# **GameDay Template**

Company: \_\_\_\_\_\_\_

Time: \_\_\_\_\_\_\_\_\_\_\_ UTC

Background:

Critical Services:

## **GameDay Goals**

The goal of this gameday is to\_\_\_\_\_.

We intend to do this by \_\_\_\_ for \_\_\_\_ minutes and verifying that \_\_\_\_\_.

We expect \_\_\_\_\_\_.

## **GameDay Runbook**

**Before the exercise starts** we will \_\_\_\_\_

**At start of exercise**, we will\_\_\_\_. This will \_\_\_\_.

**At end of exercise** we will \_\_\_\_\_. This will \_\_\_\_\_. We expect \_\_\_\_\_\_. We don’t expect \_\_\_\_\_\_.

**Our metrics for the operation are:**

1. \_\_\_\_\_\_, link to dashboard is here: \_\_\_\_\_
2. \_\_\_\_\_\_, link to dashboard is here: \_\_\_\_\_

**We intend to stop the GameDay if we see:**

1. User-visible failures exceed x percent
2. API-visible failures exceed x percent
3. We see failure spikes in database operations by x percent
4. There are concerns for data durability

## **GameDay Log (all times in UTC)**

01:00 - Engineers are on-hand

01:30 - GameDay ends

## **GameDay Result**

## **GameDay Action Items**