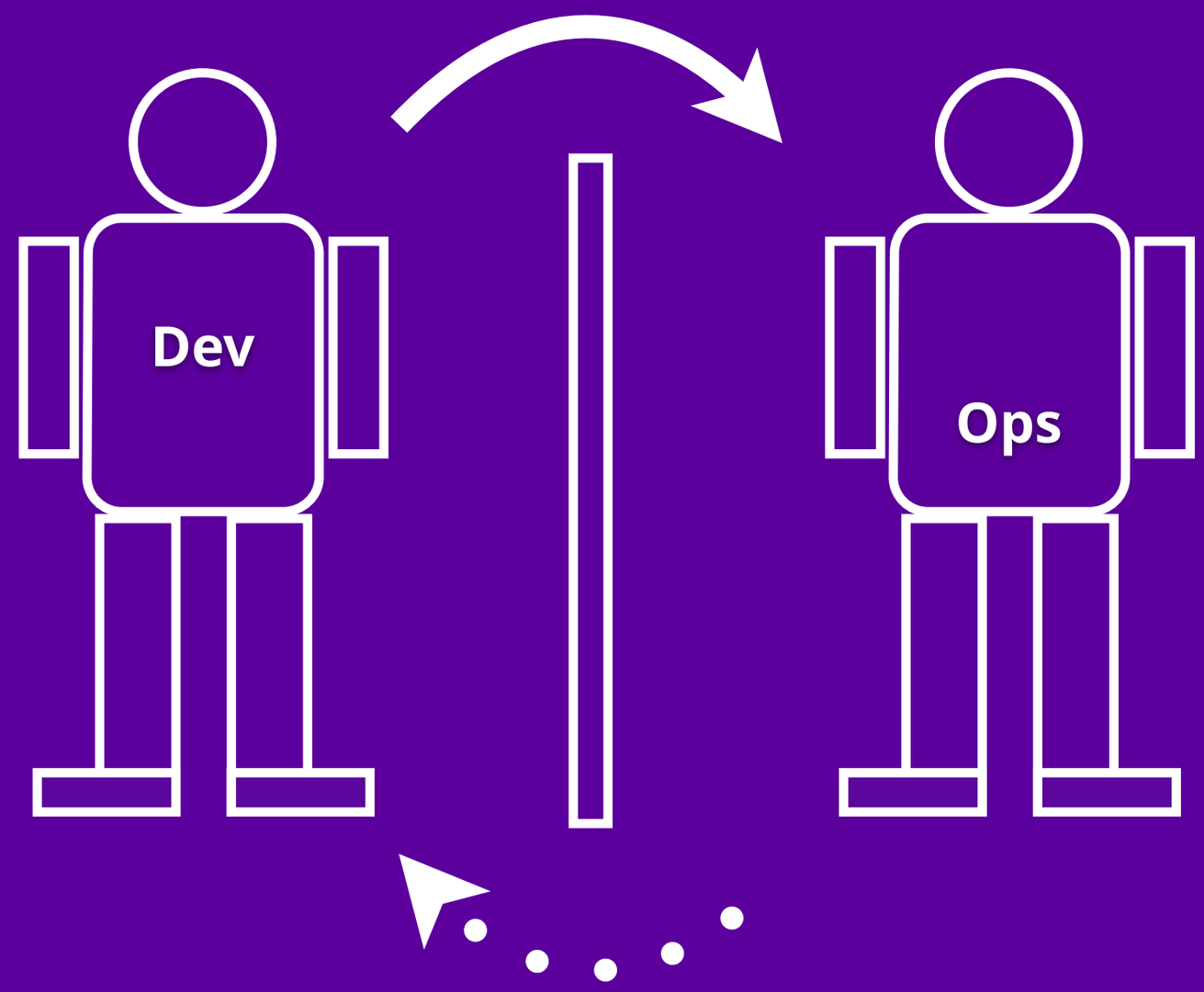


# DevOps way



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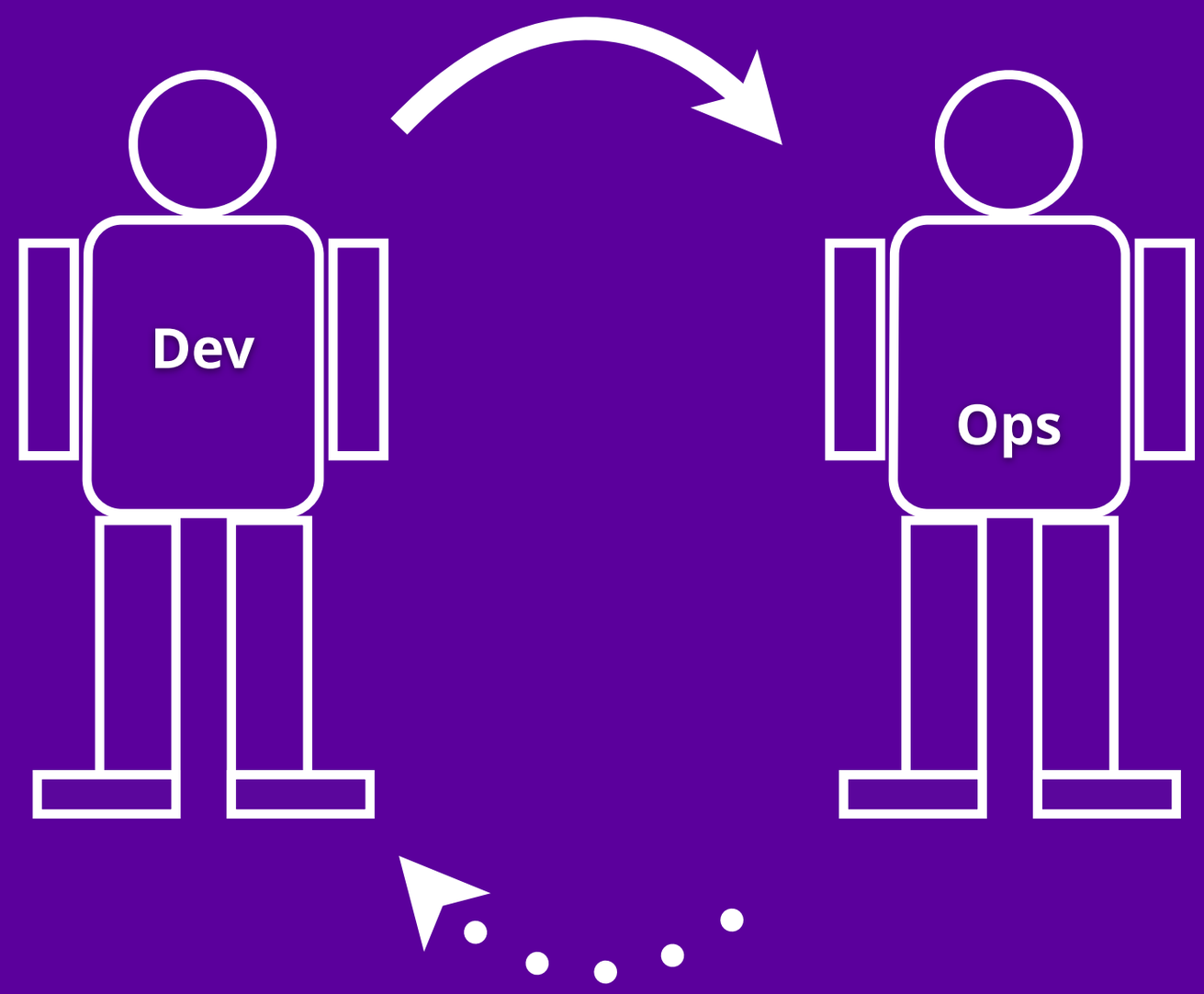

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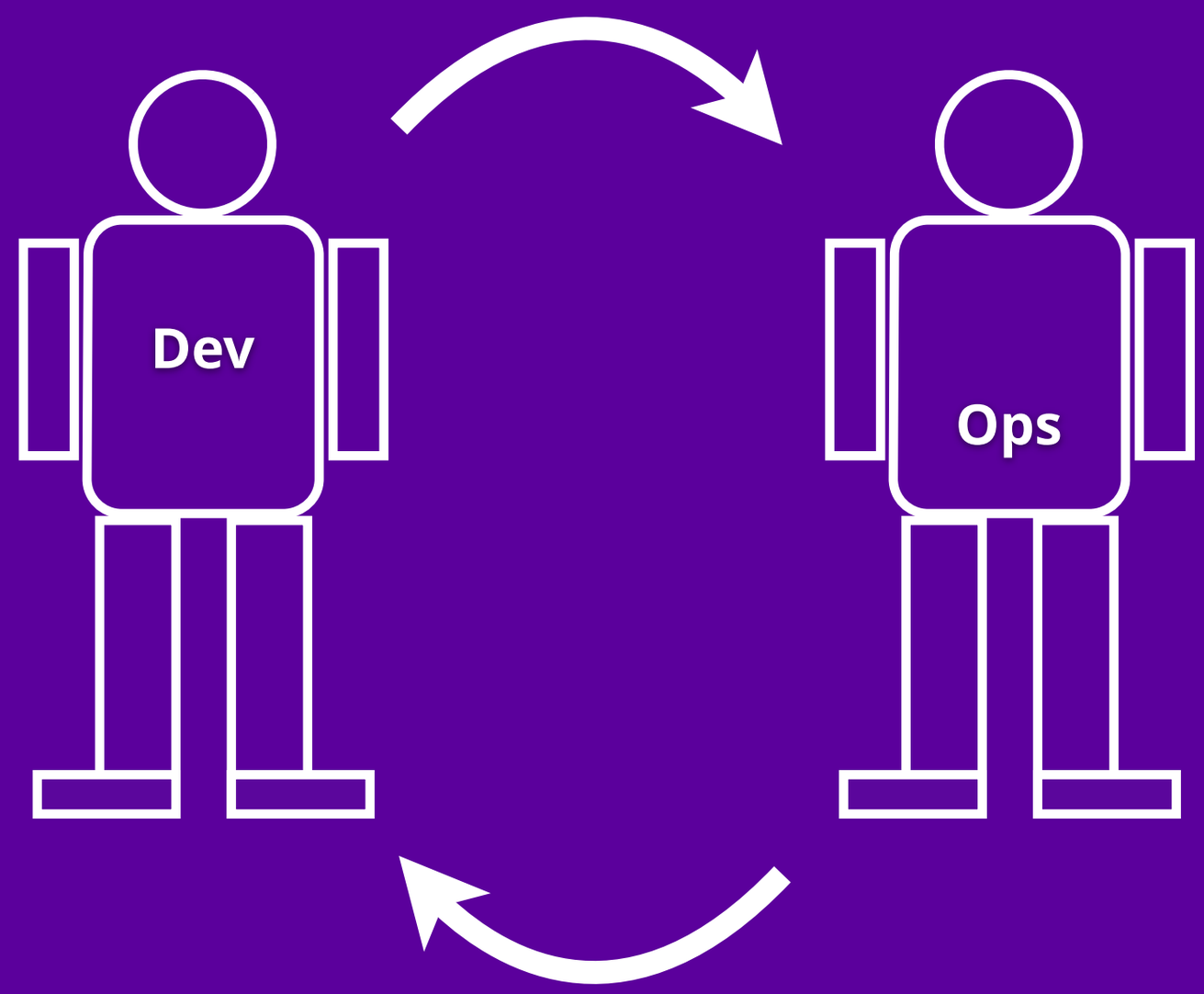
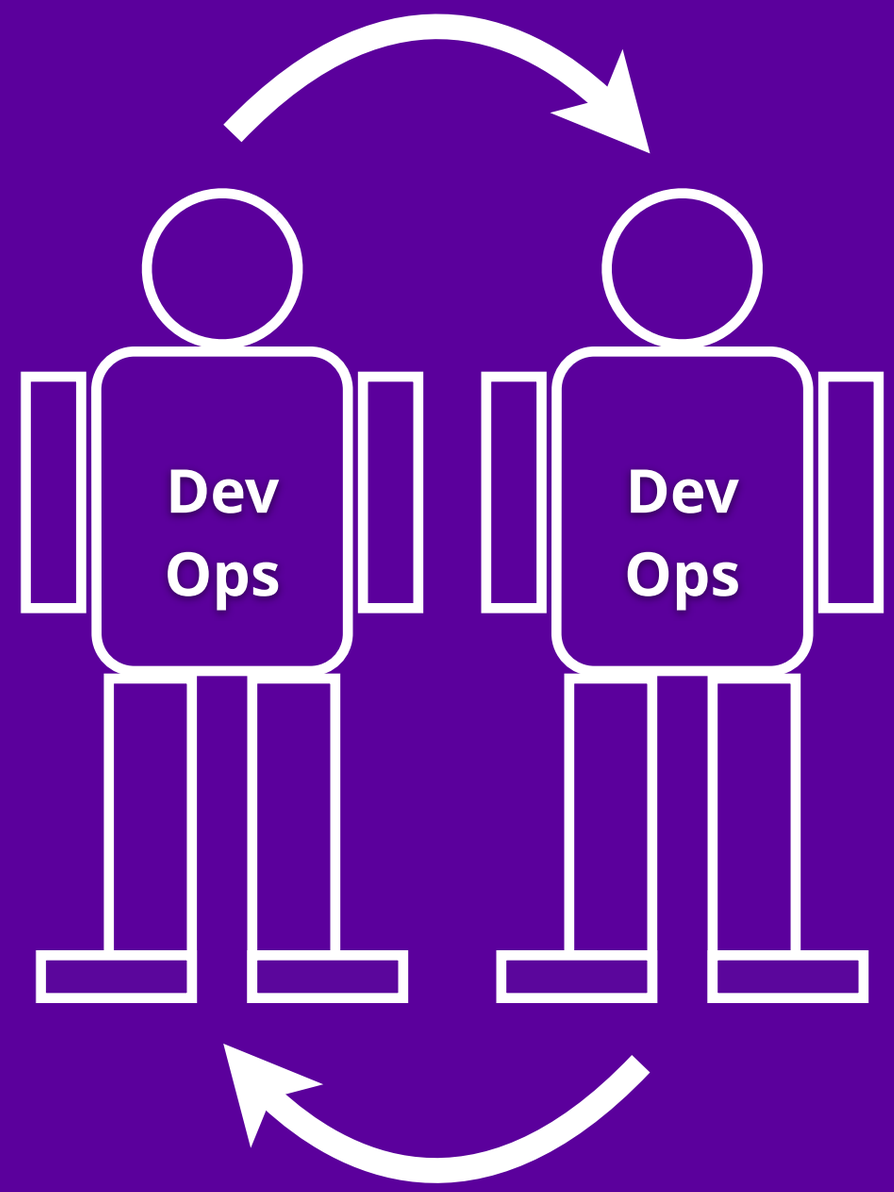
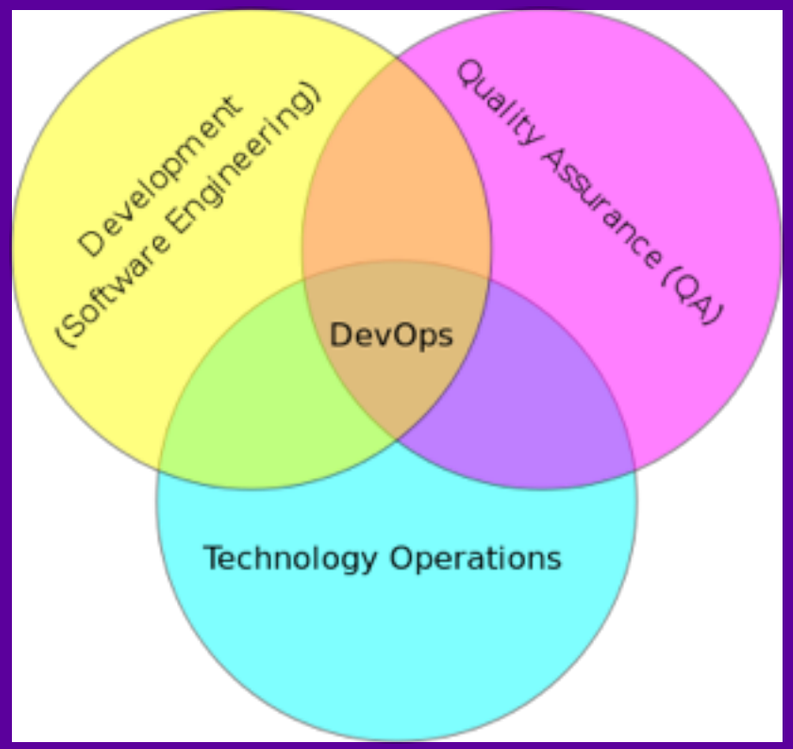


# Wooga way



# Some say DevOps is about



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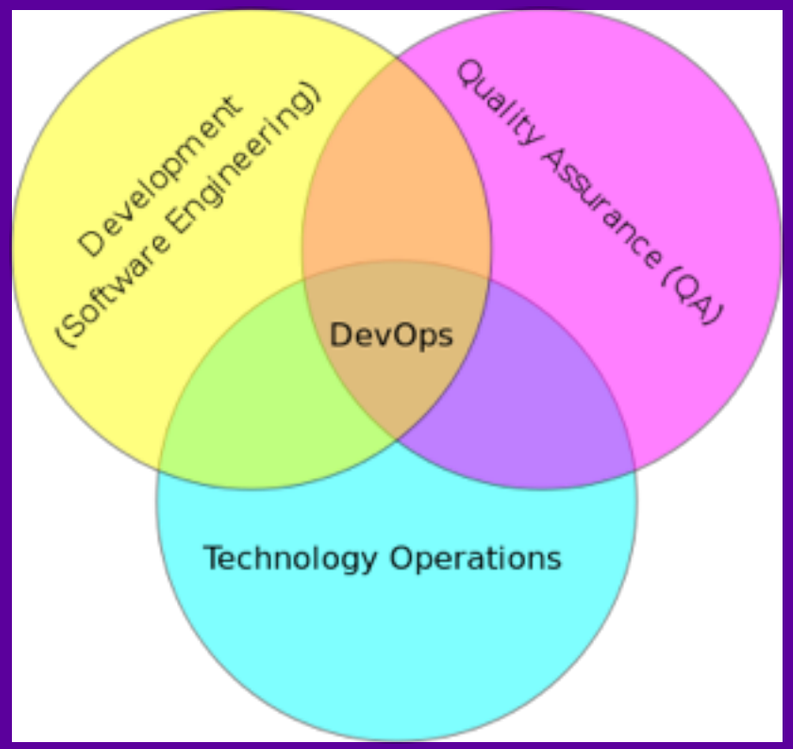


- Agile admins

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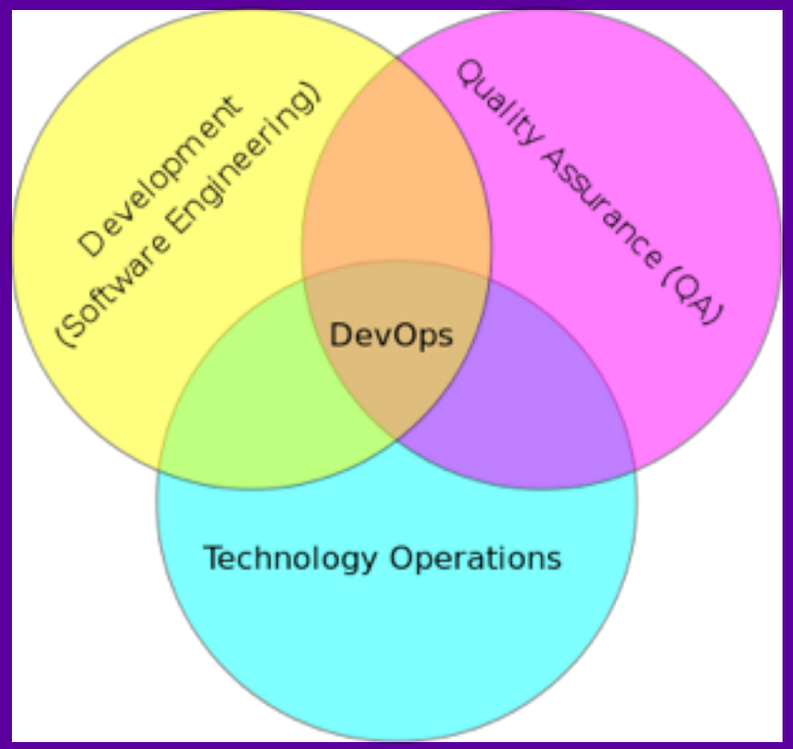


- Agile admins
- Faster releases

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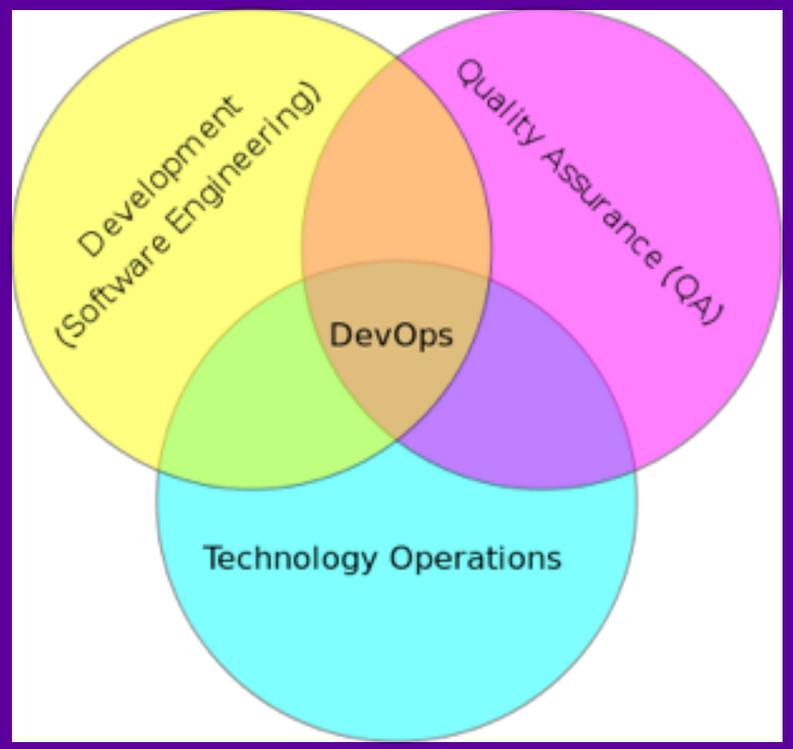
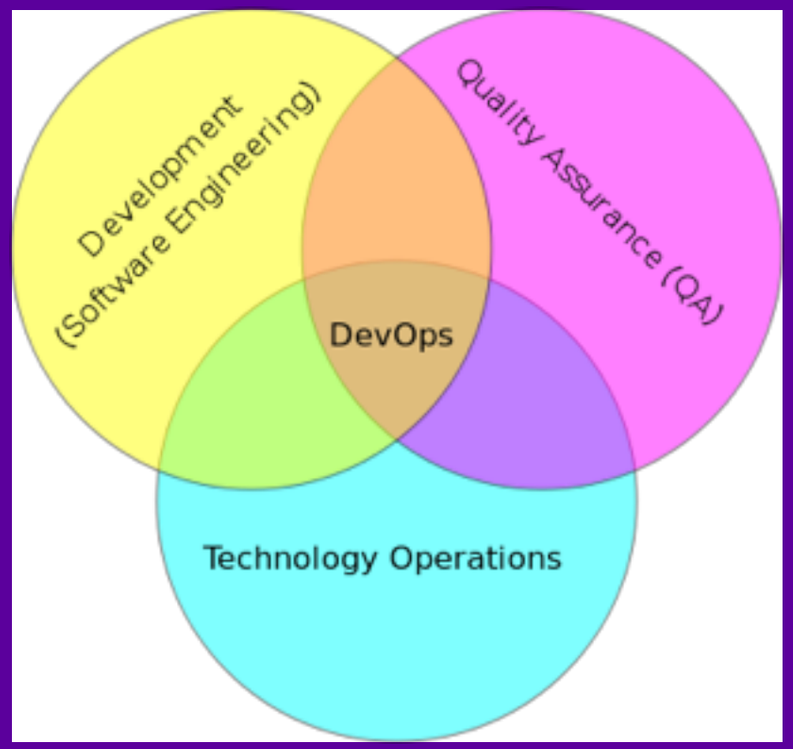



- Agile admins
- Faster releases
- Virtualization

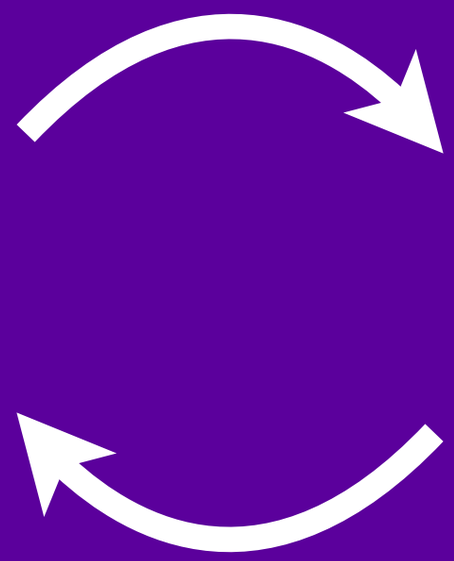
# Some say DevOps is about




- Agile admins
- Faster releases
- Virtualization
- Automation tools

# I say it’s about

# I say it’s about



# I say it’s about

# I say it’s about

Cooperation

# I say it’s about

Cooperation

Collaboration

# I say it’s about

Cooperation

Collaboration

**Feedback loops**

# Mobile is different

especially for apps

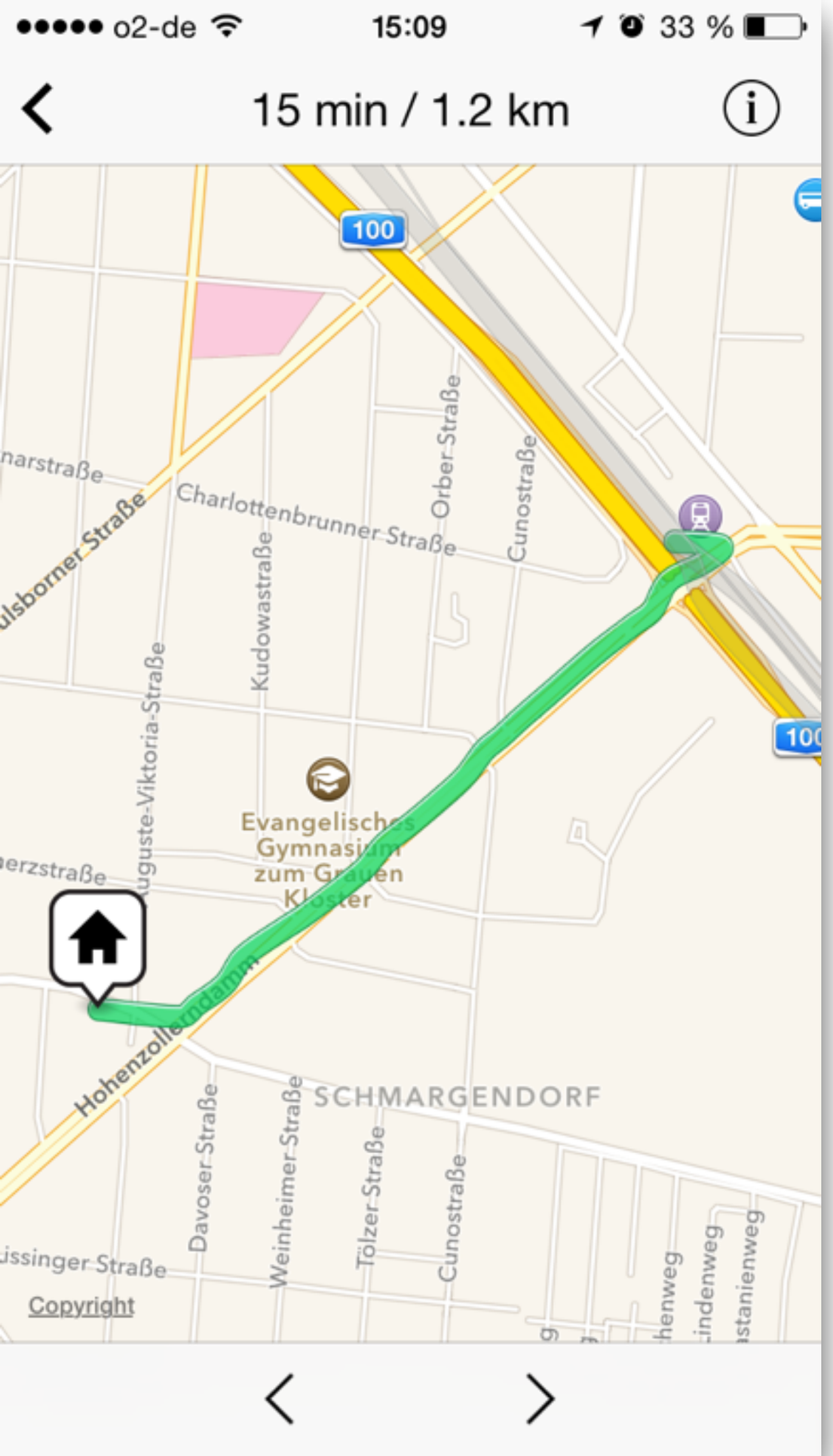
# DevOps is different

## for Mobile

# Challenges

“There are three challenges: mobile, devices, and not having control.”

