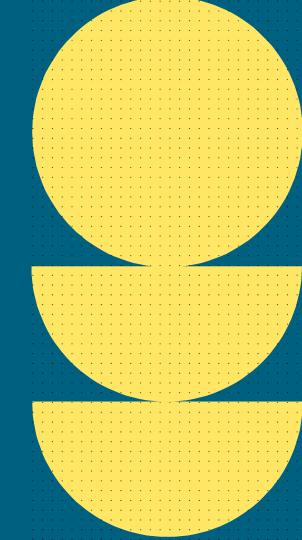
PagerDuty

Plan for Unplanned Work

Game Days with Chaos Engineering



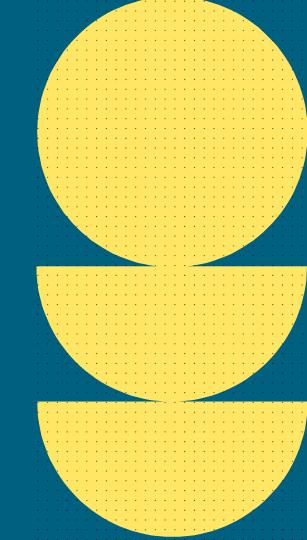
PagerDuty



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The Dilemma



Game Days

Failure Fridays
Failure Anydays



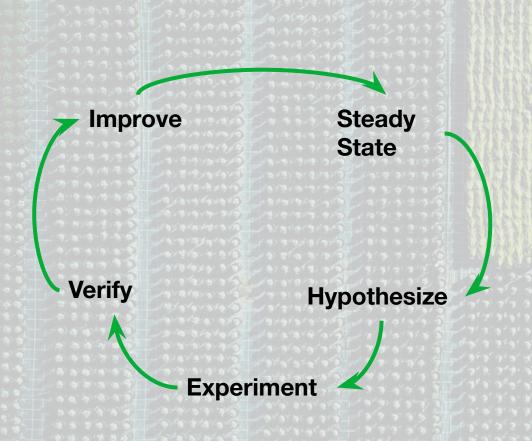
https://www.pagerduty.com/blog/failure-friday-at-pagerduty/



PagerDuty

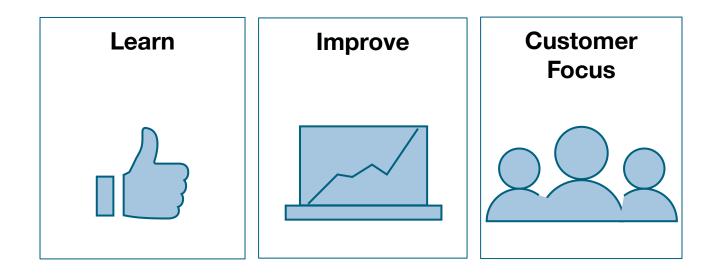
Chaos Engineering lets you compare what you think will happen to what actually happens in your systems. You literally "break things on purpose" to learn how to build more resilient systems.

Gremlin.com



Use Chaos Engineering to validate your ecosystem

Be Intentional



Prerequisites



Incident Response

Replace Chaos with Calm
Get organized
Be explicit

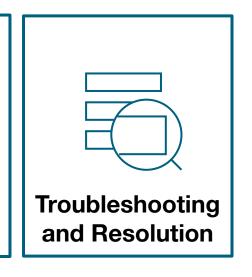


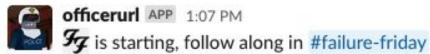
Testing IR During Game Days













Set Goals

"Did we really fix X?"

"Customers reported Y, but we can't duplicate in integration."

"Could we withstand a DDOS to these key systems?"



Hypothesize

Scale up?

Fall over?

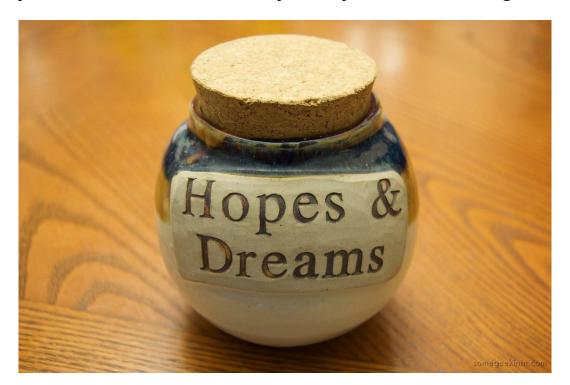
Slow down?

Graceful replacement?



What Actually Happened?

Were your dreams made reality? Or your darkest nightmares?

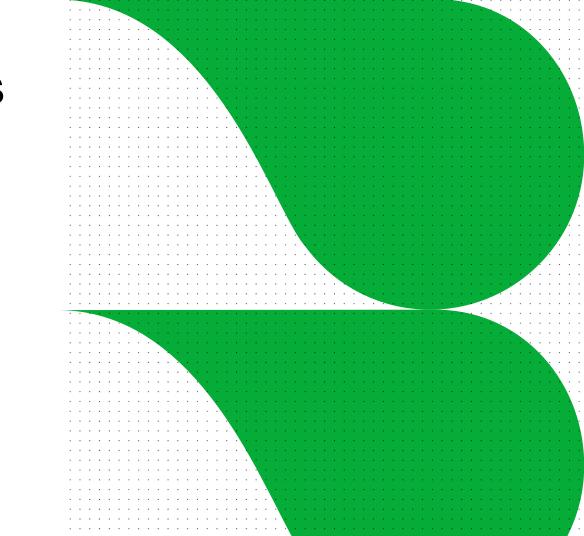


What Did You Learn

Talk About It

Improvements

Get your learning back into the **product cycle**



Revising and Revisiting SLOs

SLOs are internal tools!

You can **change** them if they no longer work **for you!**



Photo by <u>Jonathan Kemper</u> on <u>Unsplash</u>

Surprise!



When to Game Day?

When the system has been stable, and **SLOs** are **safe**!

Don't blow out y

our **error budget** on testing.



When to NOT Game Day?



Summary

- Have a plan
- Be intentional
- Use what you learn

https://shopify.engineering/four-steps-creating-effective-game-day-tests
https://azure.microsoft.com/en-us/blog/advancing-resilience-through-chaos-engineering-and-fault-injection/

https://response.pagerduty.com https://pageittothelimit.com