

Chaos Engineering: Bootcamp

A few quick tips to improve your experience and turbo-charge your Chaos Engineering learning journey 🚀

- ❑ **Before the Bootcamp starts:**
 - ❑ Install Zoom and Slack
 - ❑ Join over 4000 engineers in the Chaos Engineering Slack:
gremlin.com/slack
 - ❑ Get your laptop/computer ready to participate. You will just need the internet and a web browser for this hands-on Bootcamp.
 - ❑ Check you can access the following links:
 - ❑ gremlin.com
 - ❑ datadog.com
- ❑ **During the Bootcamp:** You don't need a webcam/mic to participate but it does make it more fun! We will have mine turned on 🧑🏻 🪑 💻
- ❑ **After the Bootcamp:** Stay in touch with everyone you met via your Bootcamp channel in the Chaos Slack. We'll be in there and we are happy to help you continue your learning journey!

What to expect:

We are excited to meet you all for some fun with Chaos Engineering!

This the agenda:

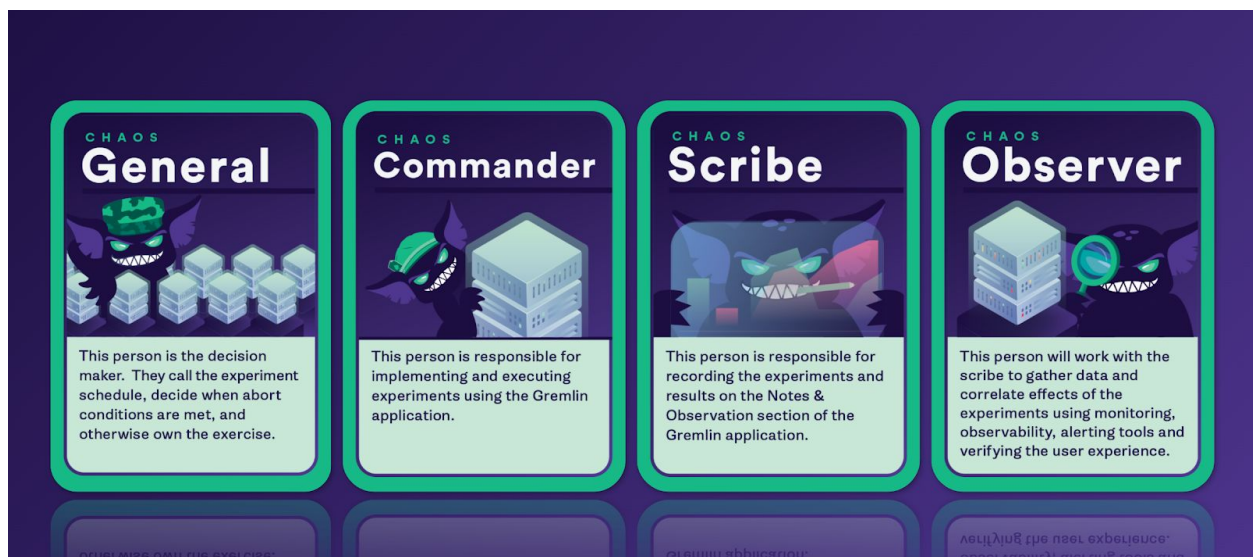
Time	Agenda Item
30 minutes	Introduction + Laying the Foundations
60 minutes	Chaos Engineering Hands-On Lab
20 minutes	Achieving Success: Break Through
10 minutes	Q&A

In our hands-on activities, you'll get a chance to use Gremlin & DataDog and work in groups of 4 (we will assign you to groups automagically).

Want to know more? Check out the Roles page (next).

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In our groups of four, we will be running attacks on a pre-built demo e-commerce store (a hipster shop!). Each of you will have a role as outlined below. Start thinking about what role you'd like to play in your group.



The Chaos General: This person is the decision-maker. They call the experiment schedule, decide when abort conditions are met, and otherwise own the exercise.

The Chaos Commander: This person is responsible for implementing and executing experiments using the Gremlin application.

The Chaos Scribe: This person is responsible for recording the experiments and results on the Notes & Observation section of the Gremlin application.

The Chaos Observer: This person will work with the scribe to gather data and correlate the effects of the experiments using monitoring, observability, alerting tools and verifying the user experience.