- Me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Cunostraße
Kudowastraße
Evangelisches Gymnasium zum Grauen Kloster
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SCHMARGENDORF
Davoser Straße
Weinheimer Straße
Tölzer Straße
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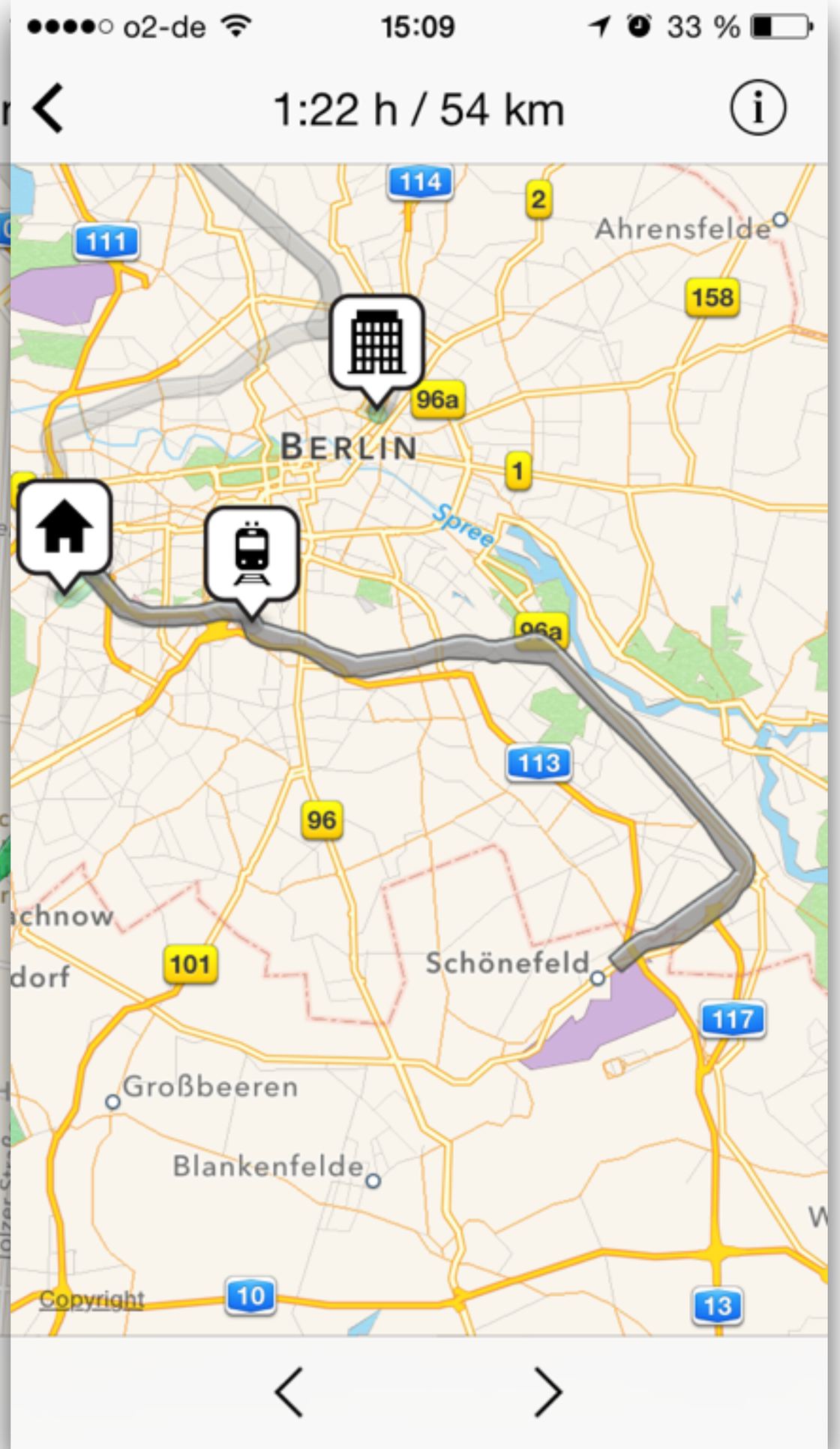
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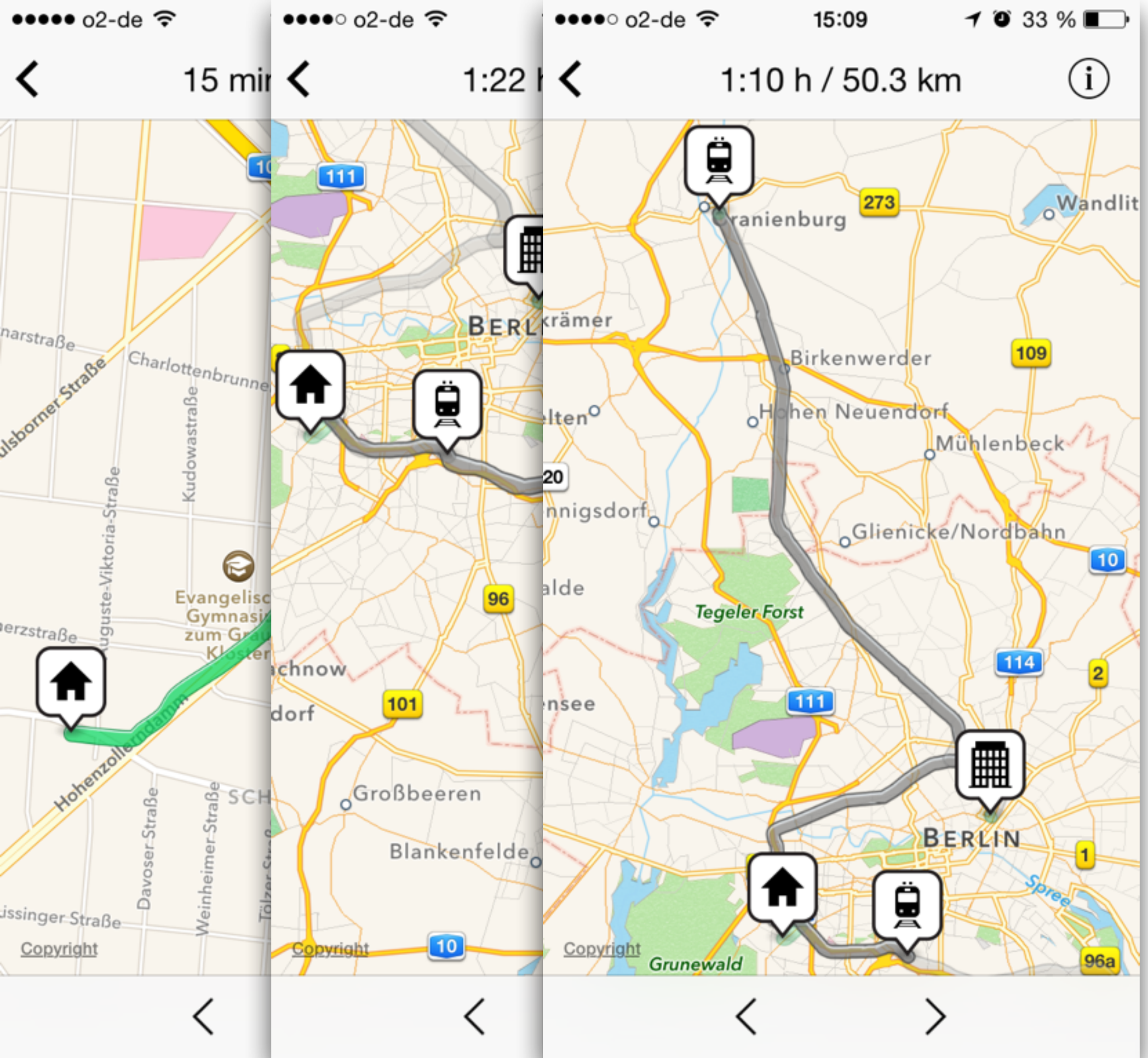
Großbeeren
Blankenfelde
Copyright
10
13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Weinheimer-Straße
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10
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krämer
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Hohen Neuendorf
Mühlenbeck
Glienicke/Nordbahn
Tegeler Forst
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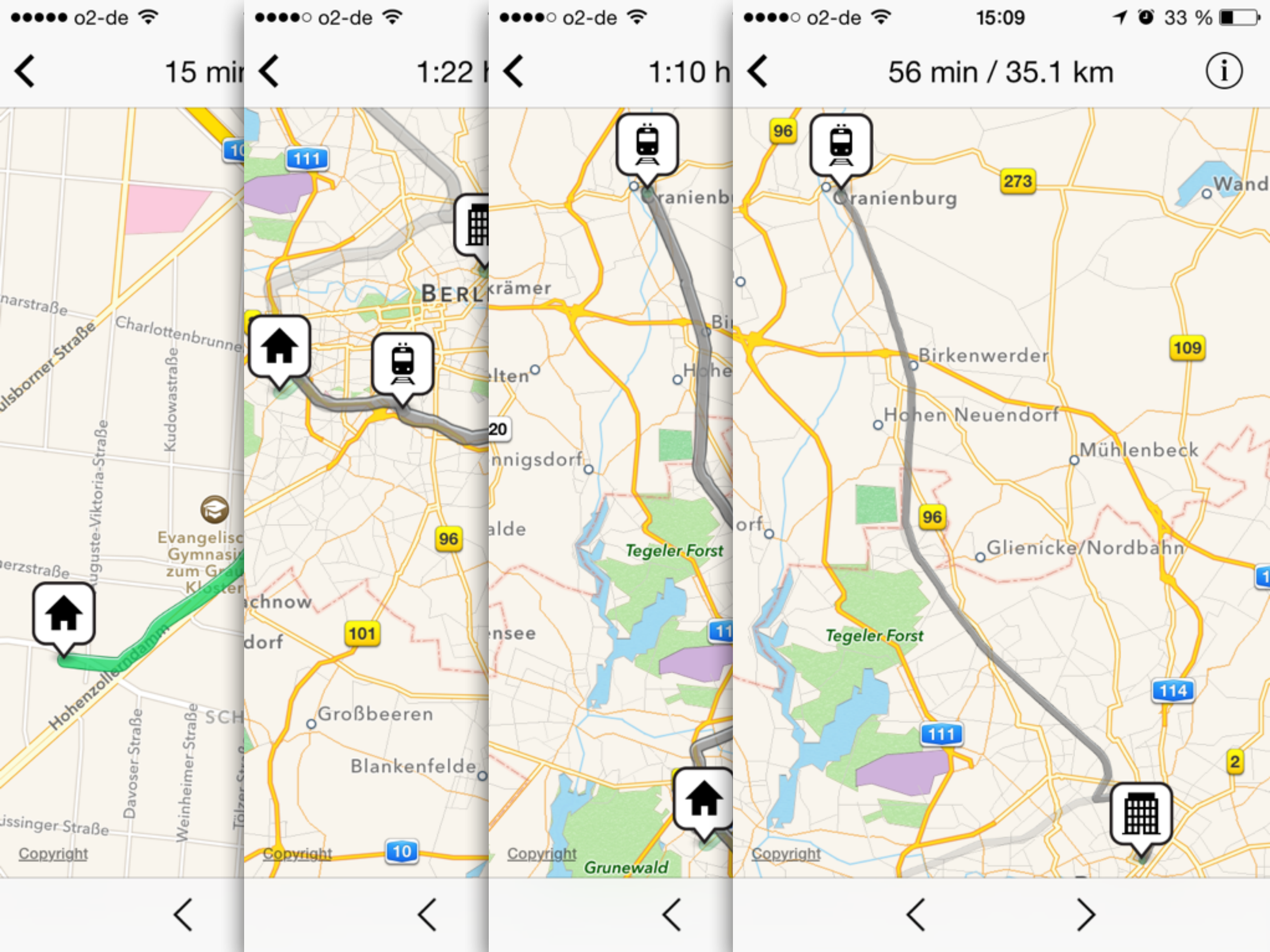
o2-de
15 min
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15:09
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56 min / 35.1 km
Charlottenbrunner
Kudowastraße
Evangelisch
Gymnasium
zum Grauen
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Hohenzollerndamm
Davoser-Straße
Weinheimer-Straße
Copyright
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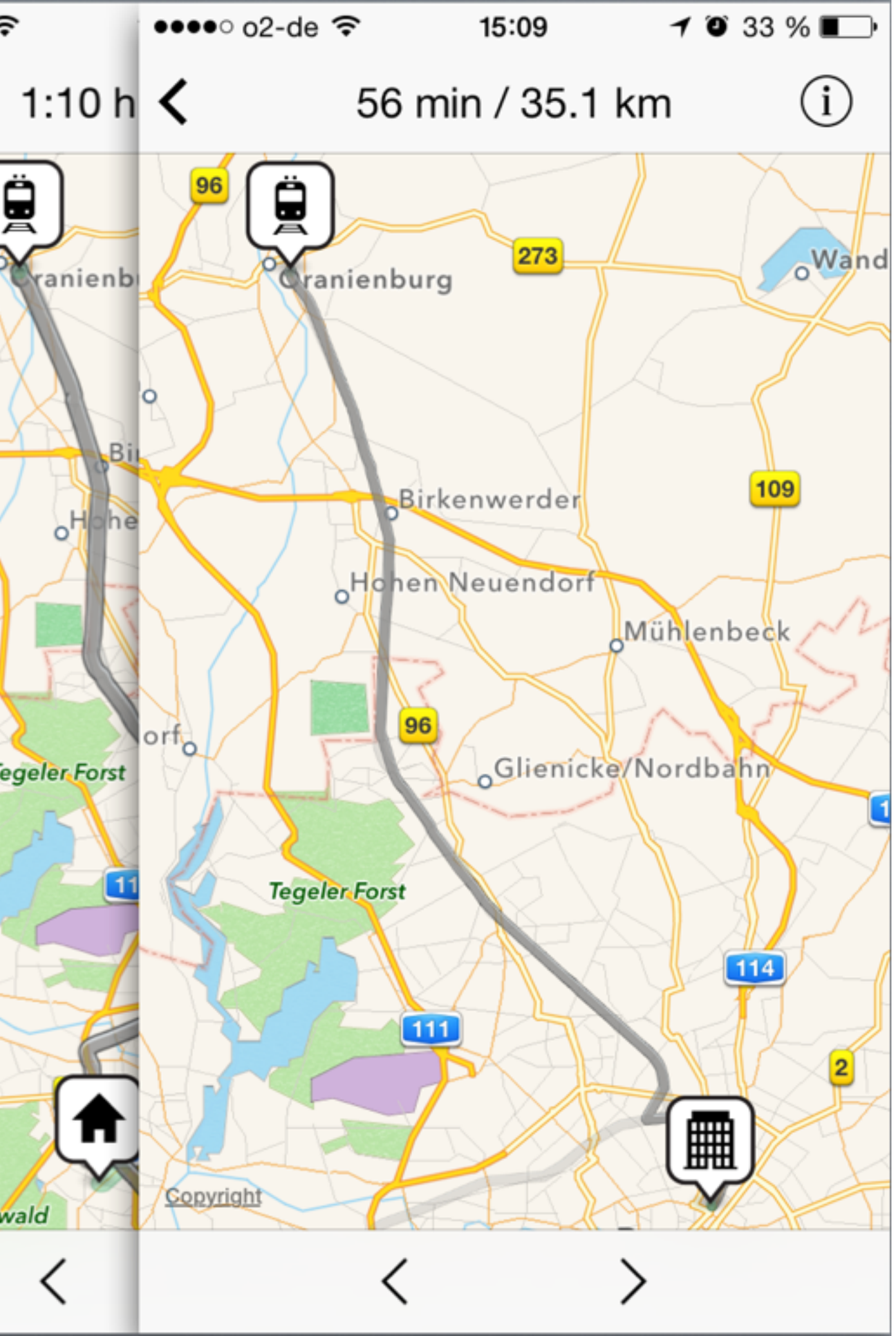
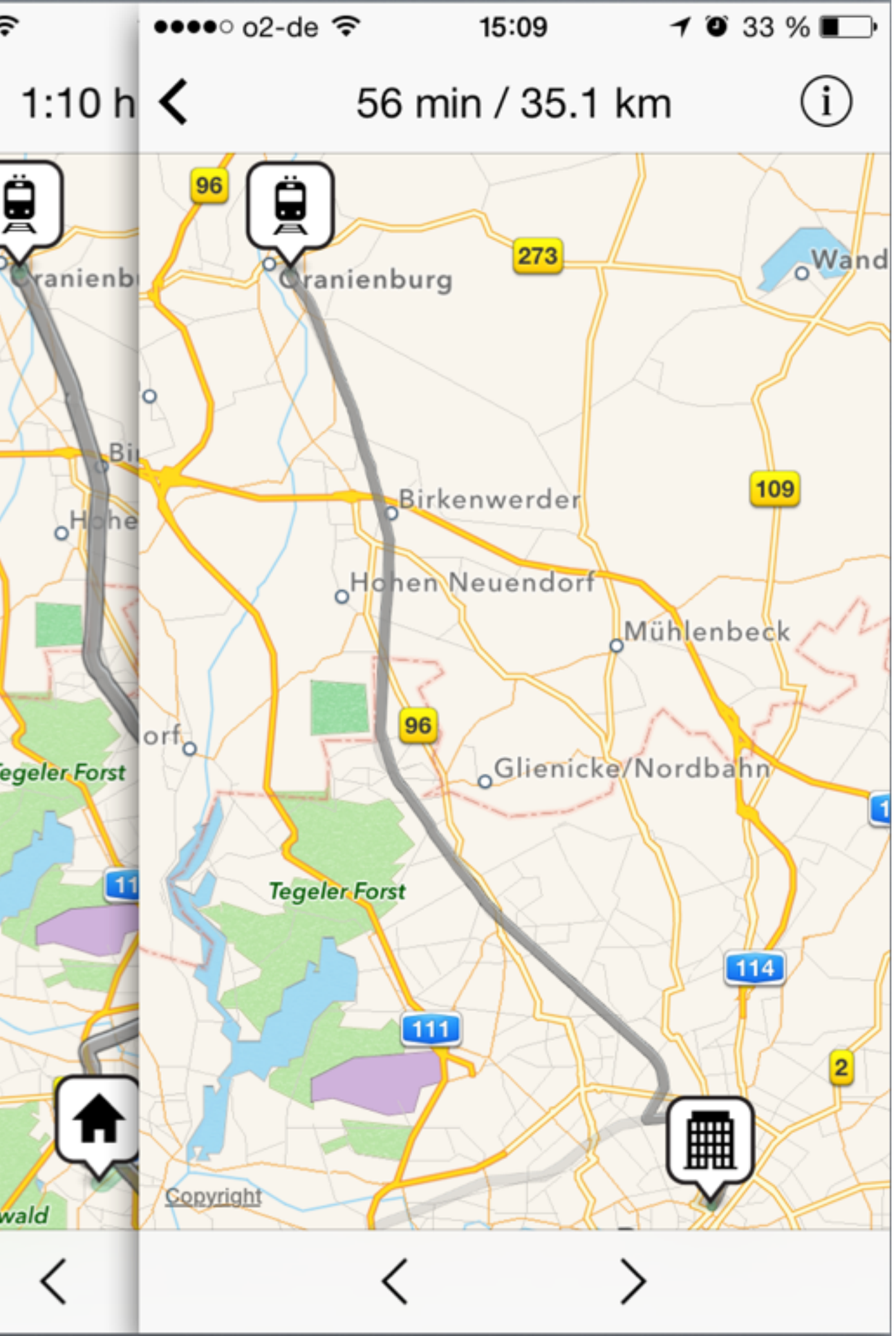
96
101
Großbeeren
Blankenfelde
10
krämer
Tegeler Forst
Grunewald
Oranienburg
273
Birkenwerder
109
Hohen Neuendorf
Mühlenbeck
Glienicke/Nordbahn
114
2

# Mobile Network

# Latency

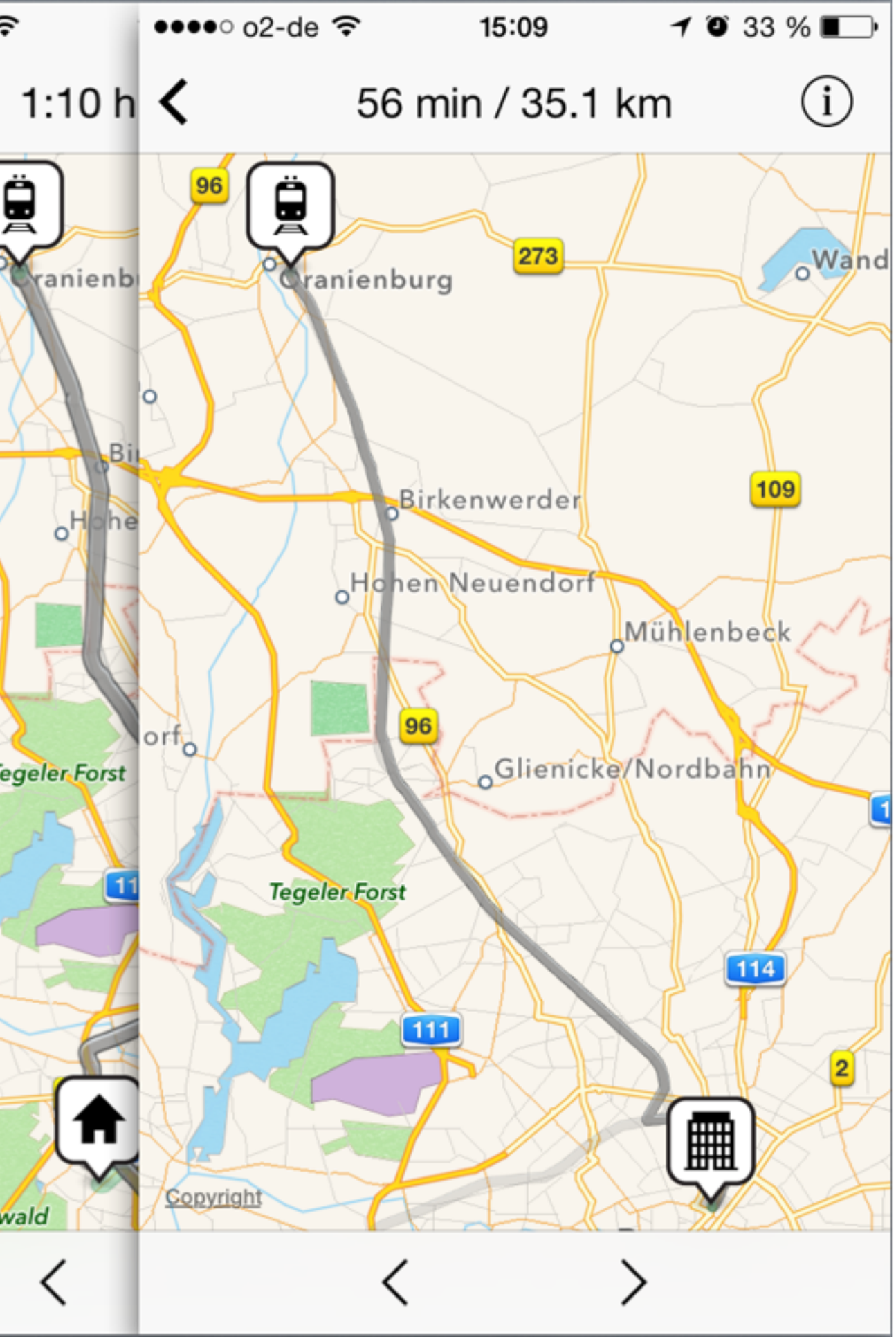

o2-de
15:09
33 %
1:10 h
56 min / 35.1 km
96
273
Oranienburg
Wand
Birkenwerder
109
Hohen Neuendorf
Mühlenbeck
96
Glienicke/Nordbahn
Tegeler Forst
Tegeler Forst
114
111
2
Copyright

# Latency




Latency

Bandwidth




Latency

Bandwidth

Offline mode

animoca
animoca
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# Runs on a Device

animoca

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# Operating system

Operating system

Form factor

Operating system

Form factor

Device specs

iPhone

# Local storage

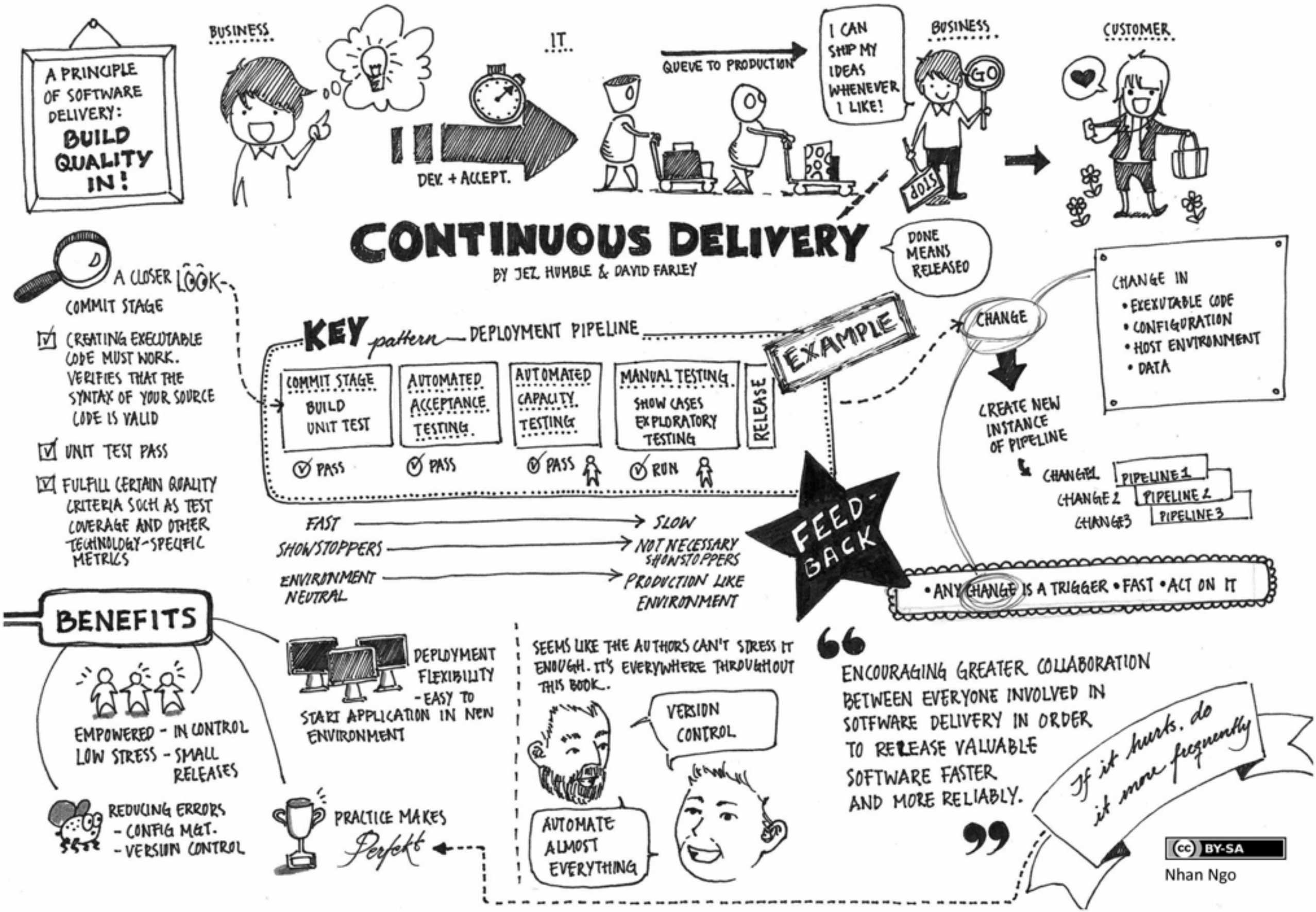
Local storage

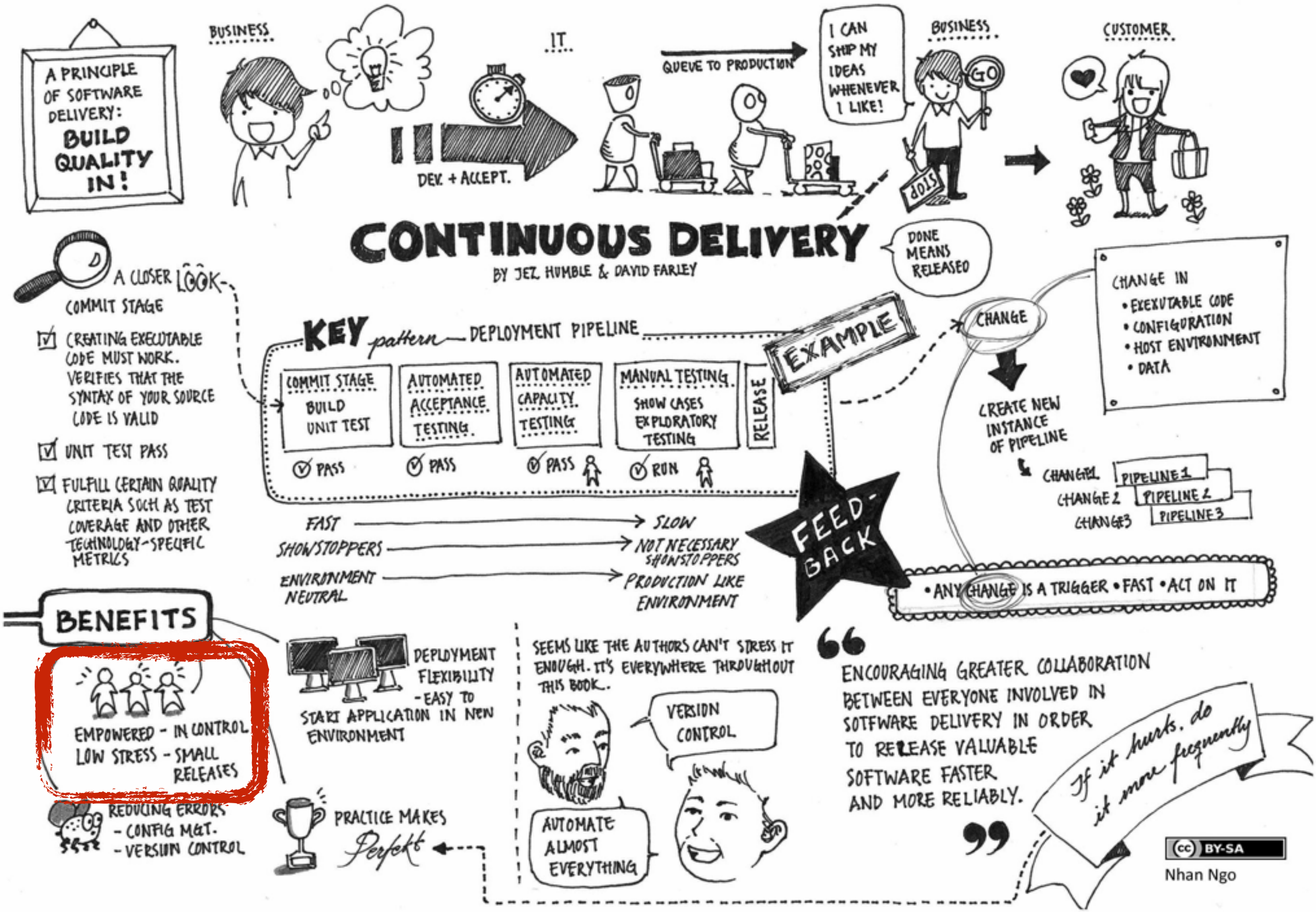
Logfile access

Local storage

Logfile access

Offline handling


A PRINCIPLE OF SOFTWARE DELIVERY: BUILD QUALITY IN!
BUSINESS
IT
DEV. + ACCEPT.
QUEUE TO PRODUCTION
I CAN SHIP MY IDEAS WHENEVER I LIKE!
BUSINESS
GO
STOP
CUSTOMER
CONTINUOUS DELIVERY
BY JEZ HUMBLE & DAVID FARLEY
DONE MEANS RELEASED
A CLOSER LOOK
COMMIT STAGE
CREATING EXECUTABLE CODE MUST WORK. VERIFIES THAT THE SYNTAX OF YOUR SOURCE CODE IS VALID
UNIT TEST PASS
FULFILL CERTAIN QUALITY CRITERIA SUCH AS TEST COVERAGE AND OTHER TECHNOLOGY-SPECIFIC METRICS
KEY pattern — DEPLOYMENT PIPELINE
EXAMPLE
COMMIT STAGE
BUILD
UNIT TEST
PASS
AUTOMATED ACCEPTANCE TESTING
PASS
AUTOMATED CAPACITY TESTING
PASS
MANUAL TESTING
SHOW CASES
EXPLORATORY TESTING
RUN
RELEASE
FAST → SLOW
SHOWSTOPPERS → NOT NECESSARY SHOWSTOPPERS
ENVIRONMENT NEUTRAL → PRODUCTION LIKE ENVIRONMENT
FEED-BACK
CHANGE
CHANGE IN
• EXECUTABLE CODE
• CONFIGURATION
• HOST ENVIRONMENT
• DATA
CREATE NEW INSTANCE OF PIPELINE
CHANGE1 PIPELINE 1
CHANGE 2 PIPELINE 2
CHANGE3 PIPELINE 3
• ANY CHANGE IS A TRIGGER • FAST • ACT ON IT
BENEFITS
EMPOWERED - IN CONTROL
LOW STRESS - SMALL RELEASES
DEPLOYMENT FLEXIBILITY - EASY TO START APPLICATION IN NEW ENVIRONMENT
REDUCING ERRORS
- CONFIG M&T.
- VERSION CONTROL
PRACTICE MAKES Perfekt
SEEMS LIKE THE AUTHORS CAN'T STRESS IT ENOUGH. IT'S EVERYWHERE THROUGHOUT THIS BOOK.
VERSION CONTROL
AUTOMATE ALMOST EVERYTHING
"ENCOURAGING GREATER COLLABORATION BETWEEN EVERYONE INVOLVED IN SOFTWARE DELIVERY IN ORDER TO RELEASE VALUABLE SOFTWARE FASTER AND MORE RELIABLY."
If it hurts, do it more frequently
BY-SA
Nhan Ngo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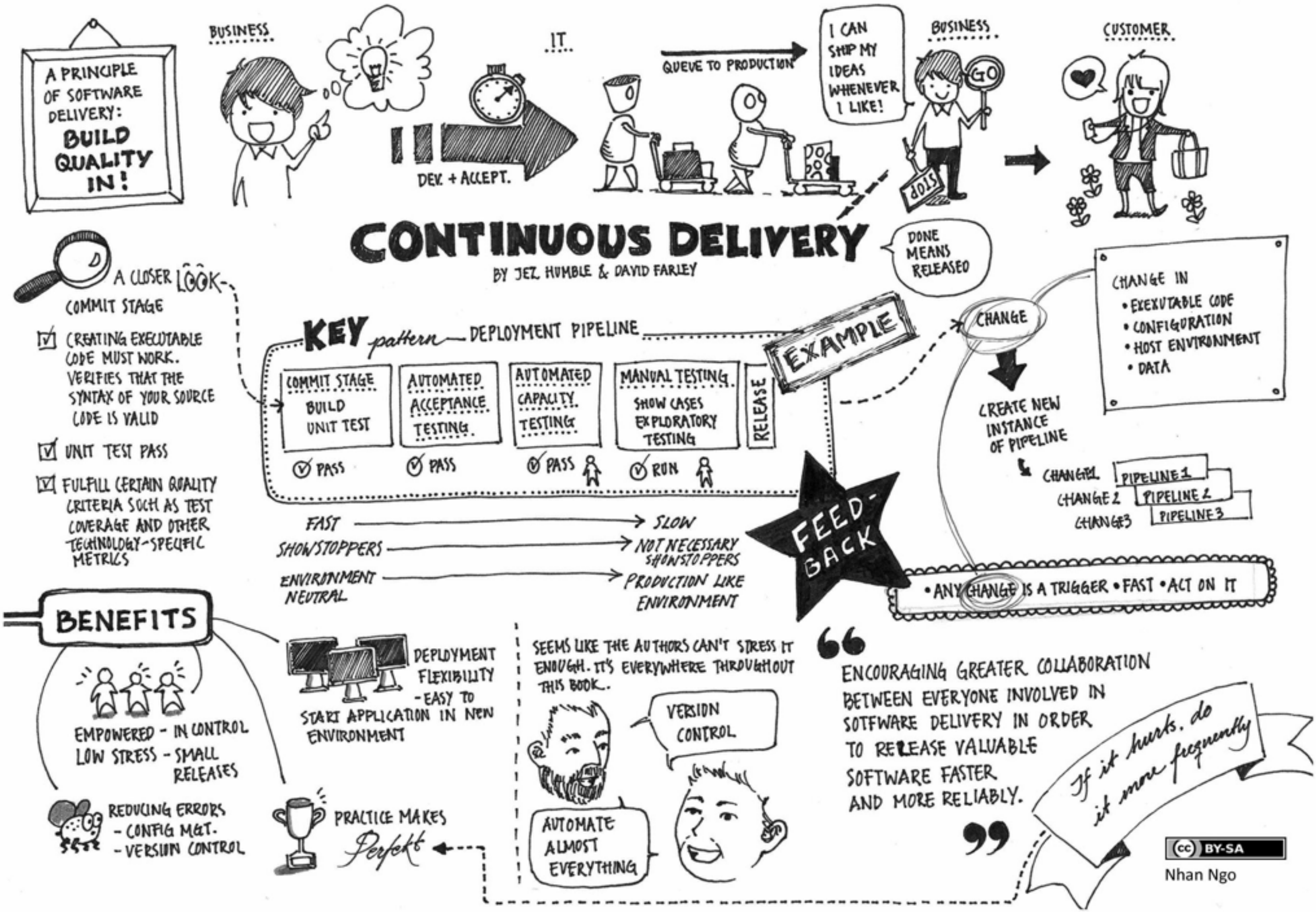
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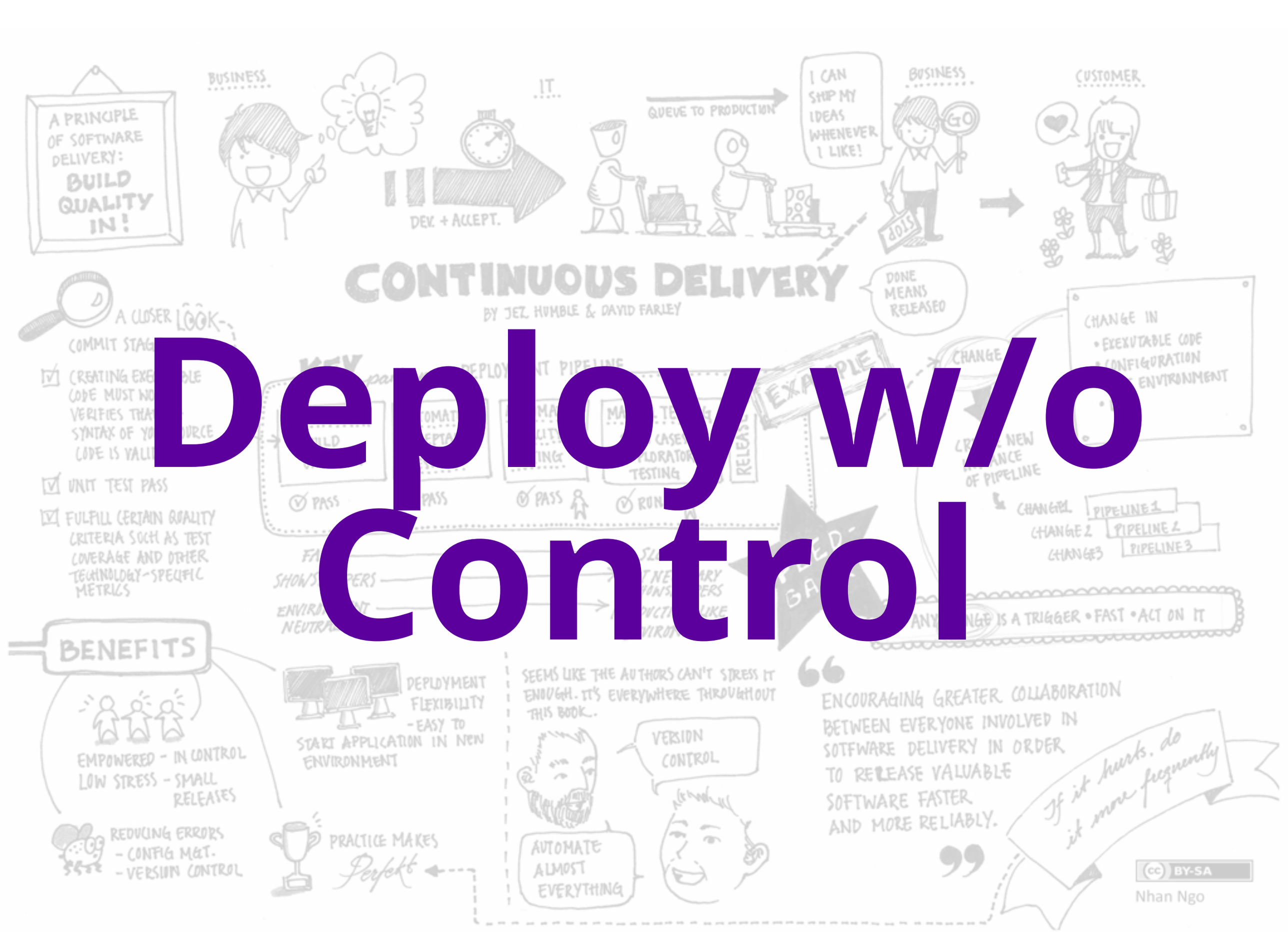
# Deploy w/o Control



# Mandatory tests

Mandatory tests

Strict rules

Mandatory tests

Strict rules

Only full deploys

# Staged rollout

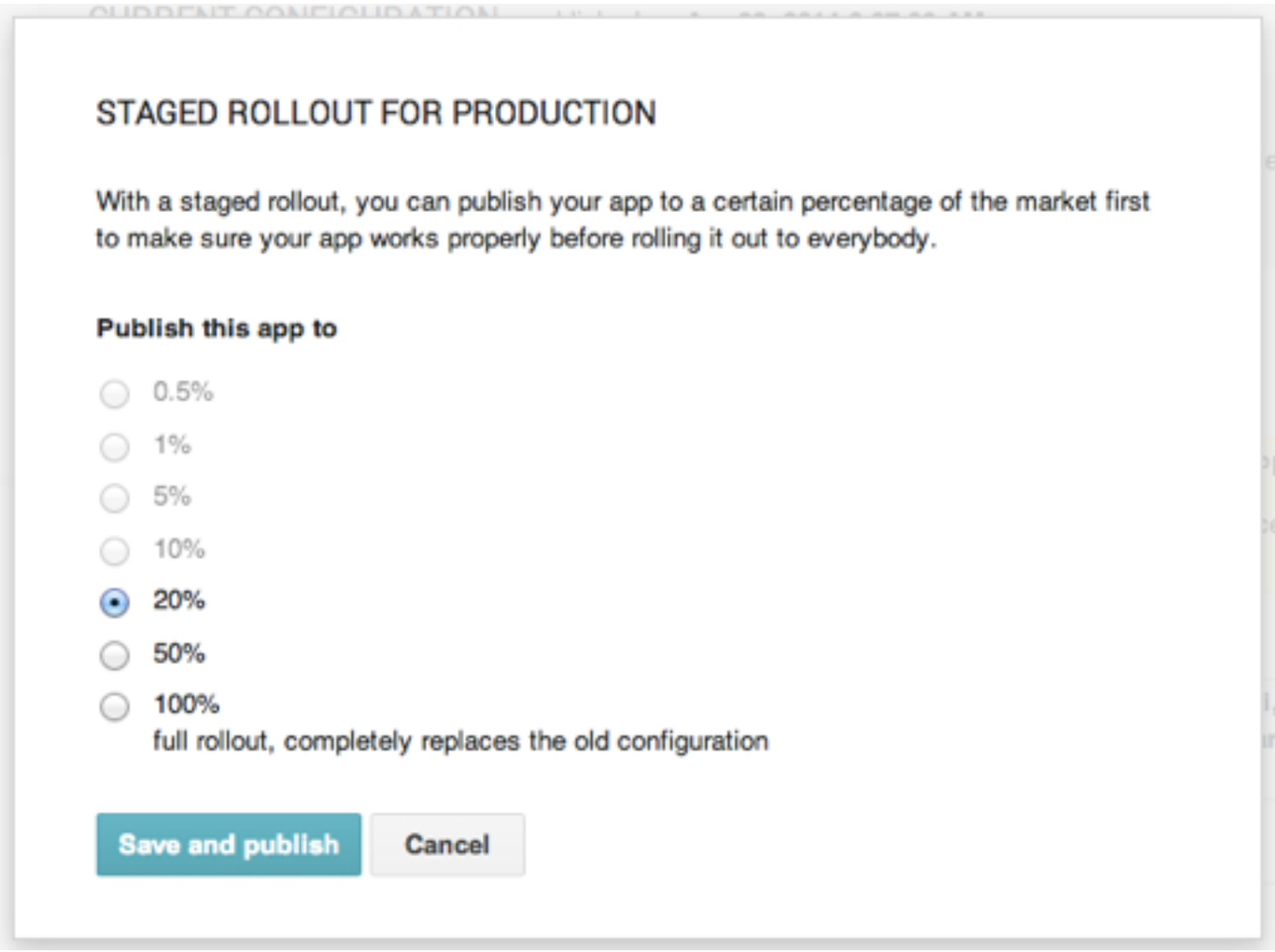
Staged rollout

Reduce risk

Staged rollout

Reduce risk

Fast feedback




# Staged rollout

# Reduce risk

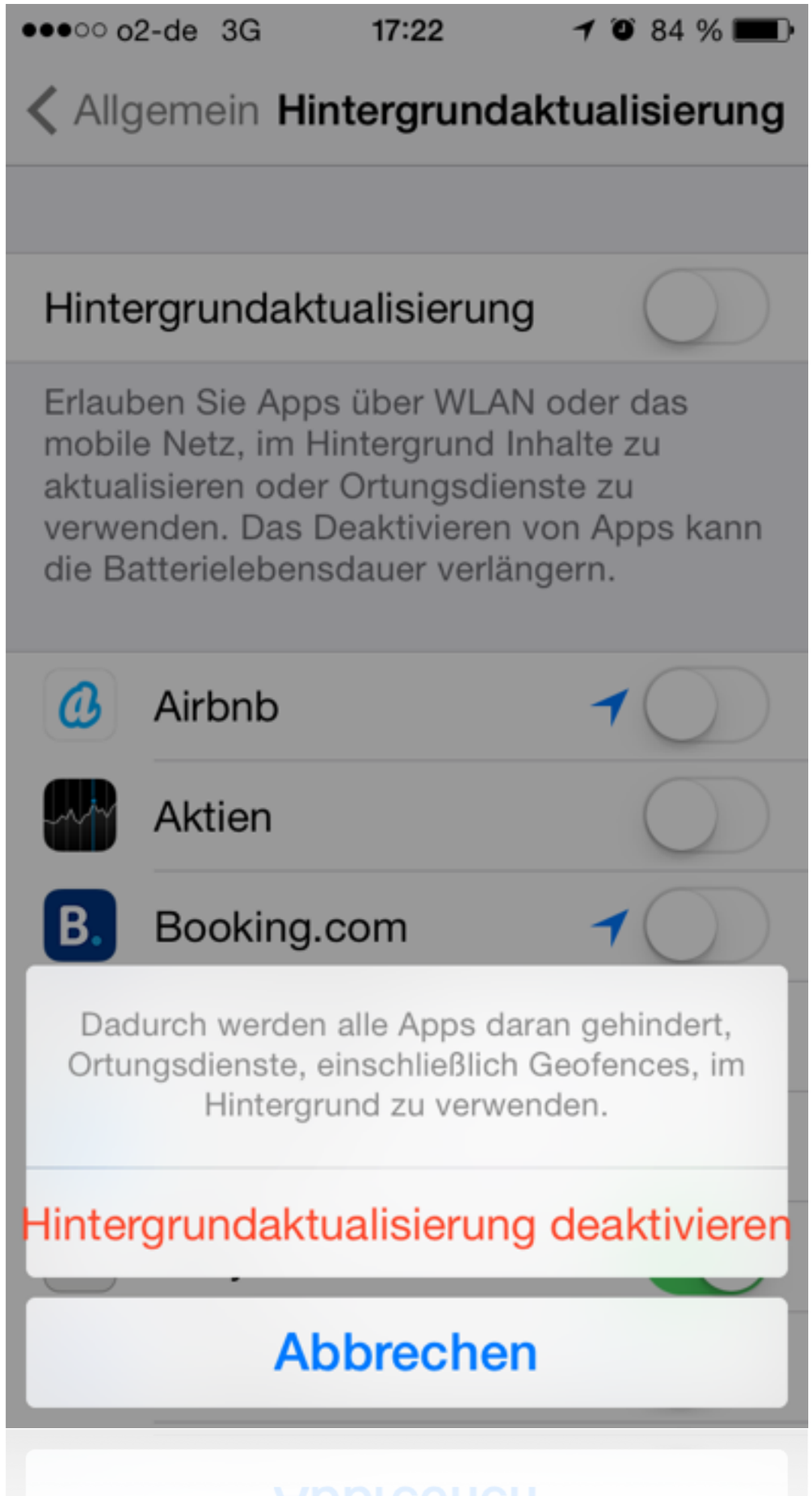
# Fast feedback

iPhone

# Pull updates

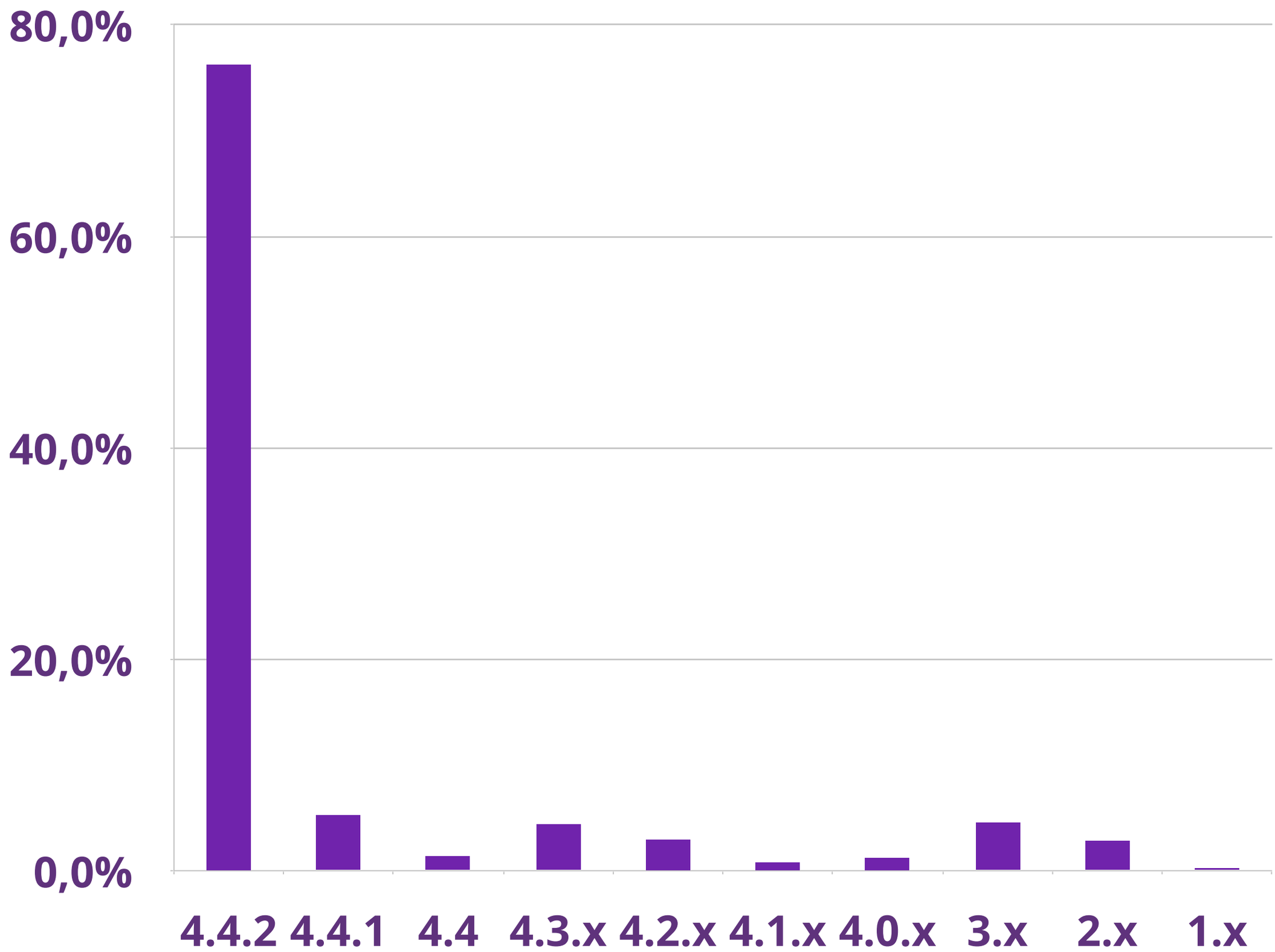
Pull updates

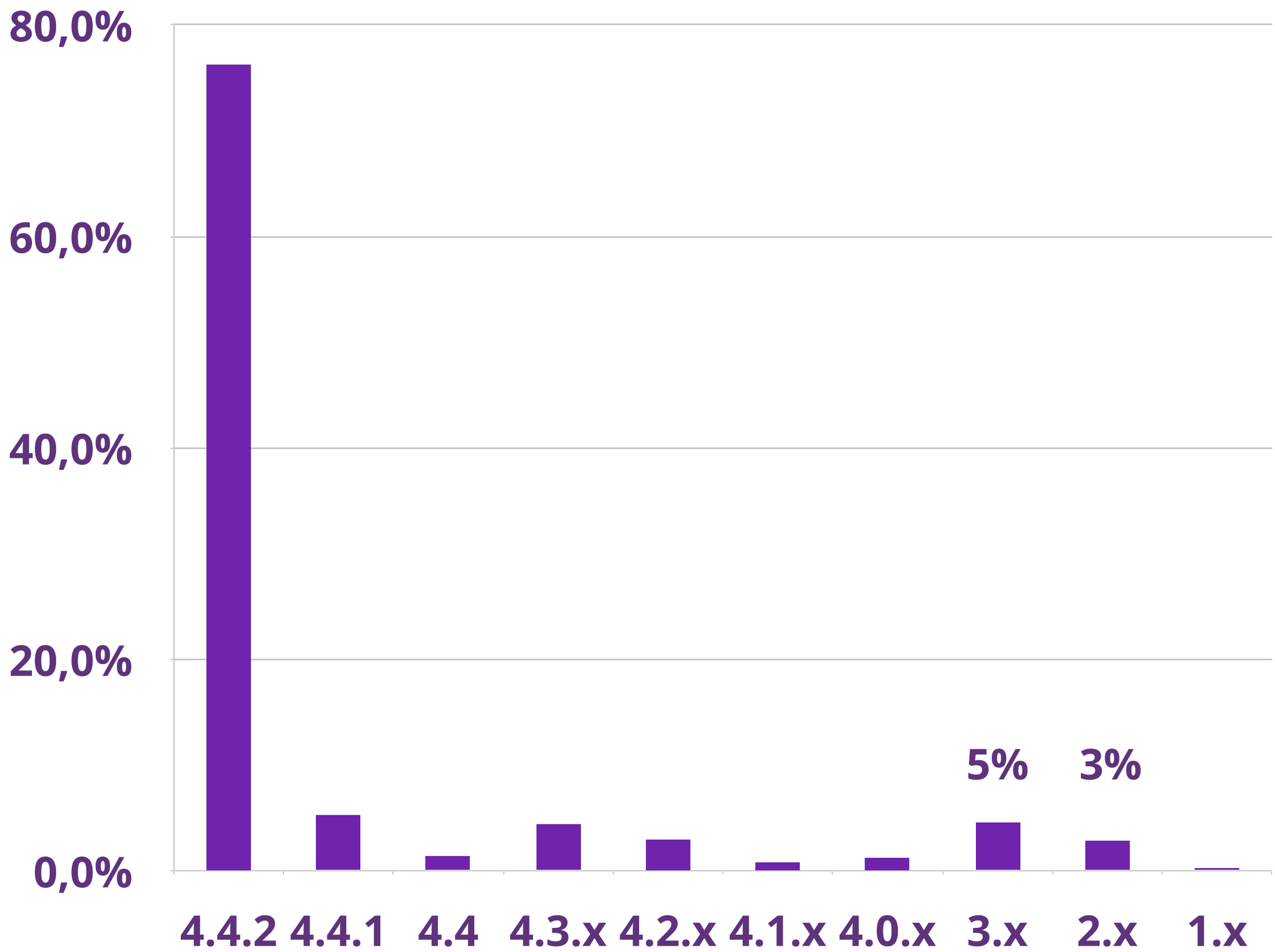
User can interfere

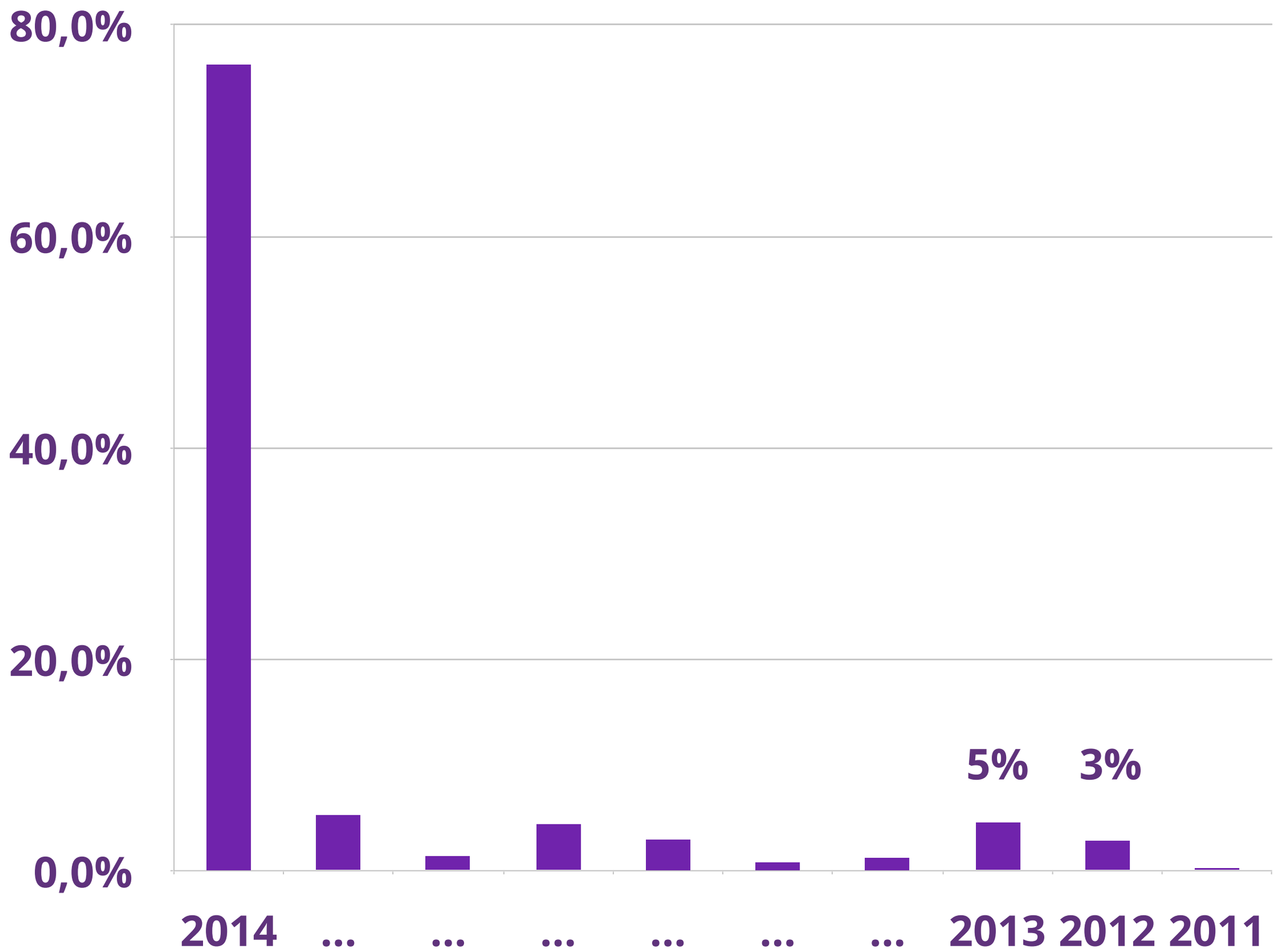


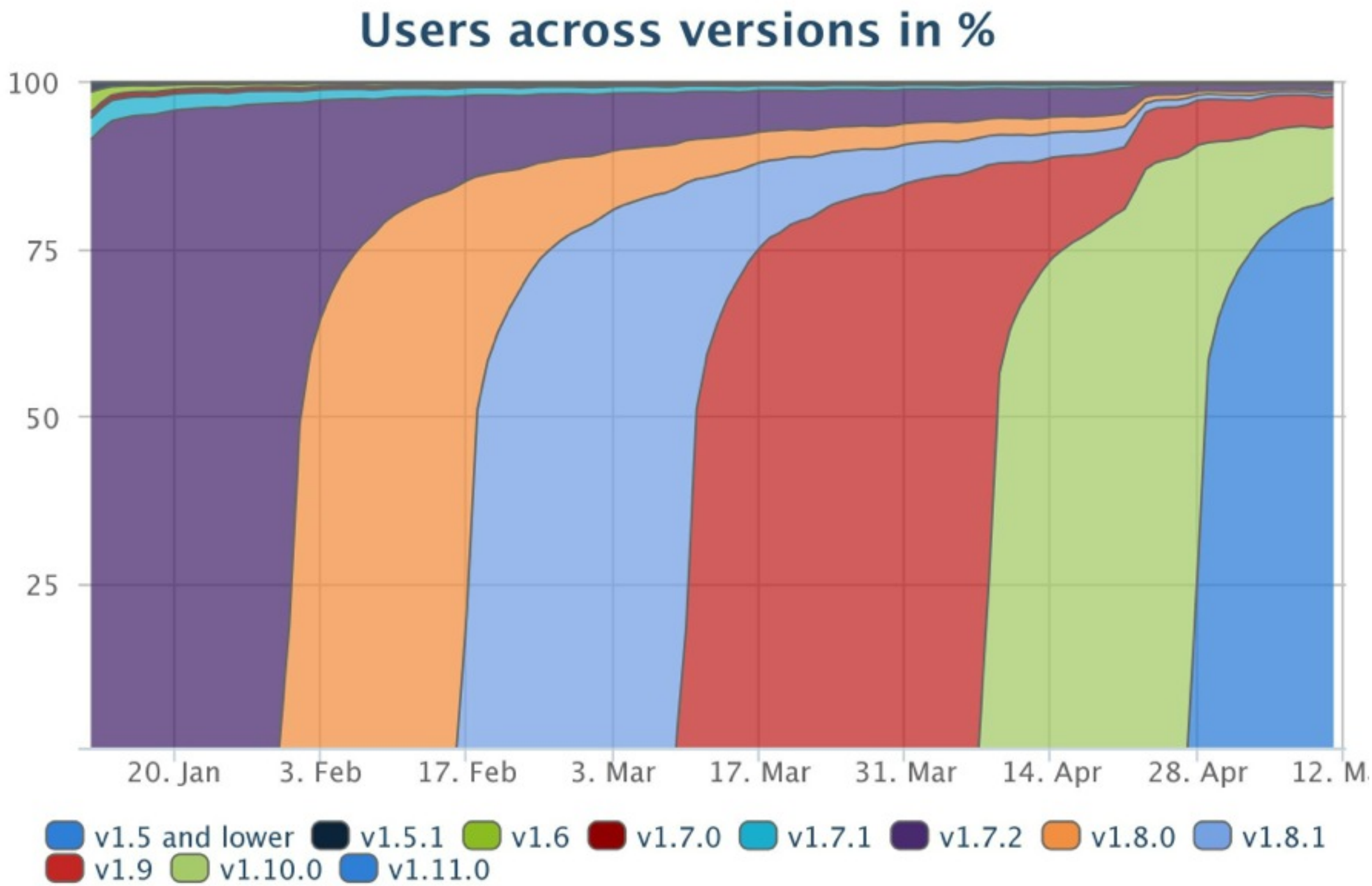

Pull updates

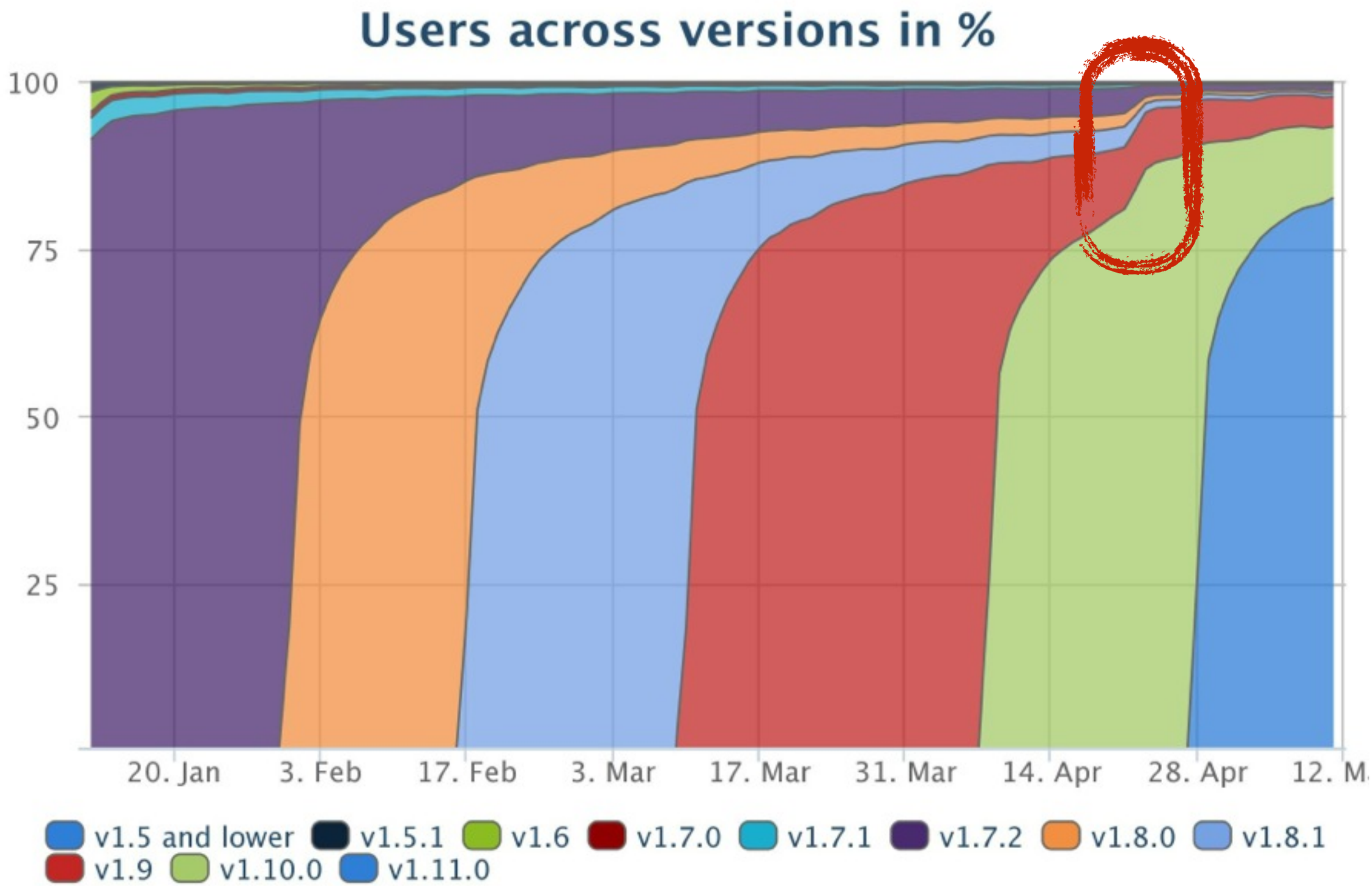
User can interfere


80,0%
60,0%
40,0%
20,0%
0,0%
4.4.2
4.4.1
4.4
4.3.x
4.2.x
4.1.x
4.0.x
3.x
2.x
1.x


80,0%
60,0%
40,0%
20,0%
0,0%
5%
3%
4.4.2
4.4.1
4.4
4.3.x
4.2.x
4.1.x
4.0.x
3.x
2.x
1.x


80,0%
60,0%
40,0%
20,0%
0,0%
5%
3%
2014
...
...
...
...
...
...
2013
2012
2011


Users across versions in %
100
75
50
25
20. Jan
3. Feb
17. Feb
3. Mar
17. Mar
31. Mar
14. Apr
28. Apr
12. M
v1.5 and lower
v1.5.1
v1.6
v1.7.0
v1.7.1
v1.7.2
v1.8.0
v1.8.1
v1.9
v1.10.0
v1.11.0


Users across versions in %
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3. Feb
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v1.5 and lower
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v1.6
v1.7.0
v1.7.1
v1.7.2
v1.8.0
v1.8.1
v1.9
v1.10.0
v1.11.0

# Wooga Solutions

# Cross Platform

# HTML5 not viable

HTML5 not viable

Unity

HTML5 not viable

Unity

Apportable

HTML5 not viable

Unity

Apportable

Others?

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# Devices

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# Restrict devices

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Restrict devices

Test pool

Restrict devices

Test pool

Internal ‘app store’

DEVICE COMPATIBILITY Learn more

Manually excluded (63) ▾ | Find device

**Droid** – umts_sholes

## PANASONIC MOBILE COMMUNICATIONS

**P-02D** – pana2_2

## SAMSUNG Show all 15

**Galaxy Gio** – GT-S5660L

**Galaxy Tab3 10.1** – santos10lte

**Galaxy Gio** – GT-S5660M

**Galaxy Gio** – SHW-M290S

**Galaxy Gio** – SHW-M290K

**Galaxy Gio** – GT-S5660V

## SONY ERICSSON

**Xperia SL** – LT26ii

**SK17i** – SK17i

**Xperia X10** – X10a

**Xperia X10** – X10i

**Xperia S** – LT26i

## TCT MOBILE LIMITED (ALCATEL)

**ONE TOUCH 983** – ONE_TOUCH_983_gsm

Save | Cancel

ERGOTRON
ERGOTRON
ERGOTRON
ERGOTRON

ergotron
ergotron
ergotron
ergotron

ergotron
ergotron
ergotron
ergotron

Jelly Splash ... | JELLY SPLAS... | Network Ser... | Jelly Splash ... | Rebuilding ... | Jelly Splash ... | Hotfix for t... | Jelly Splash ... | Dashboa...

js-ios:8080

Instapaper | HN sorter | Readability | Calendar | Pivotal | Jenkins | JellySplash | Groups | WebPlatform Daily

# Jenkins

search | jenkins | log out

Jenkins

DISABLE AUTO REFRESH

- New Job
- People
- Build History
- Manage Jenkins
- Credentials
- My Views

**Build Queue**

No builds in the queue.

**Build Executor Status**

| # | Status |
|---|---|
| 1 | Idle |
| 2 | Idle |

## Welcome to the Main Jelly Splashing Facility!

add description

All +

| S | W | Name ↓ | Last Success | Last Failure | Last Duration |
|---|---|---|---|---|---|
| | | JellySplash_AdHoc | 27 days - #20 | 27 days - #18 | 7 min 29 sec |
| | | JellySplash_AppStore | 26 days - #42 | 27 days - #41 | 6 min 32 sec |
| | | JellySplash_Develop | 1 hr 29 min - #1267 | 1 hr 42 min - #1266 | 7 min 24 sec |
| | | JellySplash_Editor | 1 hr 30 min - #1212 | 1 hr 40 min - #1211 | 5 min 42 sec |
| | | JellySplash_IntegrationTests | 1 hr 19 min - #385 | 7 hr 19 min - #382 | 2 min 40 sec |
| | | JellySplash_SelectedVersions | 16 days - #10009 | 16 days - #10007 | 6 min 39 sec |
| | | JellySplash_Staging | 5 days 5 hr - #194 | 28 days - #183 | 9 min 28 sec |

Icon: S M L

Legend | RSS for all | RSS for failures | RSS for just latest builds

Help us localize this page

Page generated: May 14, 2014 5:38:43 PM | REST API | Jenkins ver. 1.539

# Jenkins

https://rink.hockeyapp.net/manage/apps/43345

Apps | Crashes | Devices | Feedback | Users | Krzysztof Szafranek | Sign Out

Jelly Splash Selected Versions iOS | Beta

Overview | Versions 10 | Crashes | Devices | Feedback | Users 15 | Recruitment | Timeline

Add Version | Invite User | Manage App

## Jelly Splash Selected Versions

com.wooga.jellysplash-develop

App ID: 0be832af39fb3fb7cf0ecb7ccc47c25d
Secret: Show

Download & Feedback
Public Page

Owner
wooga GmbH (wooga wooga)

Latest Downloadable Version
1.11.0 (10009)

iOS
beta

## Latest Versions

| Version | Build | Devices | Downloads | Crashes | Storage | Last Updated | Actions |
|---|---|---|---|---|---|---|---|
| 1.11.0 | 10009 | 0 | 0 | 0 | 55.19MB | 28 Apr 2014, 14:29 | View Manage |
| 1.10 | 10007 | 0 | 10 | 0 | 52.35MB | 17 Apr 2014, 13:02 | View Manage |
| 1.9 | 10005 | 0 | 8 | 0 | 51.76MB | 12 Mar 2014, 12:00 | View Manage |
| 1.8.1 | 10001 | 0 | 34 | 0 | 43.45MB | 18 Feb 2014, 11:01 | View Manage |
| 1.8.0 | 10000 | 0 | 17 | 0 | 43.46MB | 05 Feb 2014, 15:38 | View Manage |

## Integration

No statistics found. If you haven't already, integrate HockeySDK to collect analytics, crash reports, and feedback:

Quick Integration | Full Tutorial

HOCKEYAPP

# Jelly's Splash

No manual builds

No manual builds

Keep dSYM file

No manual builds

Keep dSYM file

Jailbreaked iPhone

No manual builds

Keep dSYM file

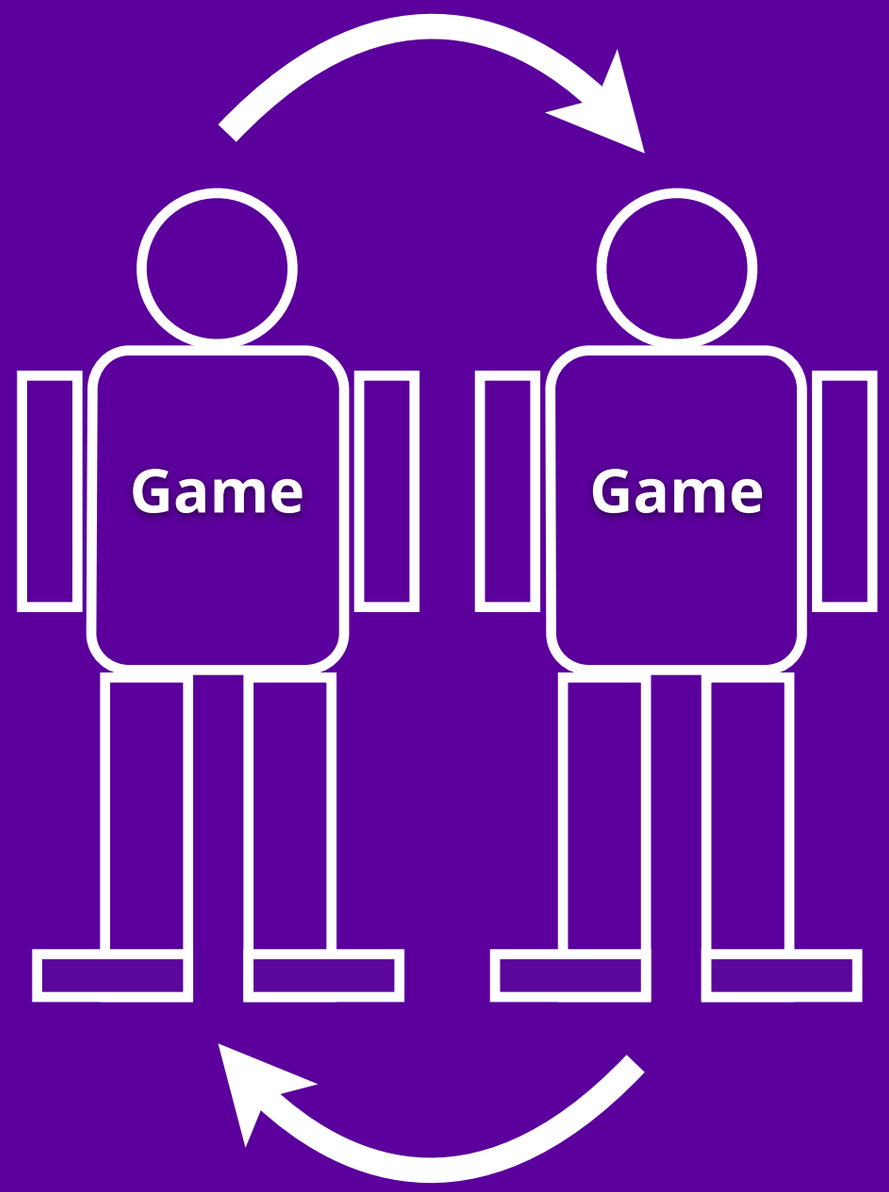
Jailbreaked iPhone

Copy Live 2 Test

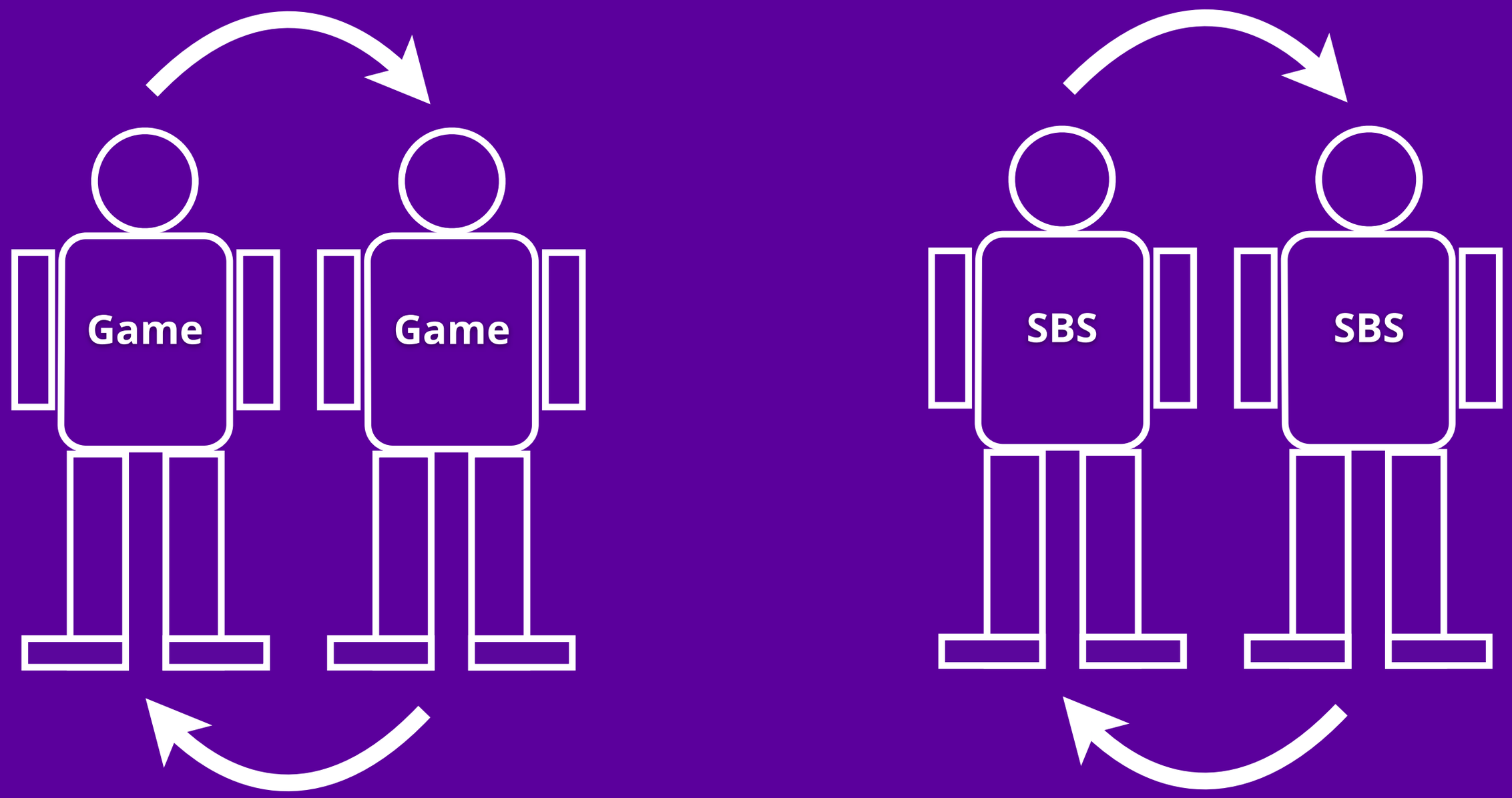
SBS

# Simple Backend Services

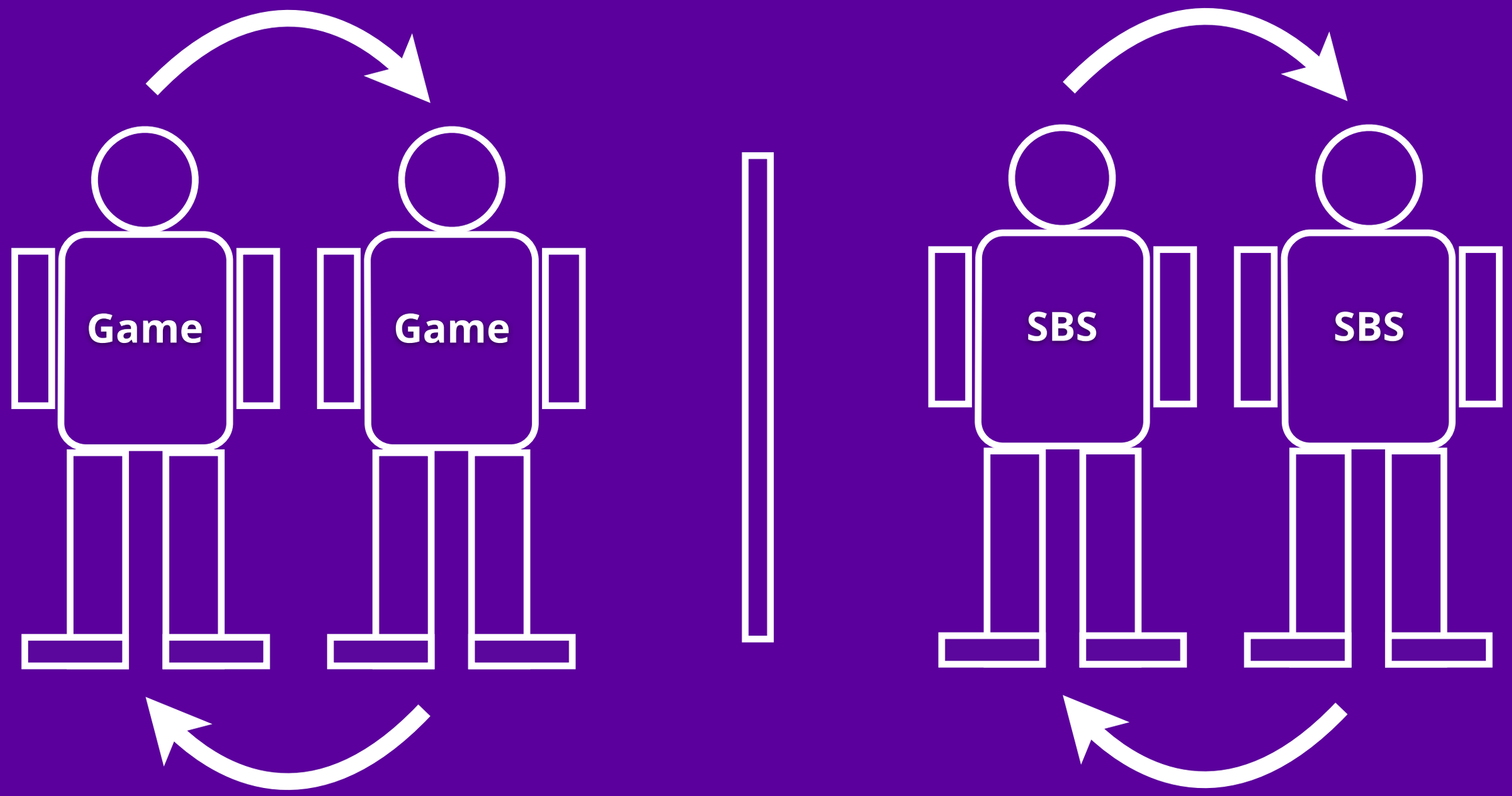
# Wooga way



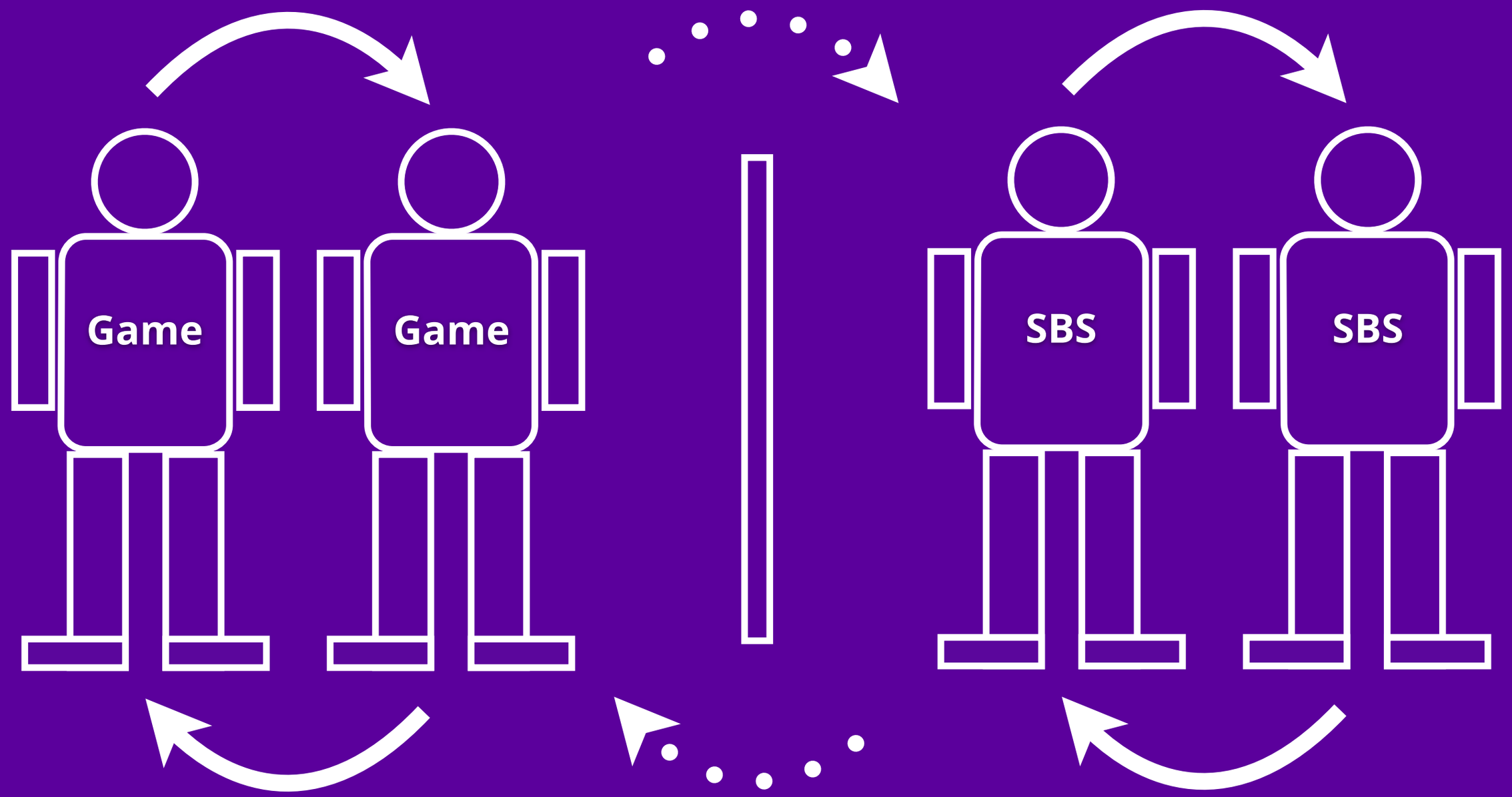
# Wooga way



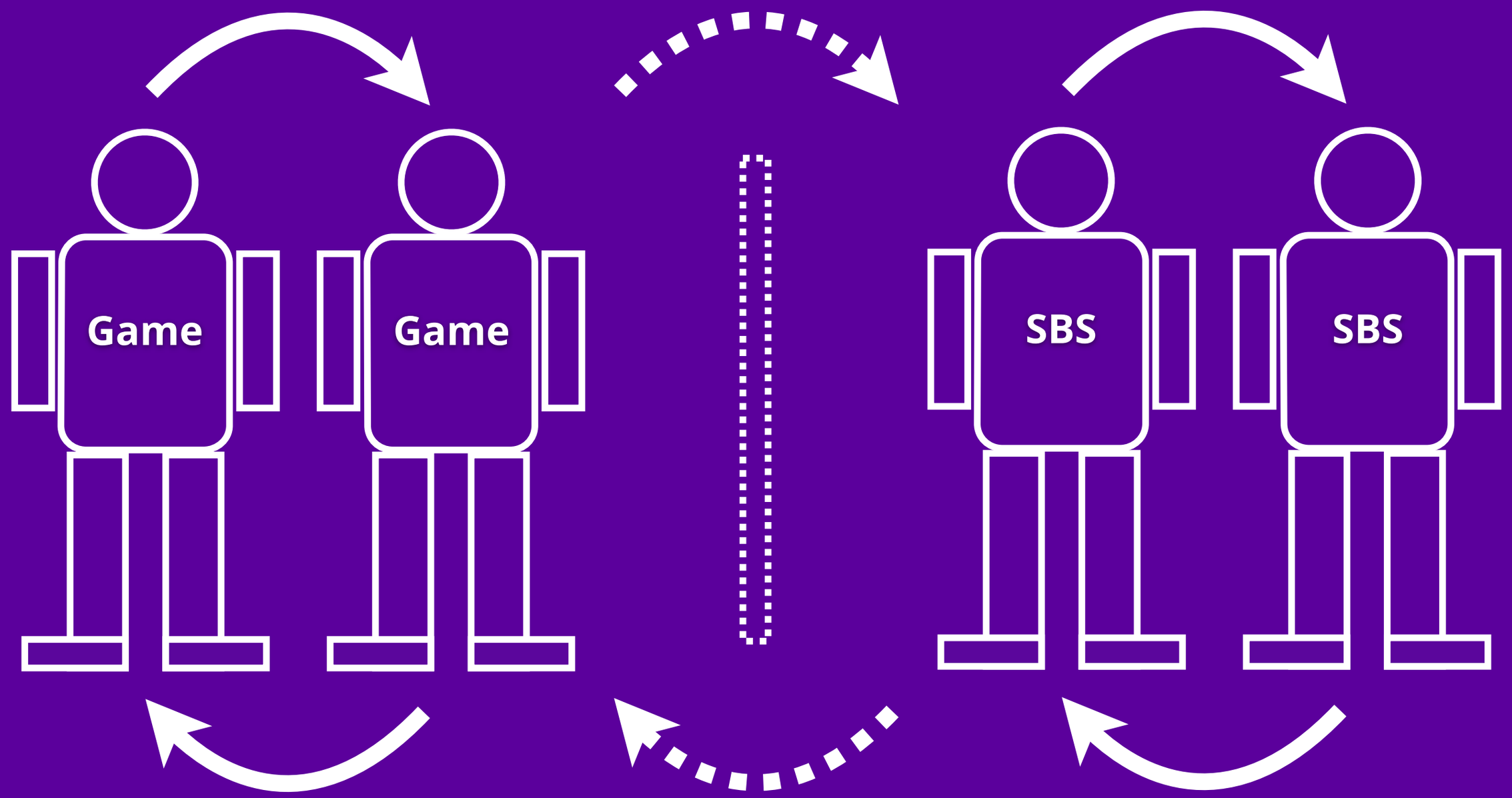
# Wooga way

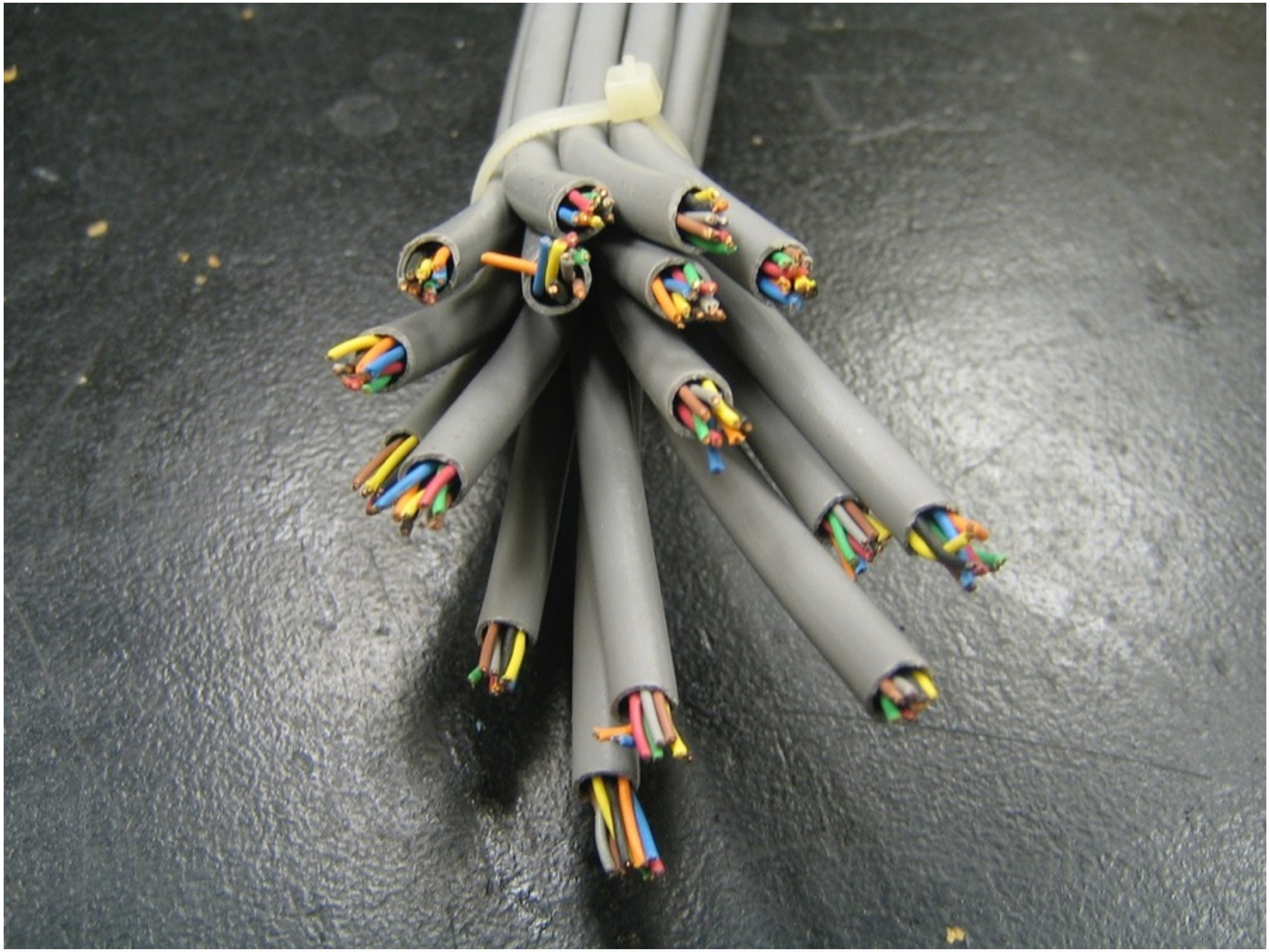


# Wooga way

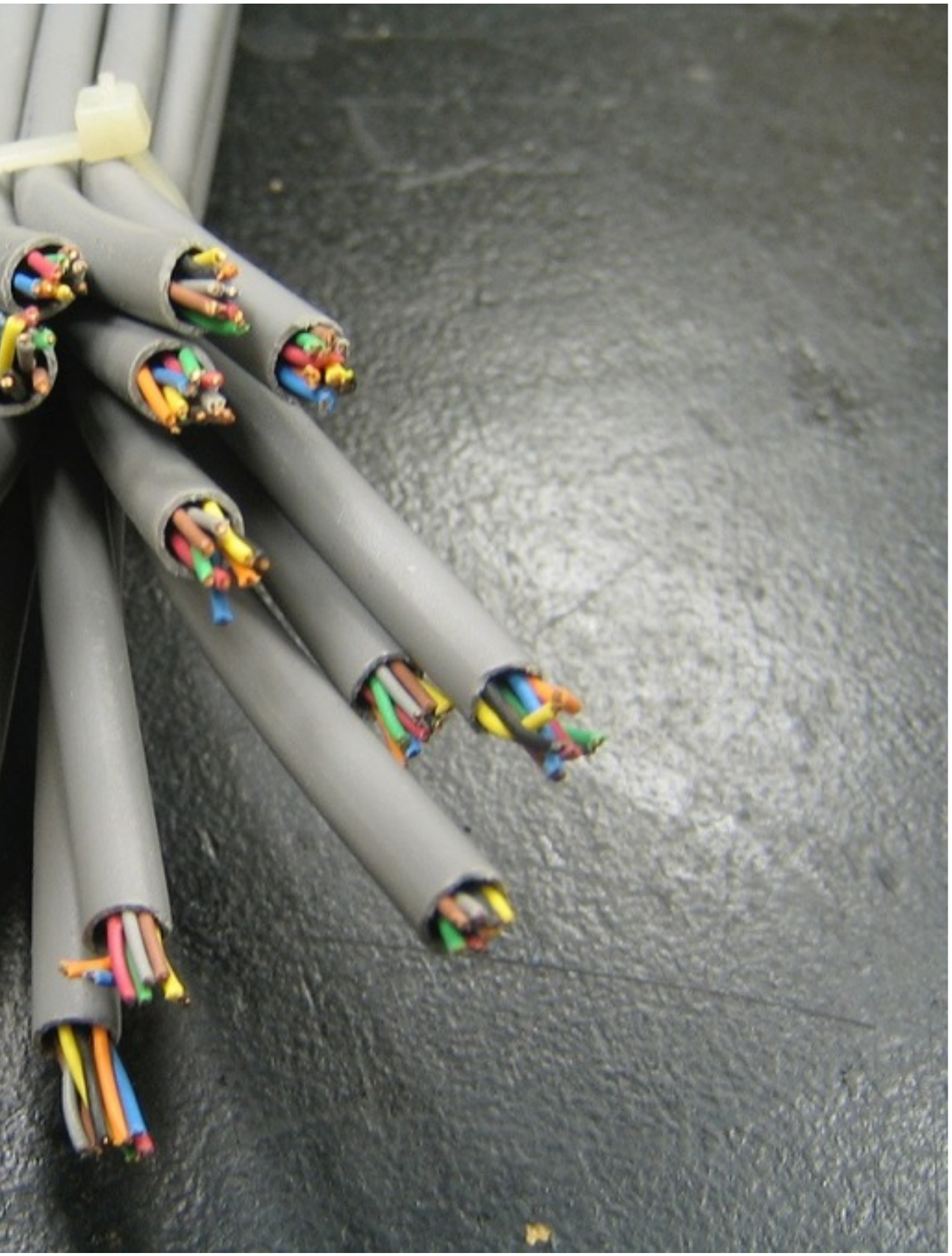


# Wooga way

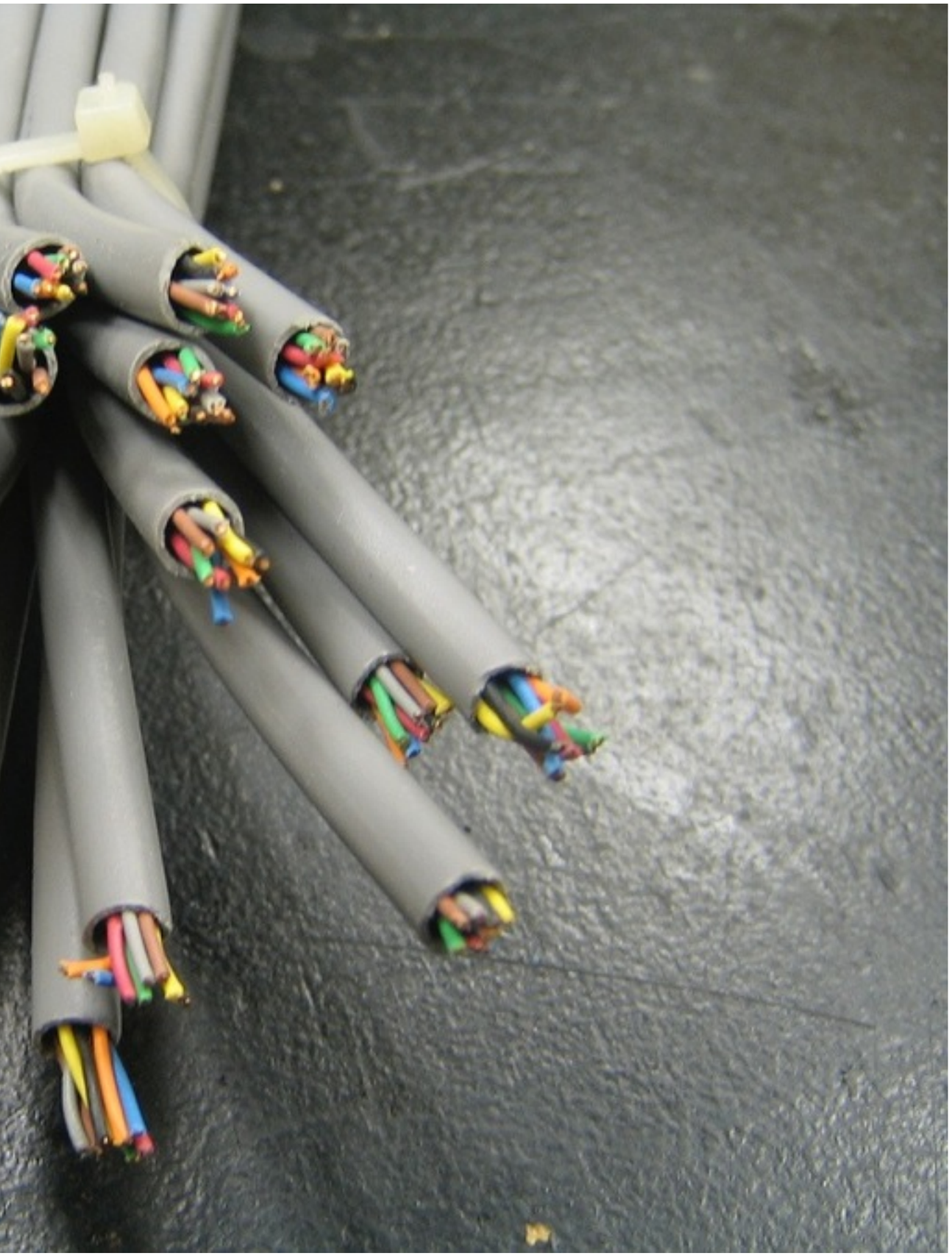




# SDK

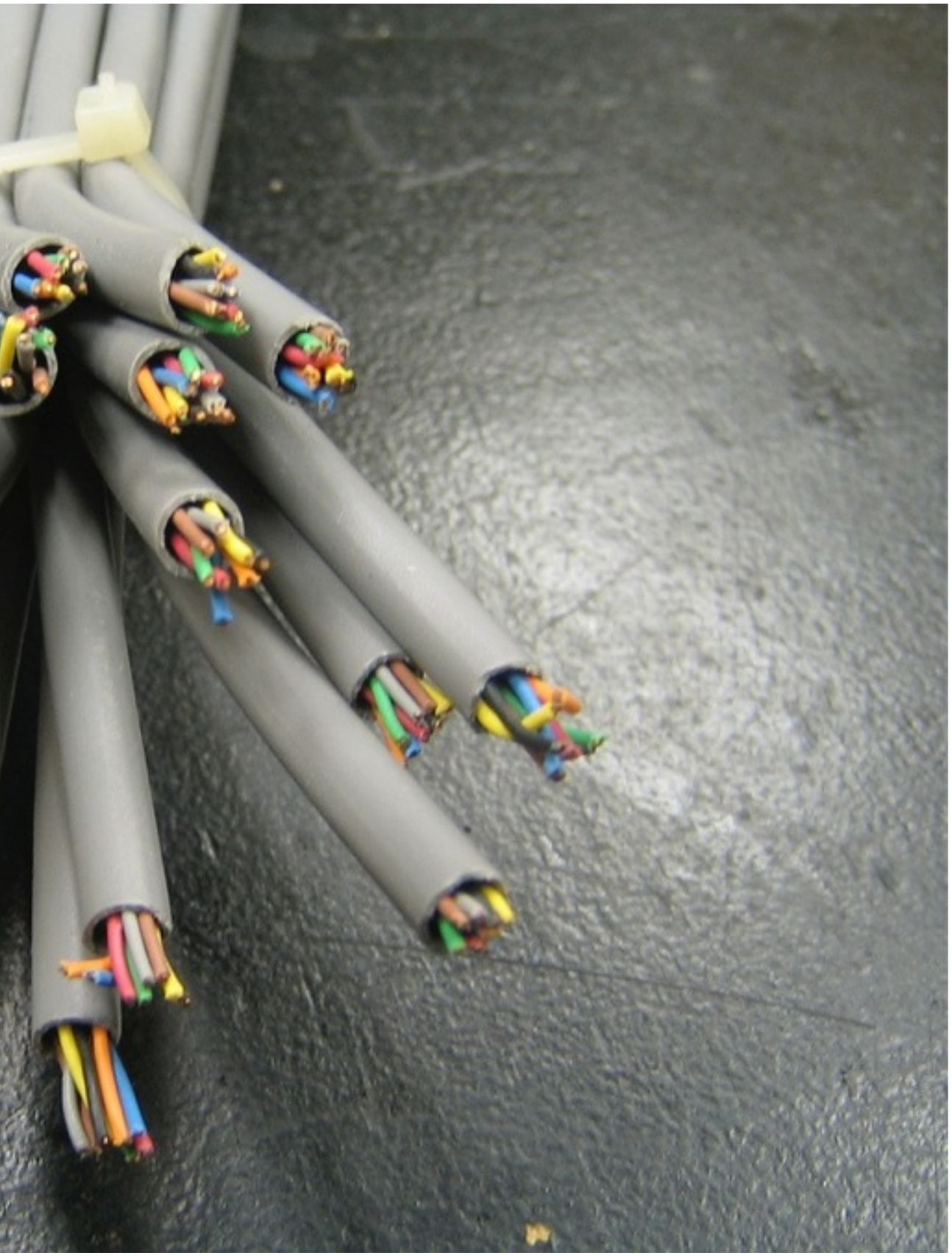


# Async. calls



Async. calls

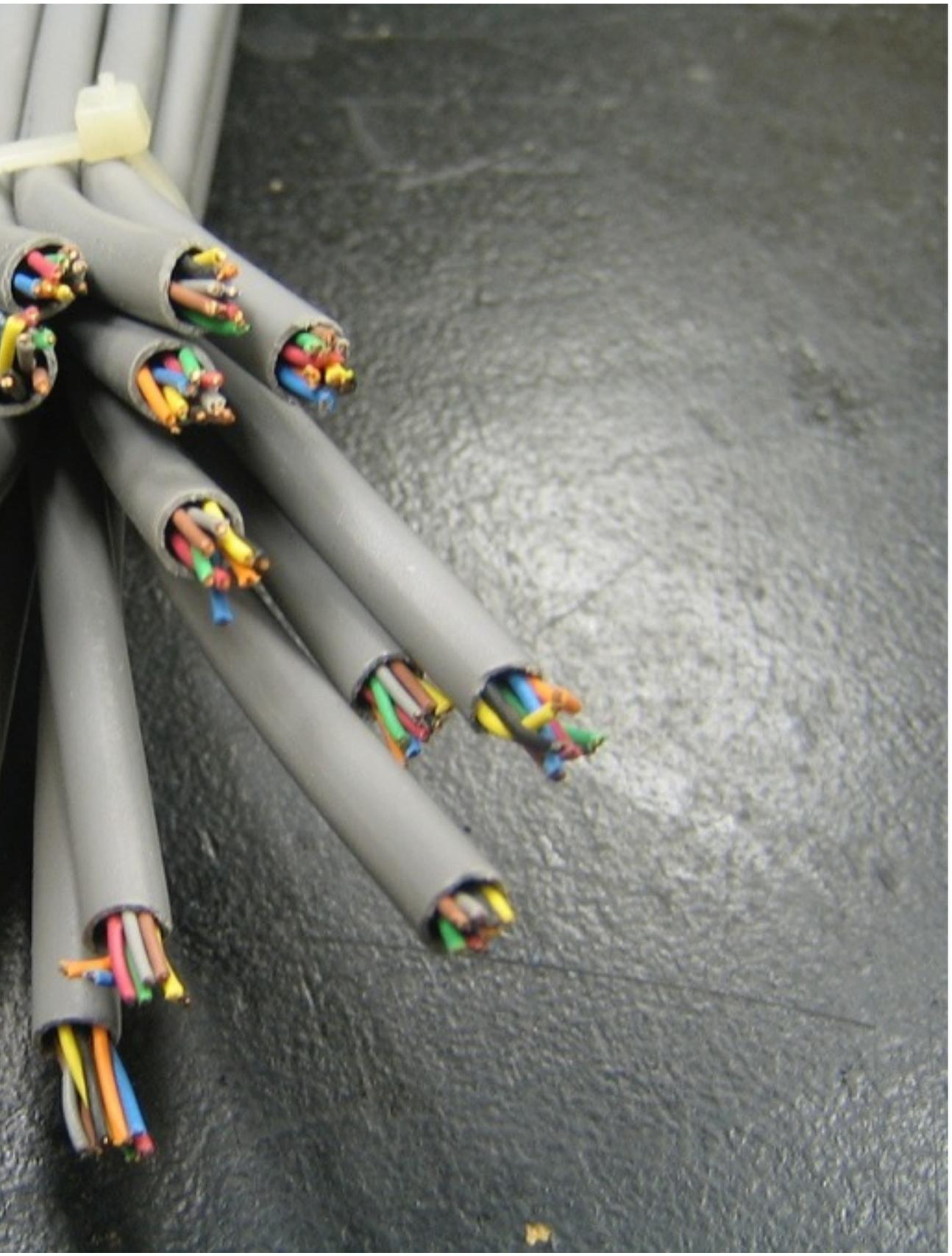
Offline handling



Async. calls

Offline handling

Local storage

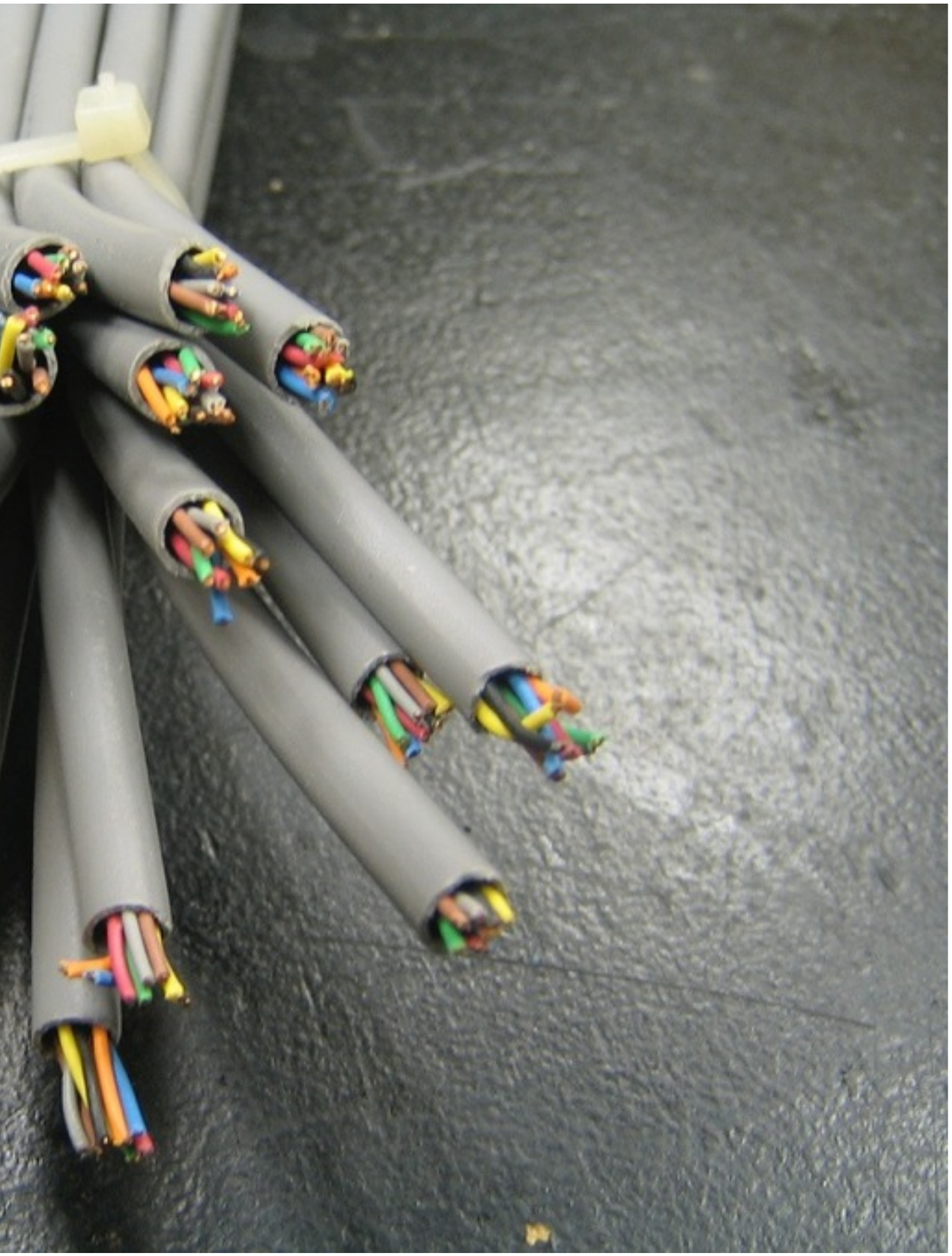


Async. calls

Offline handling

Local storage

Conflict assist



Async. calls

Offline handling

Local storage

Conflict assist

Encryption

xSeries 336
eserver
IBM

# Key Value Store

# REST API

# REST API

# Authorisation

REST API

Authorisation

ETAGS

```
PUT /scores/TF2L85FaEudCJLvoiTWnJ4mBsKm HTTP/1.1
Host: sbs.wooga.com
Accept: */*
X-SBS-DATE: Wed, 14 May 2014 10:39:34 -0000
X-SBS-ID: test_id
Authorization: SBS Kmor33Zl8skqQkqhrPLAh99KcSO:wL8X16zzASlPvReIPvnHU6RFdI8=
Content-Type: application/json
X-SBS-USER-ID: TF2L85FaEudCJLvoiTWnJ4mBsKm
Content-Length: 35

{"format_version":1,"my_score":234}
```

```
PUT /scores/TF2L85FaEudCJLvoiTWnJ4mBsKm HTTP/1.1
Host: sbs.mobga.com
Accept: */*
X-SBS-DATE: Wed, 14 May 2014 10:39:34 -0000
X-SBS-ID: test_id
Authorization: SBS Kmor33Zl8skqQkqhrPLAh99KcSO:wL8X16zzASlPvReIPvnHU6RFdI8=
Content-Type: application/json
X-SBS-USER-ID: TF2L85FaEudCJLvoiTWnJ4mBsKm
Content-Length: 35

{"format_version":1,"my_score":234}
```

```
PUT /scores/TF2L85FaEudCJLvoiTWnJ4mBsKm HTTP/1.1
Host: sbs.mobga.com
Accept: */*
X-SBS-DATE: Wed, 14 May 2014 10:39:34 -0000
X-SBS-ID: test_id
Authorization: SBS Kmor33Zl8skqQkqhrPLAh99KcSO:wL8X16zzASlPvReIPvnHU6RFdI8=
Content-Type: application/json
X-SBS-USER-ID: TF2L85FaEudCJLvoiTWnJ4mBsKm
Content-Length: 35

{"format_version":1,"my_score":234}
```

```
HTTP/1.1 204 No Content
Server: nginx/1.1.19
Date: Wed, 14 May 2014 10:39:35 GMT
Connection: close
Status: 204 No Content
ETag: "1iYTOZQUoL6P2E07EyPnsd"
X-SBS-DATE: Wed, 14 May 2014 10:39:35 -0000
X-SBS-SIGNATURE: Niu8dcDcwJTbJpIsxGmSCYLBY6k=

""
```

```
PUT /scores/TF2L85FaEudCJLvoiTWnJ4mBsKm HTTP/1.1
Host: sbs.moogat.com
Accept: */*
X-SBS-DATE: Wed, 14 May 2014 10:39:34 -0000
X-SBS-ID: test_id
Authorization: SBS Kmor33Zl8skqQkqhrPLAh99KcSO:wL8X16zzASlPvReIPvnHU6RFdI8=
Content-Type: application/json
X-SBS-USER-ID: TF2L85FaEudCJLvoiTWnJ4mBsKm
Content-Length: 35

{"format_version":1,"my_score":234}
```

```
HTTP/1.1 204 No Content
Server: nginx/1.1.19
Date: Wed, 14 May 2014 10:39:35 GMT
Connection: close
Status: 204 No Content
ETag: "1iYTOZQUoL6P2E07EyPnsd"
X-SBS-DATE: Wed, 14 May 2014 10:39:35 -0000
X-SBS-SIGNATURE: Niu8dcDcwJTbJpIsxGmSCYLBY6k=

""
```

# Config Service

# Variable config

# Variable config

# Offline mode

Variable config

Offline mode

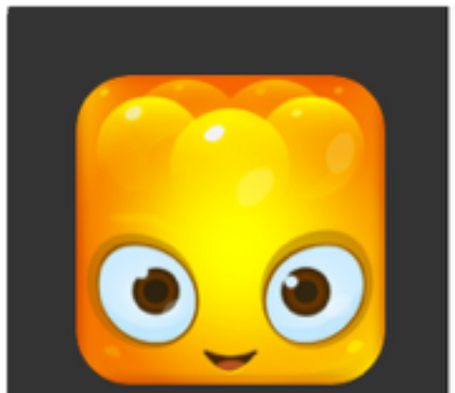
Environments

Variable config

Offline mode

Environments

AB testing



Manage
Jelly Splash iOS

- Config Service
- AB Tests
- K/V Store
- Error Analytics
- Facebook OpenGraph
- Landing Page
- Payment Validation
- User Service soon
- Social Service soon
- CDN Service soon

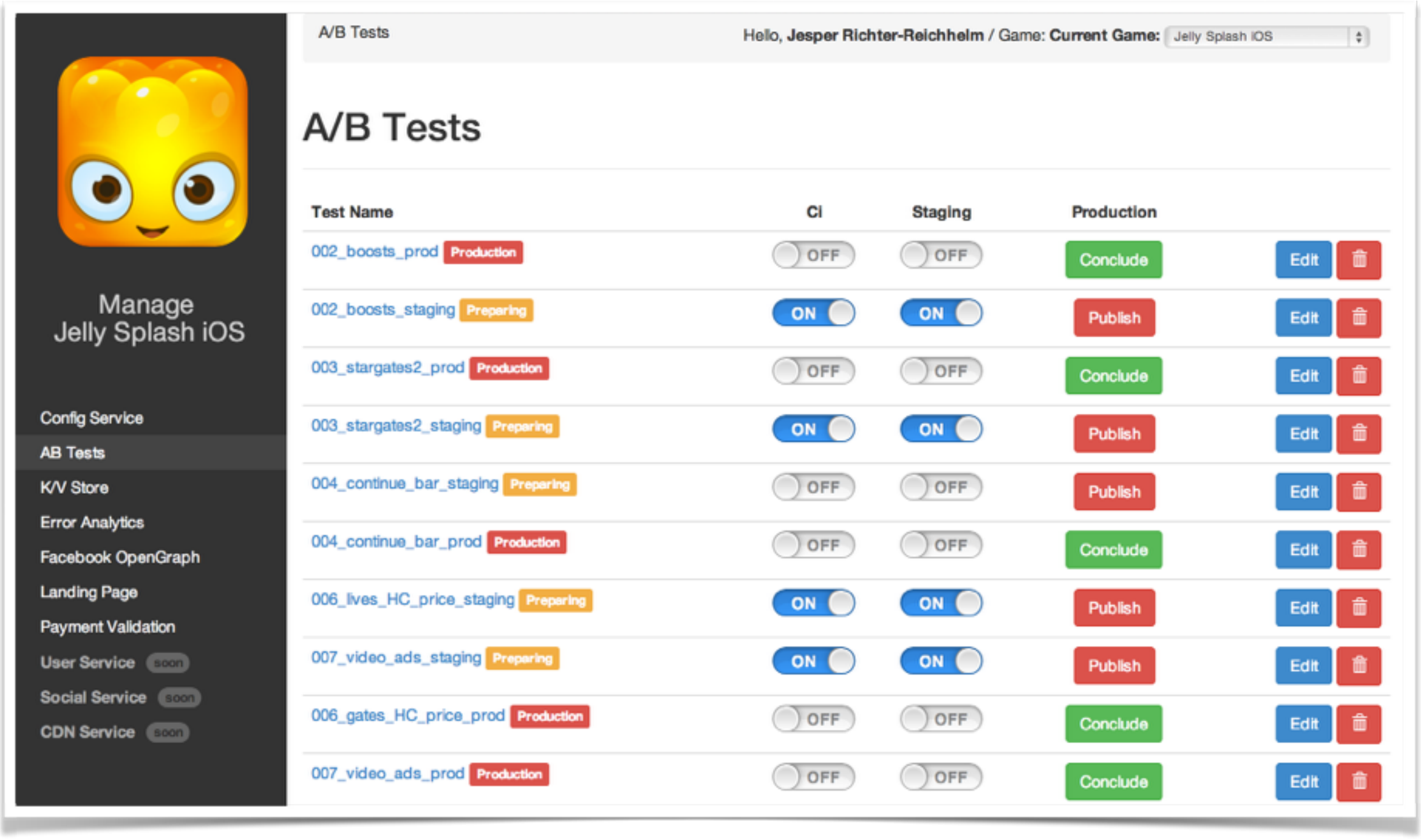
Production

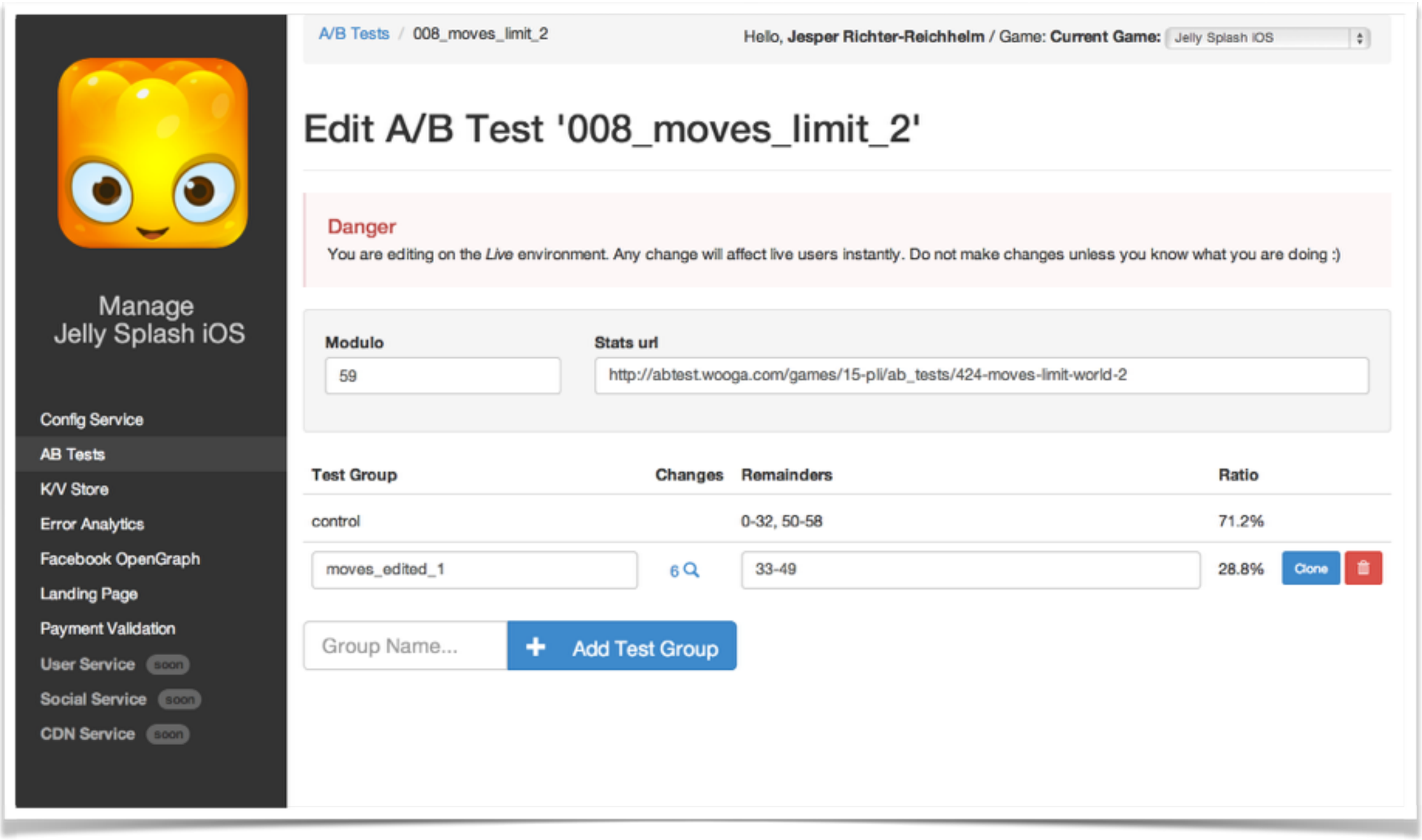
Hello, **Jesper Richter-Reichhelm** / Game: **Current Game:** Jelly Splash iOS

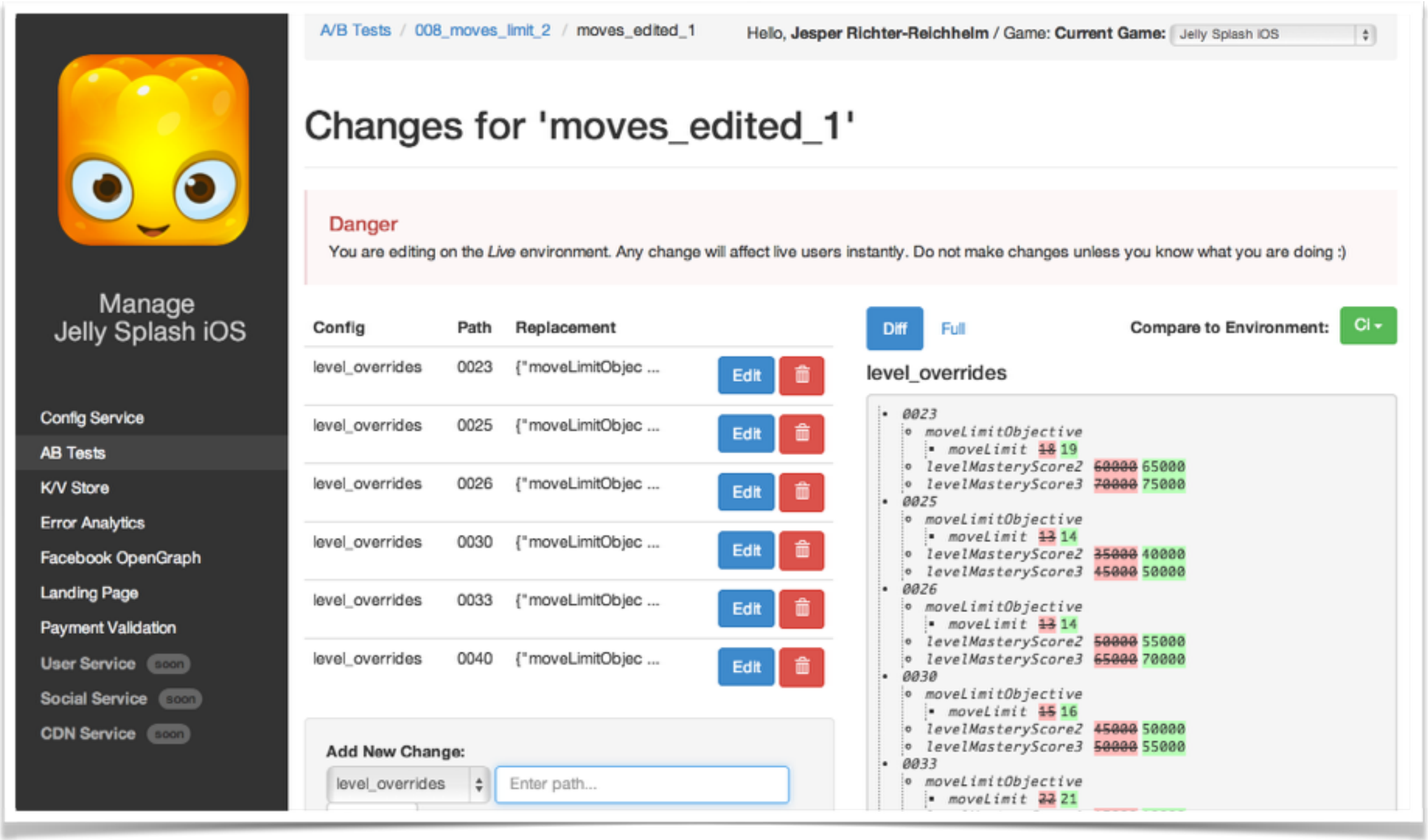
# Configurations on Production

**SBS-ID**
L0UuXYPi64CBxP0eHk7rbD7w2SS

| Configuration Name | Version | Last deployed | Size | |
|---|---|---|---|---|
| whatsnew_config_b | 2 | 6 months ago | 0.21 Kb | Show |
| remote_config | 11 | 6 months ago | 1.43 Kb | Show |
| feature_switching | 9 | about 1 month ago | 0.07 Kb | Show |
| remote_config_version | 16 | about 1 month ago | 0.02 Kb | Show |
| stargate_requirements | 11 | 2 months ago | 0.17 Kb | Show |
| hard_currency | 2 | about 1 month ago | 0.18 Kb | Show |
| video_ads_config | 3 | about 1 month ago | 0.03 Kb | Show |
| level_overrides | 5 | 16 days ago | 45.74 Kb | Show |


A/B Tests
Hello, Jesper Richter-Reichhelm / Game: Current Game: Jelly Splash iOS
Manage
Jelly Splash iOS
Config Service
AB Tests
K/V Store
Error Analytics
Facebook OpenGraph
Landing Page
Payment Validation
User Service soon
Social Service soon
CDN Service soon
A/B Tests
Test Name
CI
Staging
Production
002_boosts_prod Production OFF OFF Conclude Edit
002_boosts_staging Preparing ON ON Publish Edit
003_stargates2_prod Production OFF OFF Conclude Edit
003_stargates2_staging Preparing ON ON Publish Edit
004_continue_bar_staging Preparing OFF OFF Publish Edit
004_continue_bar_prod Production OFF OFF Conclude Edit
006_lives_HC_price_staging Preparing ON ON Publish Edit
007_video_ads_staging Preparing ON ON Publish Edit
006_gates_HC_price_prod Production OFF OFF Conclude Edit
007_video_ads_prod Production OFF OFF Conclude Edit


A/B Tests / 008_moves_limit_2
Hello, Jesper Richter-Reichhelm / Game: Current Game: Jelly Splash iOS
Manage
Jelly Splash iOS
Config Service
AB Tests
K/V Store
Error Analytics
Facebook OpenGraph
Landing Page
Payment Validation
User Service soon
Social Service soon
CDN Service soon
Edit A/B Test '008_moves_limit_2'
Danger
You are editing on the Live environment. Any change will affect live users instantly. Do not make changes unless you know what you are doing :)
Modulo
59
Stats url
http://abtest.wooga.com/games/15-pli/ab_tests/424-moves-limit-world-2
Test Group
Changes
Remainders
Ratio
control
0-32, 50-58
71.2%
moves_edited_1
6
33-49
28.8%
Clone
Group Name...
Add Test Group


A/B Tests / 008_moves_limit_2 / moves_edited_1
Hello, Jesper Richter-Reichhelm / Game: Current Game: Jelly Splash iOS
Manage
Jelly Splash iOS
Config Service
AB Tests
K/V Store
Error Analytics
Facebook OpenGraph
Landing Page
Payment Validation
User Service soon
Social Service soon
CDN Service soon
Changes for 'moves_edited_1'
Danger
You are editing on the Live environment. Any change will affect live users instantly. Do not make changes unless you know what you are doing :)
Config Path Replacement
level_overrides 0023 {"moveLimitObjec ... Edit
level_overrides 0025 {"moveLimitObjec ... Edit
level_overrides 0026 {"moveLimitObjec ... Edit
level_overrides 0030 {"moveLimitObjec ... Edit
level_overrides 0033 {"moveLimitObjec ... Edit
level_overrides 0040 {"moveLimitObjec ... Edit
Add New Change:
level_overrides
Enter path...
Diff
Full
Compare to Environment:
CI
level_overrides
0023
moveLimitObjective
moveLimit 18 19
levelMasteryScore2 60000 65000
levelMasteryScore3 70000 75000
0025
moveLimitObjective
moveLimit 13 14
levelMasteryScore2 35000 40000
levelMasteryScore3 45000 50000
0026
moveLimitObjective
moveLimit 13 14
levelMasteryScore2 50000 55000
levelMasteryScore3 65000 70000
0030
moveLimitObjective
moveLimit 15 16
levelMasteryScore2 45000 50000
levelMasteryScore3 50000 55000
0033
moveLimitObjective
moveLimit 22 21

# PLI - Moves Limit (World 2)

Description | Summary | Bookings | DAU | 01d Retention | 03d Retention | 07d Retention | 14d Retention | ARPPU | ARPU | Buyer Conversion | Buyers | New Buyers | PLI - Coins spent on moves | PLI - DAU in World 1 | PLI - DAU in World 2 | PLI - DAU in World 3 | PLI - DAU in World 4 | PLI - Gates unlocked, W1 | PLI - Gates unlocked, W2 | PLI - Key requests sent | PLI - Rounds played per user

## Outcome:

? Test is still running.

## Idea:

Many users churn because they find some levels too hard. We want to give additional moves in levels with the highest churn to improve user progression.

## Goals:

Improve users progression and minimize the churn

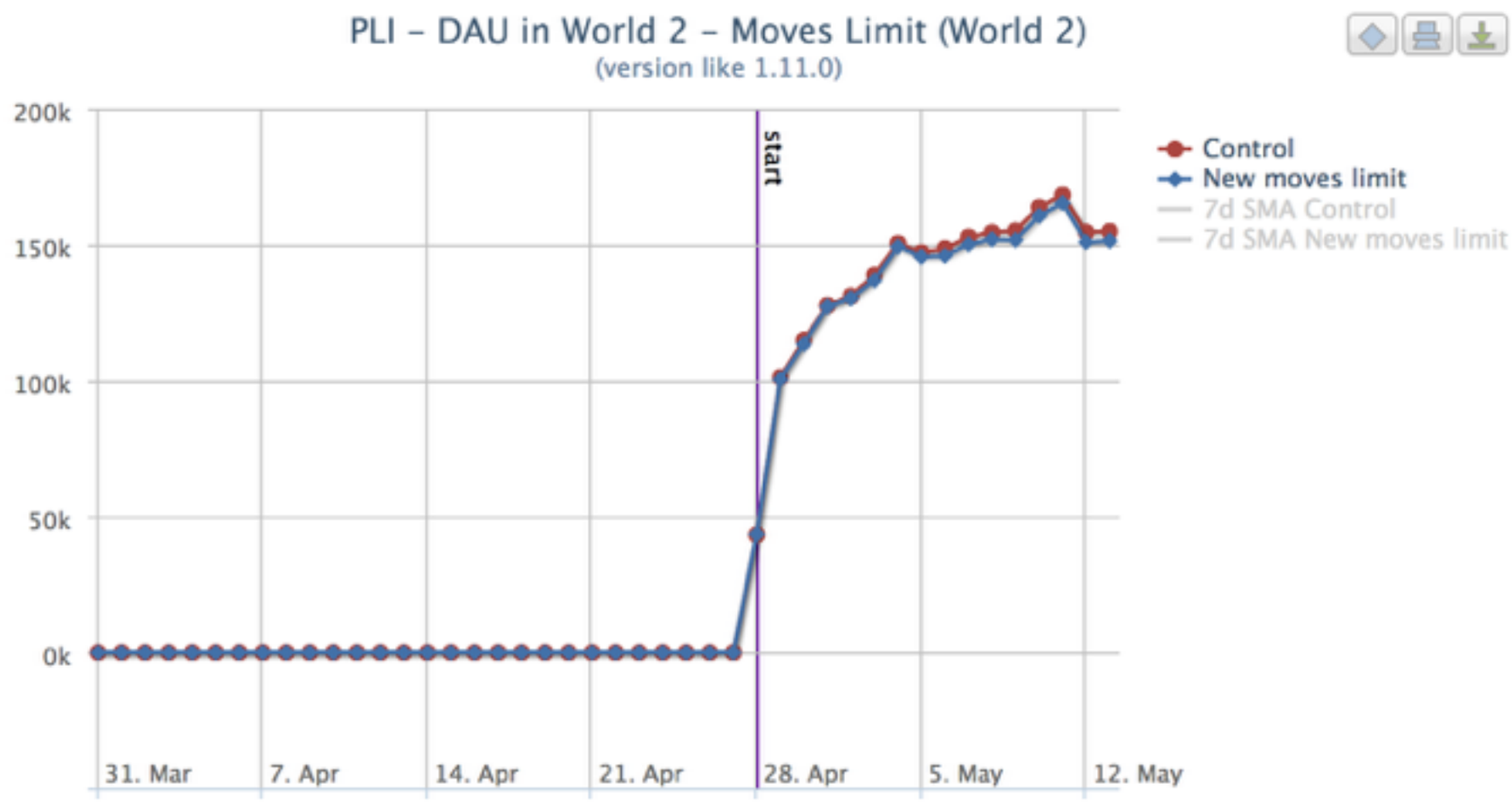
## Move changes

| Level | Current moves limit | Test moves limit | Change |
|---|---|---|---|
| 23 | 18 | 19 | 1 |
| 25 | 13 | 14 | 1 |
| 26 | 13 | 14 | 1 |
| 30 | 15 | 16 | 1 |
| 33 | 22 | 21 | -1 |
| 40 | 17 | 18 | 1 |

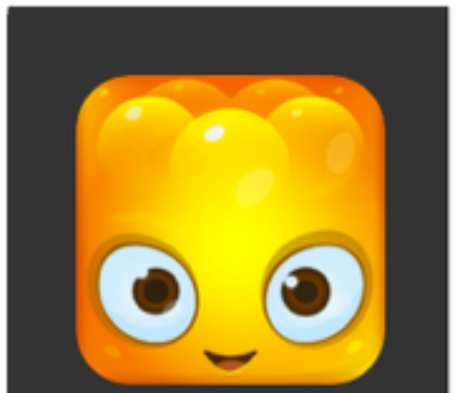
# PLI - DAU in World 2

Number of daily active users that were playing their highest level of the day in World 2 (levels 21-40).

This report is normalized. All values are scaled up to show how the numbers would look like if the test/control group would include 100% of our players.




Tip: Zoom in by clicking and dragging mouse from start to end in the graph. Show or hide groups by clicking on them in the



Manage
Jelly Splash iOS

- Config Service
- AB Tests
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- User Service soon
- Social Service soon
- CDN Service soon

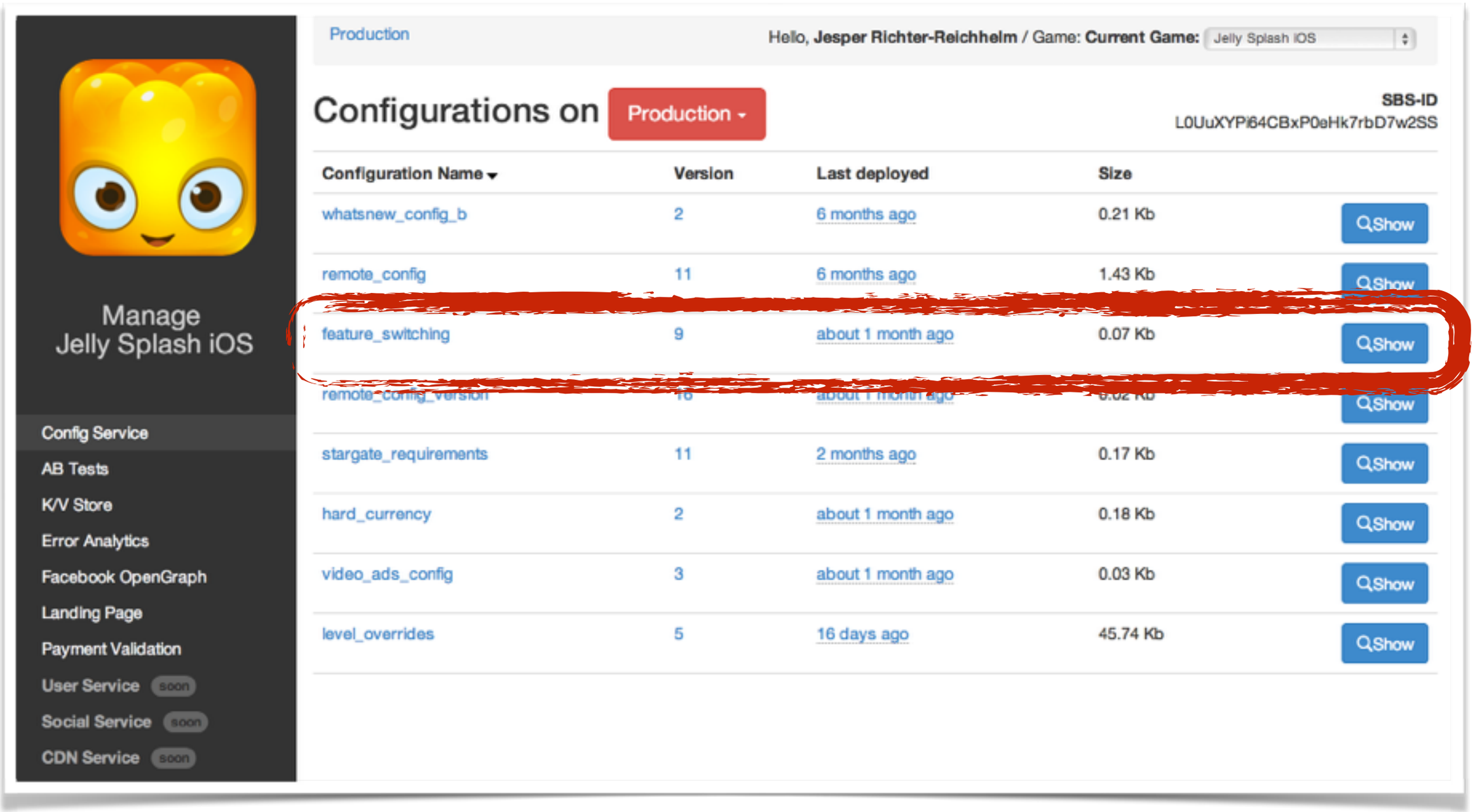
Production

Hello, **Jesper Richter-Reichhelm** / Game: **Current Game:** Jelly Splash iOS

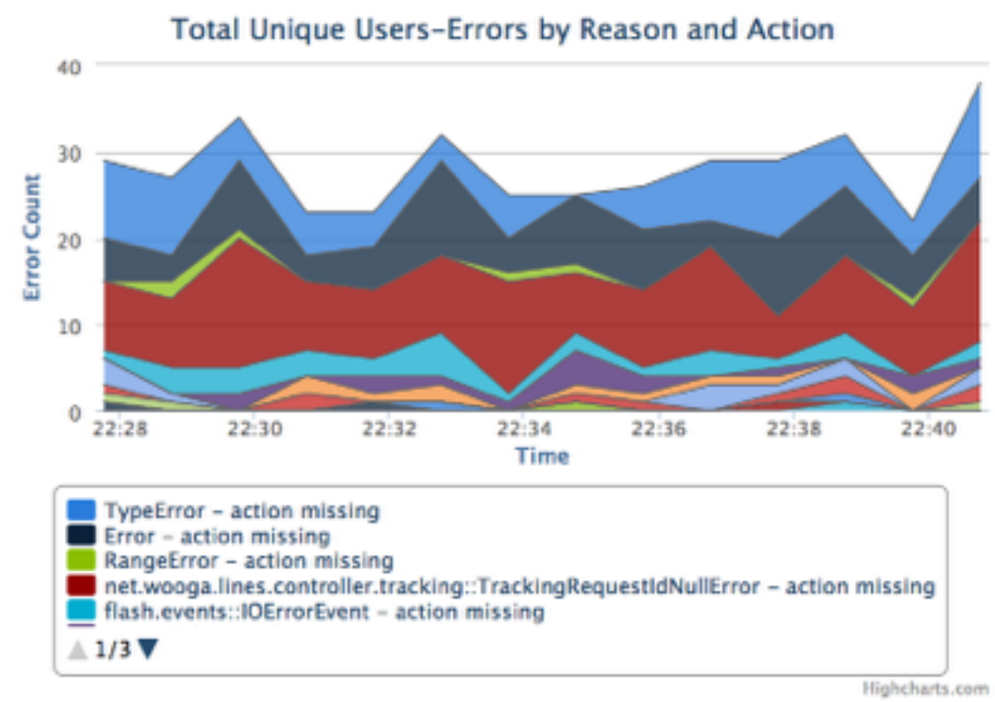
# Configurations on Production

**SBS-ID**
L0UuXYPi64CBxP0eHk7rbD7w2SS

| Configuration Name | Version | Last deployed | Size | |
|---|---|---|---|---|
| whatsnew_config_b | 2 | 6 months ago | 0.21 Kb | Show |
| remote_config | 11 | 6 months ago | 1.43 Kb | Show |
| feature_switching | 9 | about 1 month ago | 0.07 Kb | Show |
| remote_config_version | 16 | about 1 month ago | 0.02 Kb | Show |
| stargate_requirements | 11 | 2 months ago | 0.17 Kb | Show |
| hard_currency | 2 | about 1 month ago | 0.18 Kb | Show |
| video_ads_config | 3 | about 1 month ago | 0.03 Kb | Show |
| level_overrides | 5 | 16 days ago | 45.74 Kb | Show |


Production
Hello, Jesper Richter-Reichhelm / Game: Current Game: Jelly Splash iOS
Manage
Jelly Splash iOS
Config Service
AB Tests
K/V Store
Error Analytics
Facebook OpenGraph
Landing Page
Payment Validation
User Service soon
Social Service soon
CDN Service soon
Configurations on Production
SBS-ID
L0UuXYPi64CBxP0eHk7rbD7w2SS
Configuration Name
Version
Last deployed
Size
whatsnew_config_b 2 6 months ago 0.21 Kb Show
remote_config 11 6 months ago 1.43 Kb Show
feature_switching 9 about 1 month ago 0.07 Kb Show
remote_config_version 16 about 1 month ago 6.02 Kb Show
stargate_requirements 11 2 months ago 0.17 Kb Show
hard_currency 2 about 1 month ago 0.18 Kb Show
video_ads_config 3 about 1 month ago 0.03 Kb Show
level_overrides 5 16 days ago 45.74 Kb Show

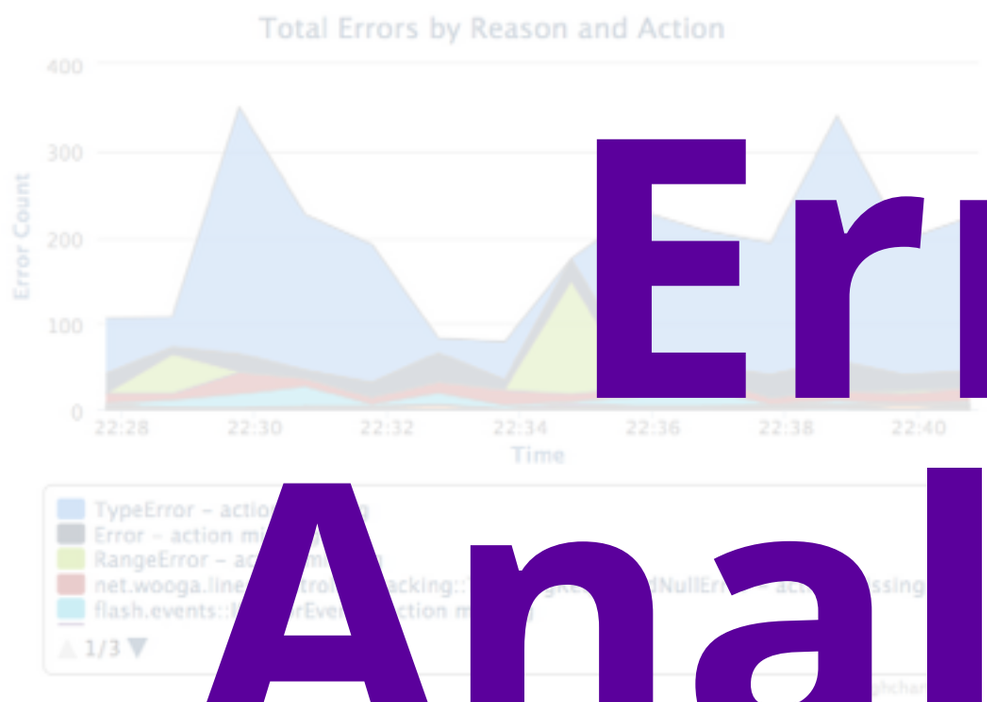
# Errors for Jelly Splash Flash Last 30 Minutes (Ending now)

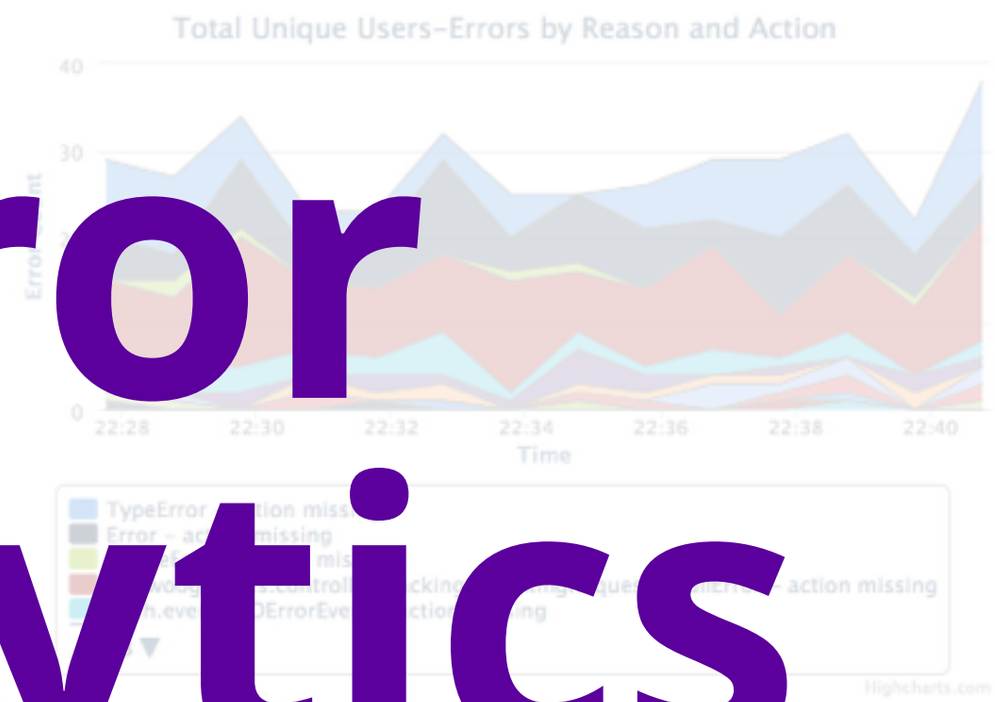



| First | Last | Severity | Reason and Action | Count Affected Users | Count Total |
|---|---|---|---|---|---|
| 05/14/2014 20:28 | 05/14/2014 20:56 | error | com.adobe.serialization.json::JSONParseError<br>action missing | 18 | 18 |
| 05/14/2014 | 05/14/2014 | error | Error | 94 | 313 |

# Error Analytics

Errors for Jelly Splash Flash Last 30 Minutes (Ending now)




| First | Last | Severity | Reason and Action | Count Affected Users | Count Total |
|---|---|---|---|---|---|
| 05/14/2014 20:28 | 05/14/2014 20:56 | error | com.adobe.serialization.json::JSONParseError action missing | 18 | 18 |
| 05/14/2014 | 05/14/2014 | error | Error | 94 | 313 |

Hello, **Jesper Richter-Reichhelm** | **Current Game:** Pearl's Peril Flash | Create game | Join more games

## Pearl's Peril Flash

Change settings...

- Config Service
- AB Tests
- K/V Store
- Error Analytics
- Facebook OpenGraph
- Landing Page
- Payment Validation
- User Service soon
- Social Service soon
- CDN Service soon

- Users
- Games
- Sbslds
- Environments

# Error Analytics

Errors | Compare | Search | Search | Last 30 Minutes | Production

Home / Errors

**Version**

2014.25.1 0.86 %

Filter | Reset

| Error Name | Errors | Users | % | Occurrence over time |
|---|---|---|---|---|
| TypeError | 349 | 266 | 0.45 | |
| Error | 177 | 142 | 0.24 | |
| IsoItemError | 49 | 44 | 0.07 | |
| IsoTooltipError | 34 | 29 | 0.05 | |
| FreeSlotError | 204 | 25 | 0.04 | |
| SecurityError | 31 | 18 | 0.03 | |
| RangeError | 215 | 13 | 0.02 | |
| JSONError | 6 | 6 | 0.01 | |
| TournamentStartError | 6 | 5 | 0.01 | |
| SceneAssetError | 10 | 5 | 0.01 | |
| SyntaxError | 3 | 3 | 0.01 | |
| ArgumentError | 3 | 3 | 0.01 | |
| ReferenceError | 1 | 1 | 0.00 | |

First | Previous | 1 | Next | Last

Hello, **Jesper Richter-Reichhelm** | **Current Game:** Pearl's Peril Flash | Create game | Join more games

## Pearl's Peril Flash

Change settings...

- Config Service
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- Social Service soon
- CDN Service soon

- Users
- Games
- SbsIds
- Environments

Error Analytics | Errors | Compare | Search | Search | Last 30 Minutes | Production

Home / Errors / TypeError

**Version**

| | |
|---|---|
| 2014.25.1 | 0.96 % |

Filter | Reset

| Time | Version | OS | Device | UserId |
|---|---|---|---|---|
| Jun 17, 2014 11:30:32 AM | 2014.25.1 | | | fb_1389576801 |
| Jun 17, 2014 11:30:32 AM | 2014.25.1 | | | fb_1389576801 |
| Jun 17, 2014 11:30:23 AM | 2014.25.1 | | | fb_100000516427143 |
| Jun 17, 2014 11:30:06 AM | 2014.25.1 | | | fb_100000516427143 |
| Jun 17, 2014 11:30:02 AM | 2014.25.1 | | | fb_100001711482308 |
| Jun 17, 2014 11:29:53 AM | 2014.25.1 | | | fb_100002588520025 |
| Jun 17, 2014 11:29:52 AM | 2014.25.1 | | | fb_100001922199741 |
| Jun 17, 2014 11:29:52 AM | 2014.25.1 | | | fb_100001529199580 |
| Jun 17, 2014 11:29:45 AM | 2014.25.1 | | | fb_100005132435266 |
| Jun 17, 2014 11:29:27 AM | 2014.25.1 | | | fb_1389576801 |

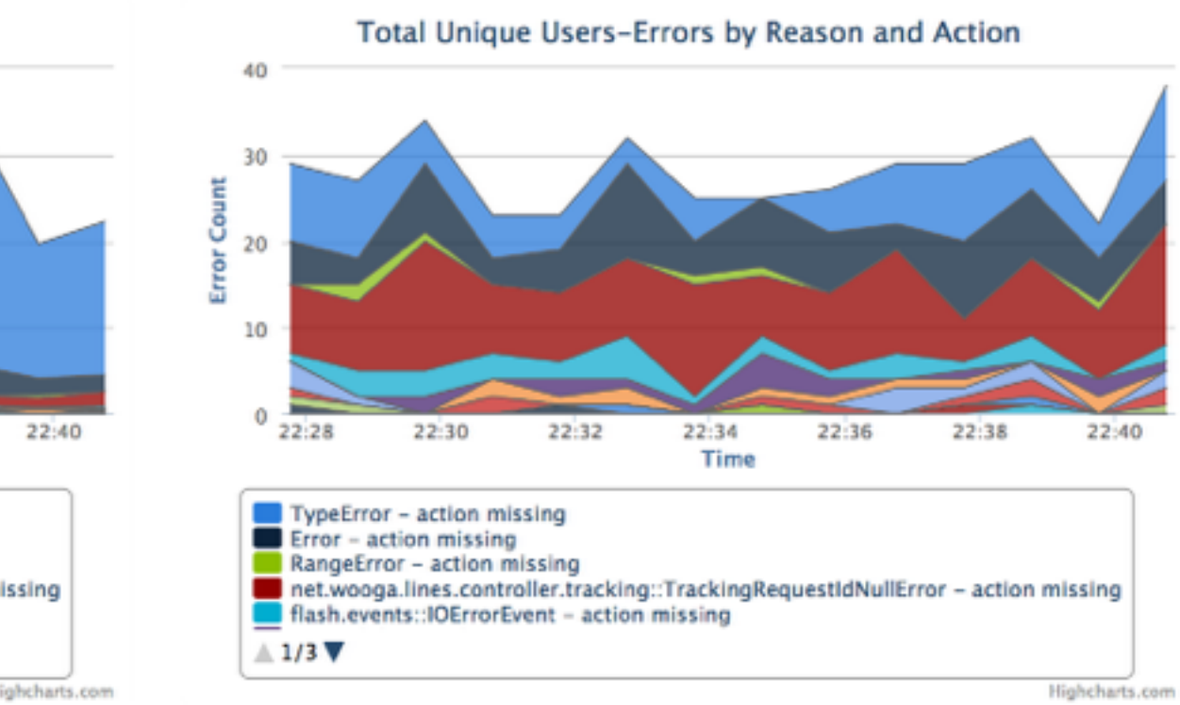
First | Previous | 1 | 2 | 3 | 4 | 5 | ... | Next | Last

Info | Device | Stacktrace

```
#org.as3commons.lang::ClassUtils$/newInstance():0
#net.wooga.utils.types::Classes$/getInstance():0
#net.wooga.utils.types::Assets$/getInstance():0
#net.wooga.utils.types::Assets$/getMovieClip():0
#net.wooga.game9.game.view.components::SceneLoaderLayer/createAsset():0
```

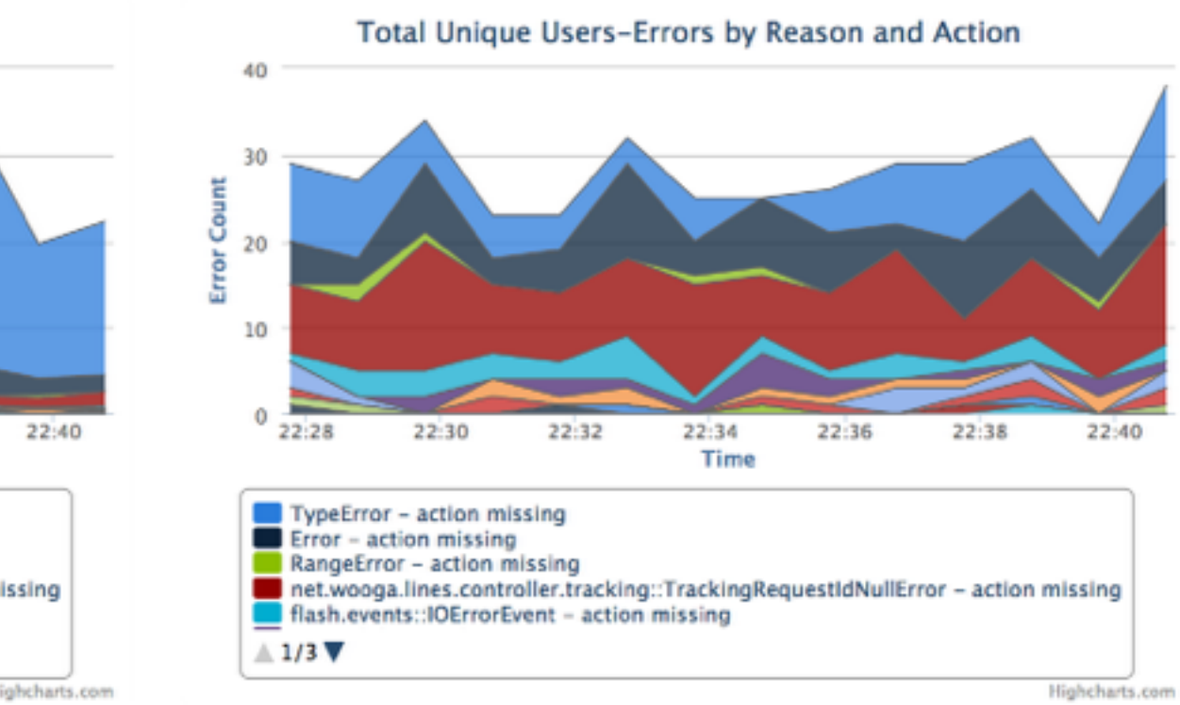
# Real time

## Last 30 Minutes (Ending now)




| | Count Affected Users | Count Total |
|---|---|---|
| on::JSONParseError | 18 | 18 |
| | 94 | 313 |

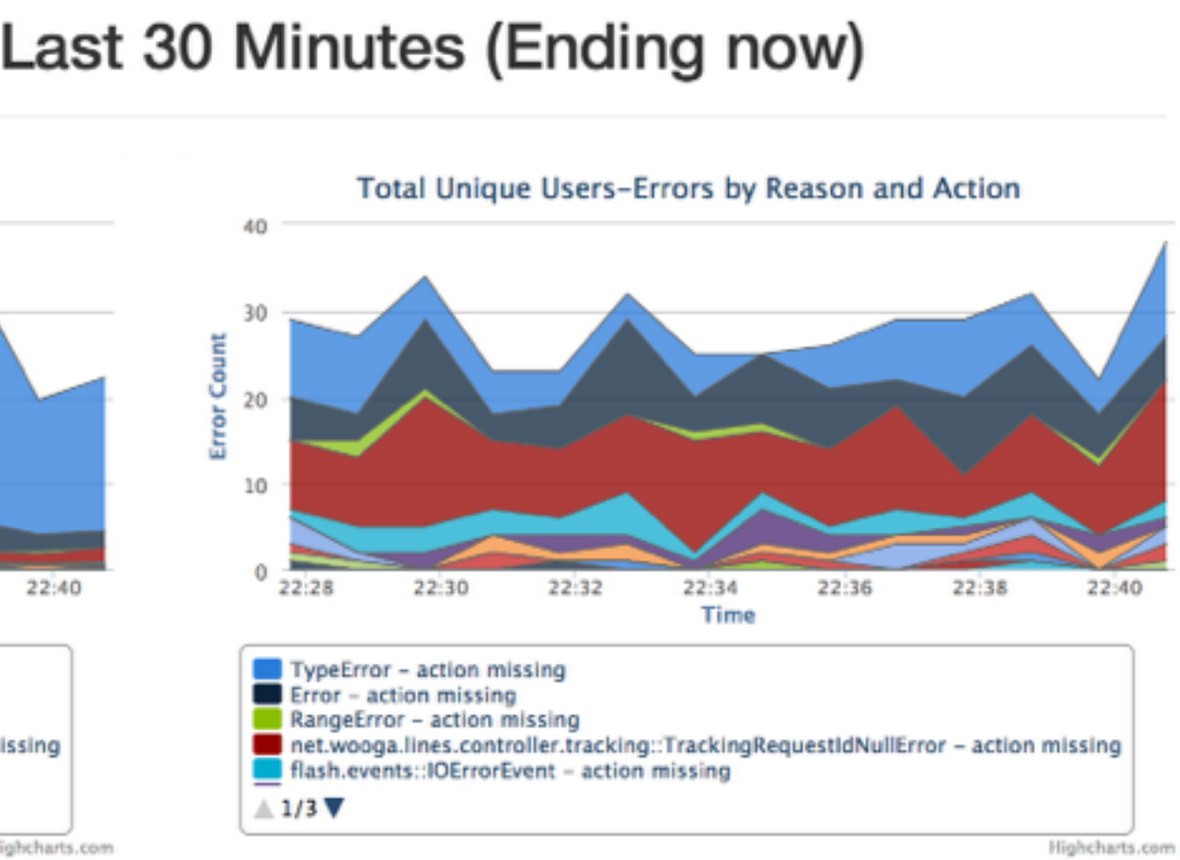
Last 30 Minutes (Ending now)




| | Count Affected Users | Count Total |
|---|---|---|
| on::JSONParseError | 18 | 18 |
| | 94 | 313 |

Real time

Crash reports

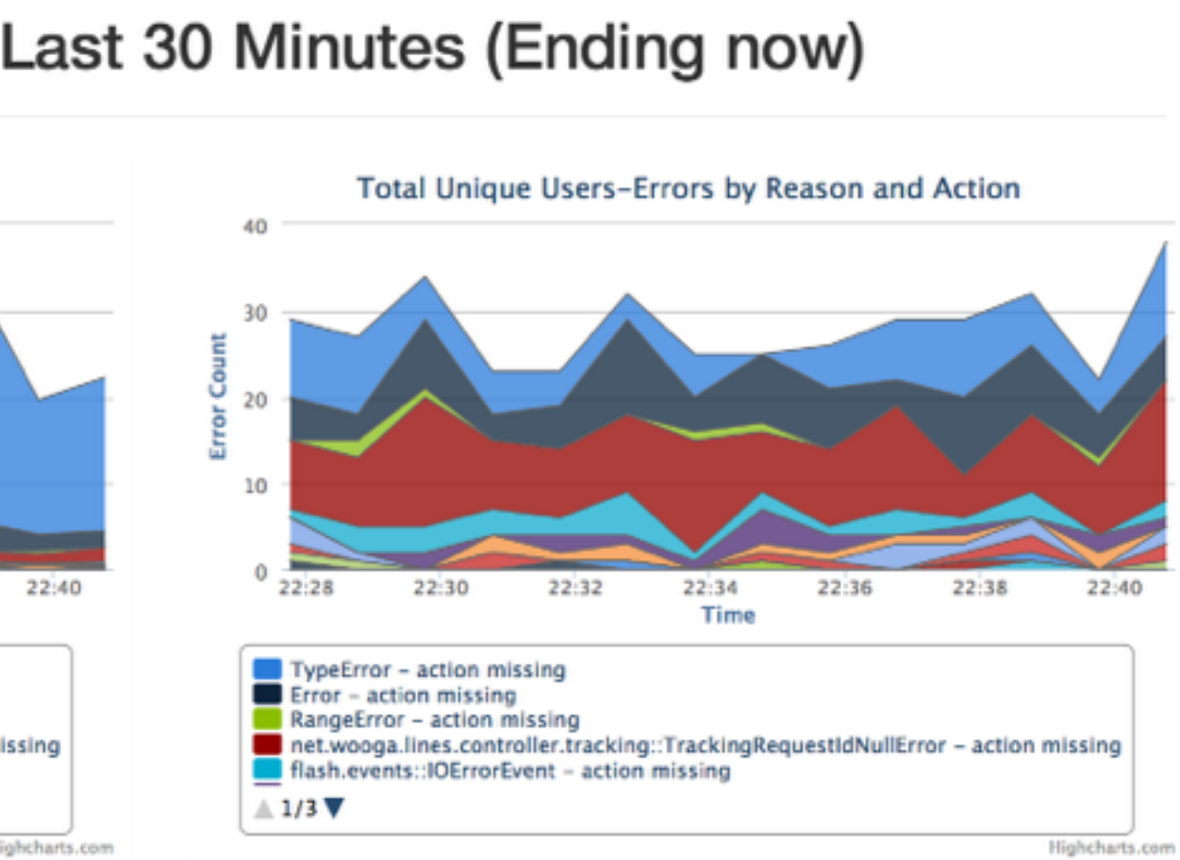



| | Count Affected Users | Count Total |
|---|---|---|
| on::JSONParseError | 18 | 18 |
| | 94 | 313 |

Real time

Crash reports

Segmentation



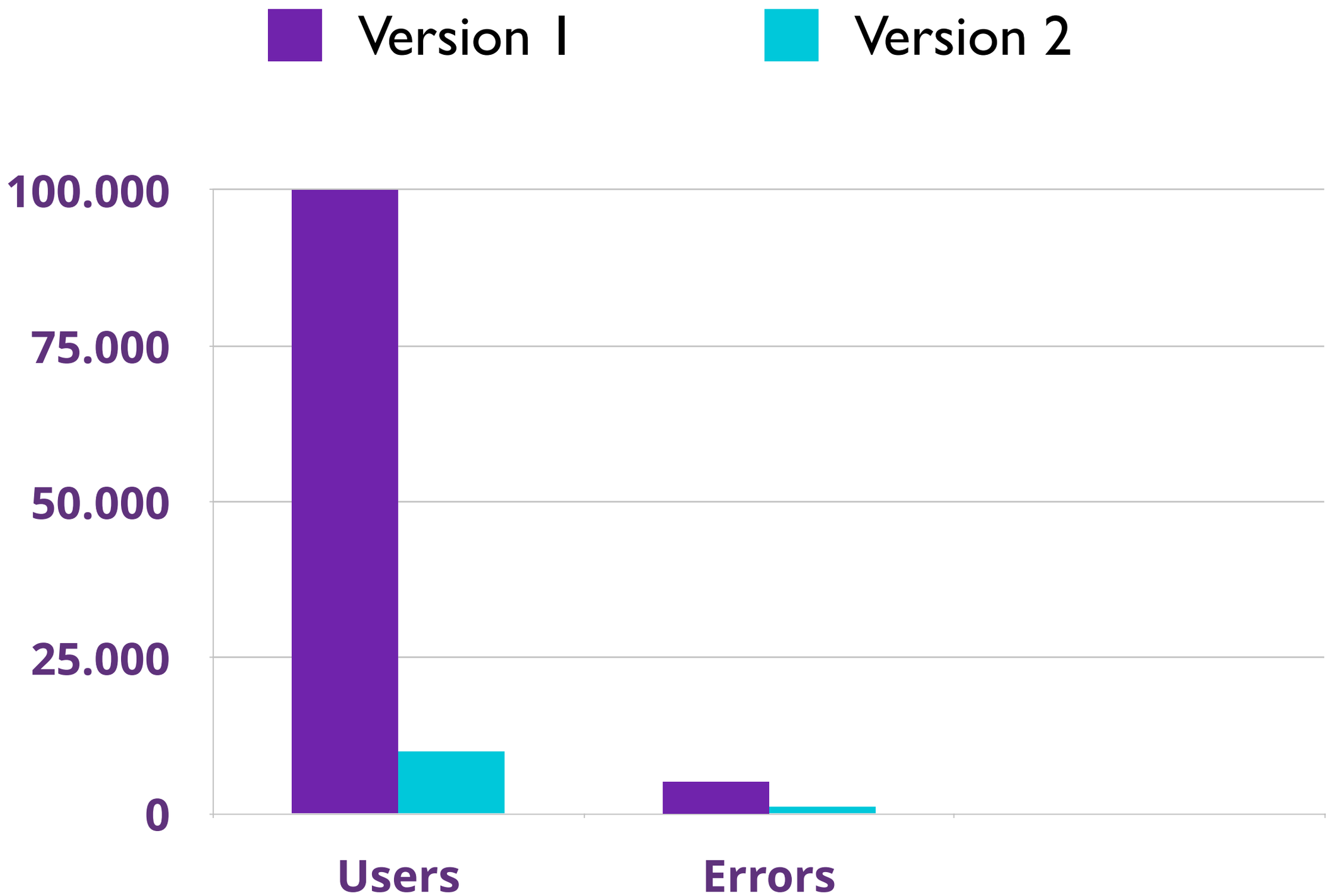

| | Count Affected Users | Count Total |
|---|---|---|
| on::JSONParseError | 18 | 18 |
| | 94 | 313 |

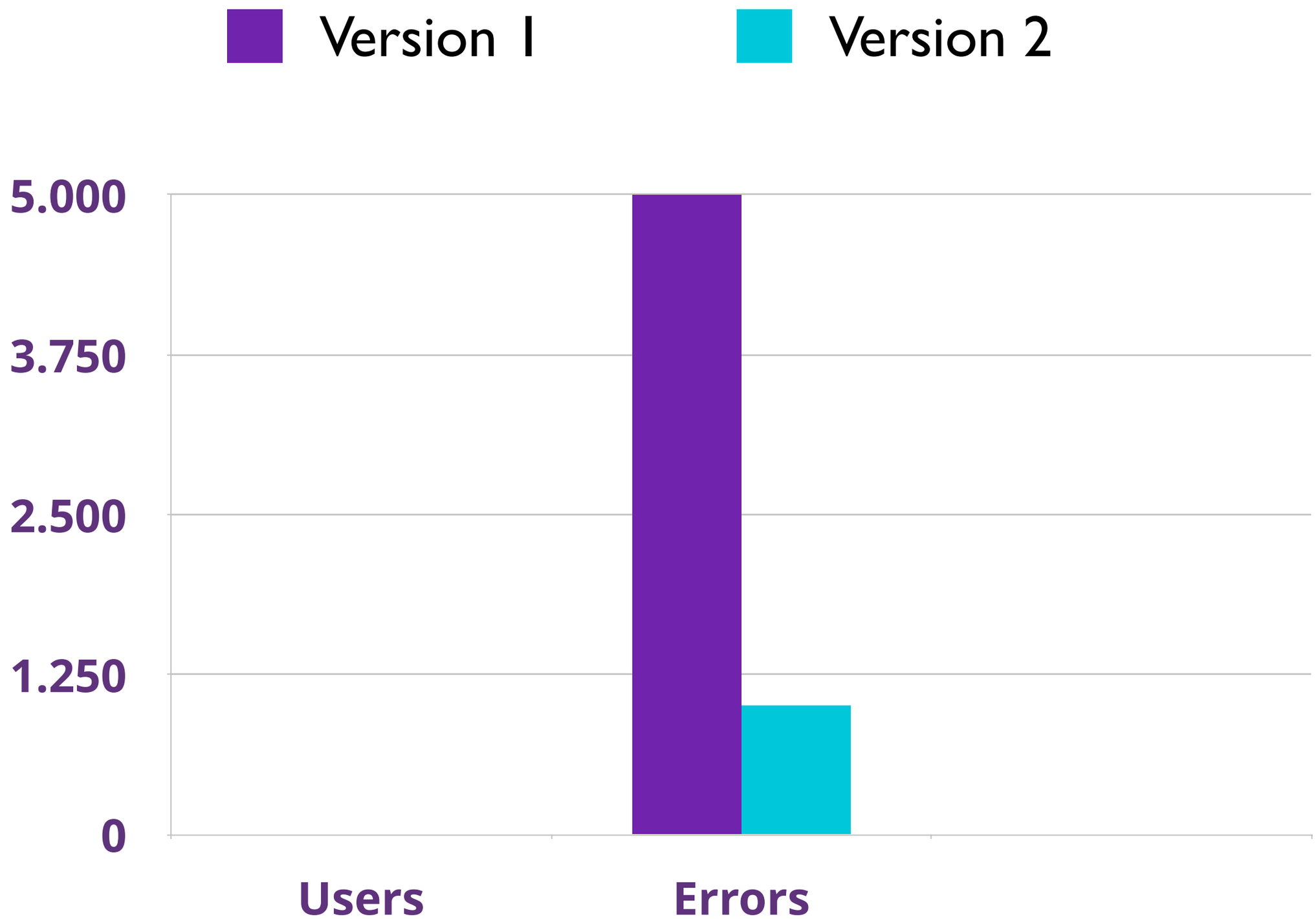
Real time

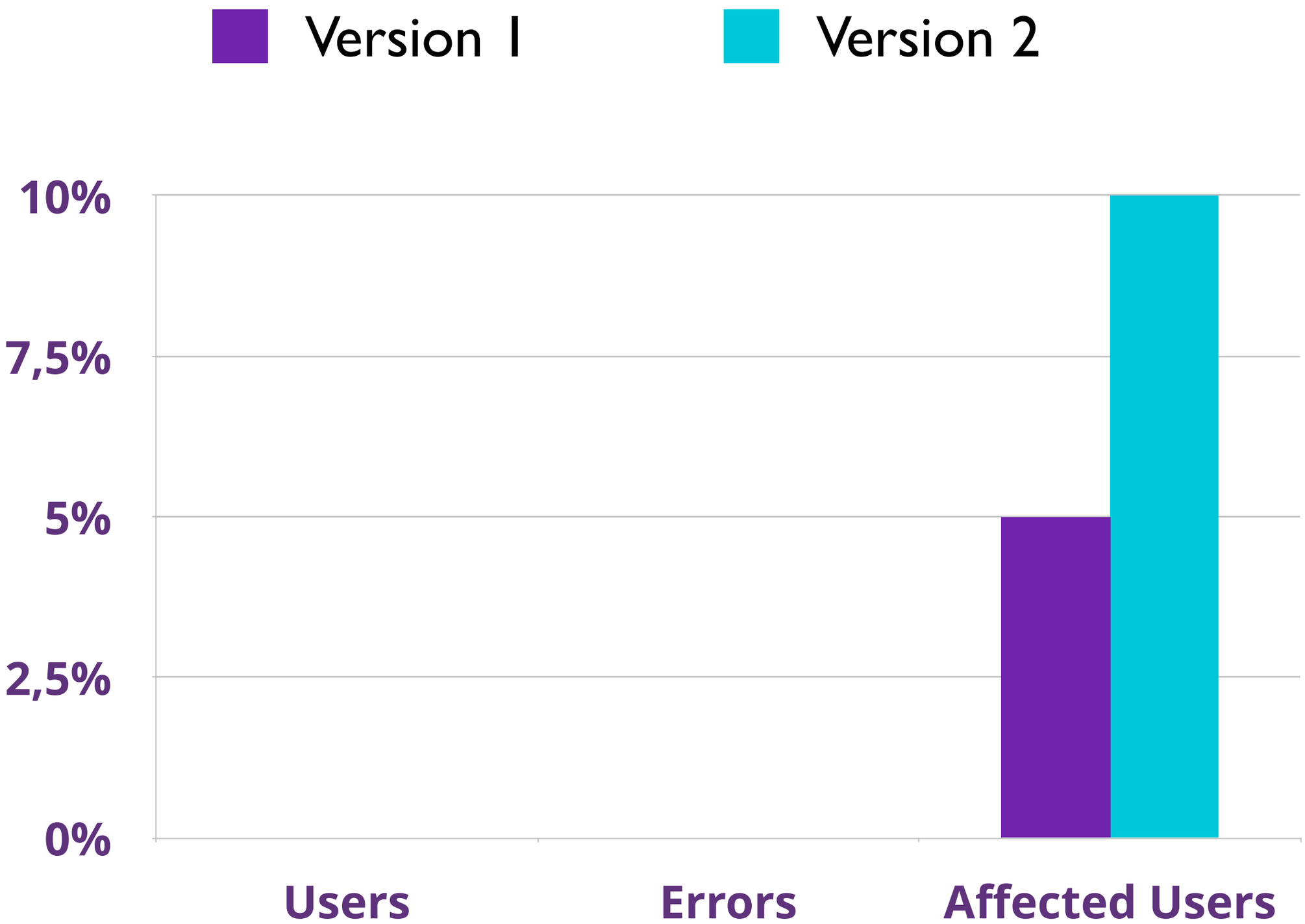
Crash reports

Segmentation

Normalisation


Version 1
Version 2
100.000
75.000
50.000
25.000
0
Users
Errors


Version 1
Version 2
5.000
3.750
2.500
1.250
0
Users
Errors


Version 1
Version 2
10%
7,5%
5%
2,5%
0%
Users
Errors
Affected Users

Hello, **Jesper Richter-Reichhelm** | **Current Game:** Pearl's Peril Flash | Create game | Join more games

## Pearl's Peril Flash

Change settings...

- Config Service
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- Environments

# Error Analytics

Errors | Compare | Search | Search | Last 30 Minutes | Production

Home / Errors

**Version**

2014.25.1 0.86 %

Filter | Reset

| Error Name | Errors | Users | % | Occurrence over time |
|---|---|---|---|---|
| TypeError | 349 | 266 | 0.45 | |
| Error | 177 | 142 | 0.24 | |
| IsoItemError | 49 | 44 | 0.07 | |
| IsoTooltipError | 34 | 29 | 0.05 | |
| FreeSlotError | 204 | 25 | 0.04 | |
| SecurityError | 31 | 18 | 0.03 | |
| RangeError | 215 | 13 | 0.02 | |
| JSONError | 6 | 6 | 0.01 | |
| TournamentStartError | 6 | 5 | 0.01 | |
| SceneAssetError | 10 | 5 | 0.01 | |
| SyntaxError | 3 | 3 | 0.01 | |
| ArgumentError | 3 | 3 | 0.01 | |
| ReferenceError | 1 | 1 | 0.00 | |

First | Previous | 1 | Next | Last

Hello, **Jesper Richter-Reichhelm** | **Current Game:** Pearl's Peril Flash | Create game | Join more games

Pearl's Peril Flash

Change settings...

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- Environments

Error Analytics | Errors | Compare | Search | Search | Last 30 Minutes | Production

Home / Errors

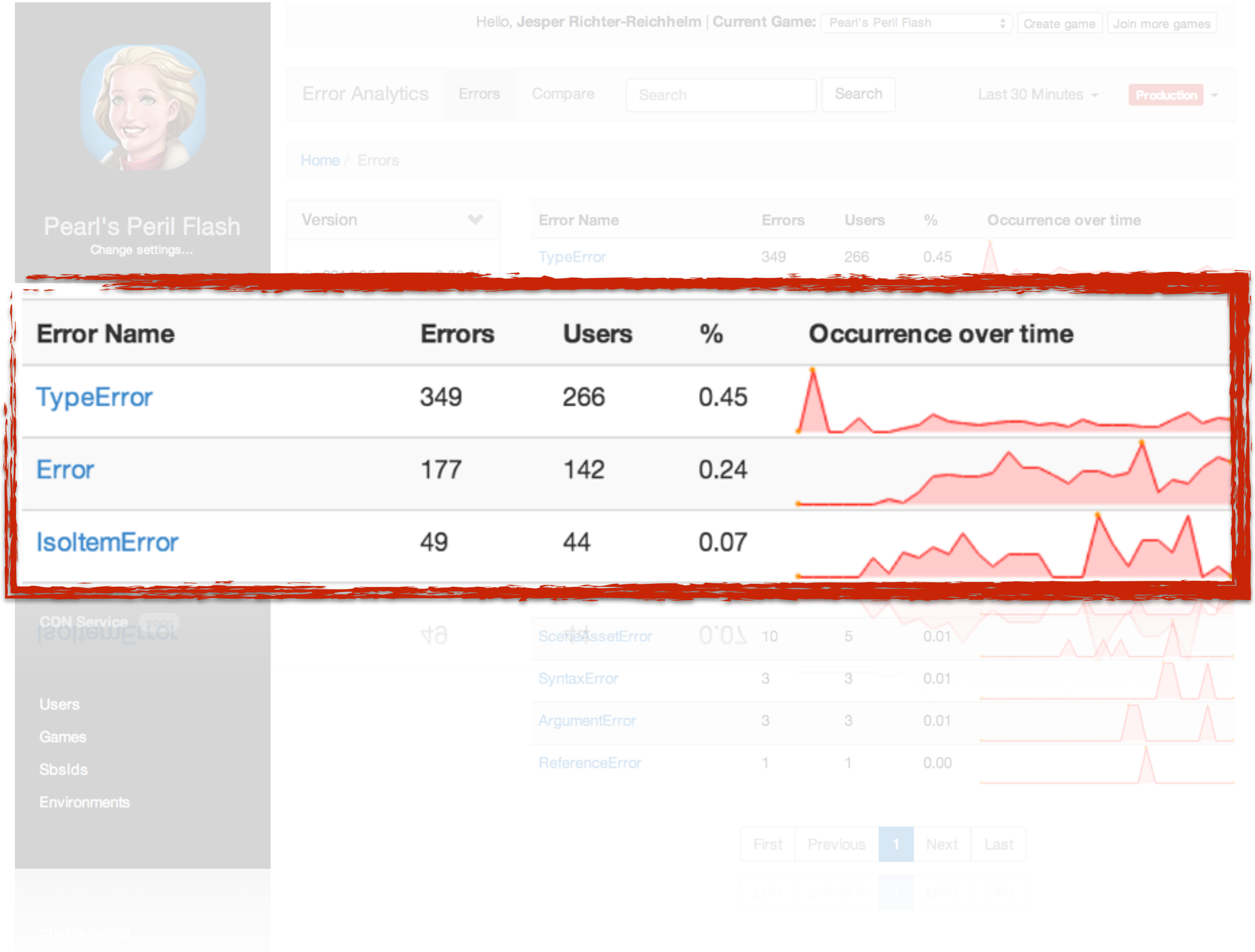
Version

2014.25.1 0.86 %

Filter | Reset

| Error Name | Errors | Users | % | Occurrence over time |
|---|---|---|---|---|
| TypeError | 349 | 266 | 0.45 | |
| Error | 177 | 142 | 0.24 | |
| IsoItemError | 49 | 44 | 0.07 | |
| IsoTooltipError | 34 | 29 | 0.05 | |
| FreeSlotError | 204 | 25 | 0.04 | |
| SecurityError | 31 | 18 | 0.03 | |
| RangeError | 215 | 13 | 0.02 | |
| JSONError | 6 | 6 | 0.01 | |
| TournamentStartError | 6 | 5 | 0.01 | |
| SceneAssetError | 10 | 5 | 0.01 | |
| SyntaxError | 3 | 3 | 0.01 | |
| ArgumentError | 3 | 3 | 0.01 | |
| ReferenceError | 1 | 1 | 0.00 | |

First | Previous | 1 | Next | Last


Hello, Jesper Richter-Reichhelm | Current Game: Pearl's Peril Flash
Create game
Join more games
Error Analytics
Errors
Compare
Search
Search
Last 30 Minutes
Production
Home / Errors
Pearl's Peril Flash
Change settings...
Version
Error Name
Errors
Users
%
Occurrence over time
TypeError 349 266 0.45
Error 177 142 0.24
IsoItemError 49 44 0.07
CDN Service
SceneAssetError 10 5 0.01
SyntaxError 3 3 0.01
ArgumentError 3 3 0.01
ReferenceError 1 1 0.00
Users
Games
SbsIds
Environments
First
Previous
1
Next
Last

Hello, **Jesper Richter-Reichhelm** | **Current Game:** Pearl's Peril Flash | Create game | Join more games

Pearl's Peril Flash

Change settings...

- Config Service
- AB Tests
- K/V Store
- Error Analytics
- Facebook OpenGraph
- Landing Page
- Payment Validation
- User Service soon
- Social Service soon
- CDN Service soon

- Users
- Games
- SbsIds
- Environments

Error Analytics | Errors | Compare | Search | Search | Last 30 Minutes | Production

Home / Compare

| Filter 1 | Filter 2 |
|---|---|
| Version | Version |
| 2014.25.1 | 2014.25.2 |

| Error | % Users | Errors | % Users | Errors | % Change |
|---|---|---|---|---|---|
| Error | 0.00 | 0 | 0.41 | 391 | +0.41 |
| TypeError | 0.00 | 0 | 0.22 | 215 | +0.22 |
| FreeSlotError | 0.00 | 0 | 0.10 | 99 | +0.10 |
| IsoTooltipError | 0.00 | 0 | 0.09 | 89 | +0.09 |
| IsoItemError | 0.00 | 0 | 0.08 | 81 | +0.08 |
| TournamentStartError | 0.00 | 0 | 0.03 | 30 | +0.03 |
| SecurityError | 0.00 | 0 | 0.03 | 25 | +0.03 |
| SceneAssetError | 0.00 | 0 | 0.01 | 14 | +0.01 |
| JSONError | 0.00 | 0 | 0.01 | 12 | +0.01 |
| RangeError | 0.00 | 0 | 0.01 | 11 | +0.01 |
| ArgumentError | 0.00 | 0 | 0.01 | 11 | +0.01 |
| JSONParseError | 0.00 | 0 | 0.00 | 3 | |

# Wrap up

# Mobile is different

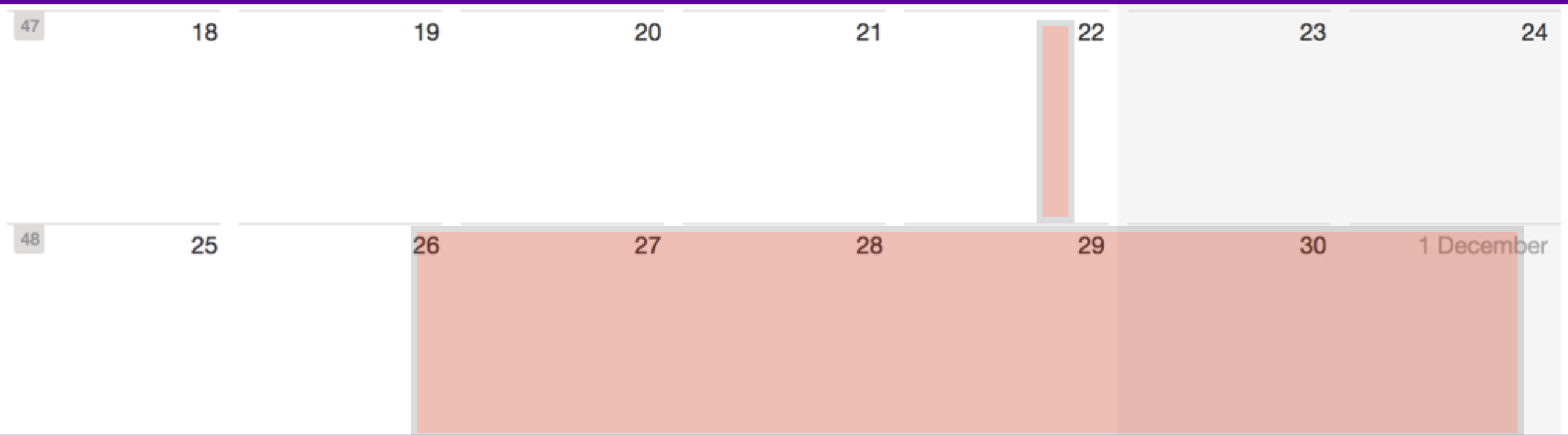
especially for apps

# DevOps is different

## for Mobile

# Continuous Delivery helps

# November 2013




5 hours crashing, not 5 days!

“MTTR > MTBF”

- John Allspaw

“MTTR is more important than MTBF (for most types of F)!”

- John Allspaw

# Maintainability

Versus

MTTR Optimized

MTBF Optimized

More info here: http://ti.arc.nasa.gov/projects/ishem/Papers/ONeill_Maintainability.doc

# Dev + Ops is needed

# Dev + Ops is needed

# Be able to react fast

# Be able to react fast

## even on Mobile

# Questions?

# Questions?

@jrirei

http://wooga.com/jobs

goto; conference

# Please evaluate this talk via the mobile app!