

Going Modular: Turning Legacy Docs into User-Story-Based Content

TCUK17

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IN THIS PRESENTATION

1. Terminology, motivation

- a. What's "legacy" & "user story-based"?
- b. Why bother?

2. What's the problem?

- a. Too much docs
- b. Hard to find and navigate

3. What's our solution?

- a. Document only what users really need
- b. Modular writing

TERMINOLOGY

- **Legacy docs @ Red Hat** = big guides/books
 - comprehensive
 - **feature-based**
- **User story*-based docs** = lean, concise articles (units)
 - targeted
 - (ideally) **modular**

* *As a \$(type of user), I want to \$(goal), so that \$(reason).*

WHY

Landscape is changing:

- Software **packaging**
 - Monolithic distributions → containerized apps
- Software **delivery**
 - Release cycles → continuous deployment

FEATURE-BASED VS USER STORY-BASED

FEATURES

Describe all available features; comprehensive

1. Using Onions
 - 1.1. Peeling Onions
 - 1.2. Cutting Onions
 - 1.3. Frying Onions
2. Using Eggs
 - 2.1. Breaking Eggs
 - 2.2. Mixing Eggs with Milk
 - 2.3. Frying Eggs

USER STORIES*

Explain how to achieve specific goals; selective

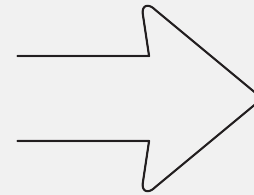
1. Making an Onion Omelette
 - 1.1. Setting up Workplace
 - 1.2. Preparing Ingredients
 - 1.3. Selecting Spices
 - 1.4. Combining Ingredients
 - 1.5. Frying Omelette Mixture
 - 1.6. Serving the Omelette
 - 1.7. Other Onion Recipes

** As an amateur cook, I want to make an onion omelette, so that I can impress my friends.*

WHAT'S THE PROBLEM (with legacy docs)?

Too much content:

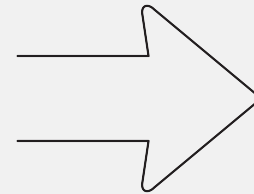
- Difficult to maintain
- Lots of duplication



Content
rot

Hard to find and navigate:

- Which guide explains what?
- Need to piece info from many places



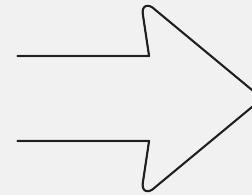
Google it
instead &
go to SO



WHAT'S OUR SOLUTION?

Document only what users really need:

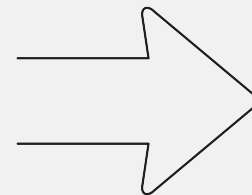
- Identify and validate **user stories**
- Cut down on the amount of content



Efficient use
of resources

Modular writing:

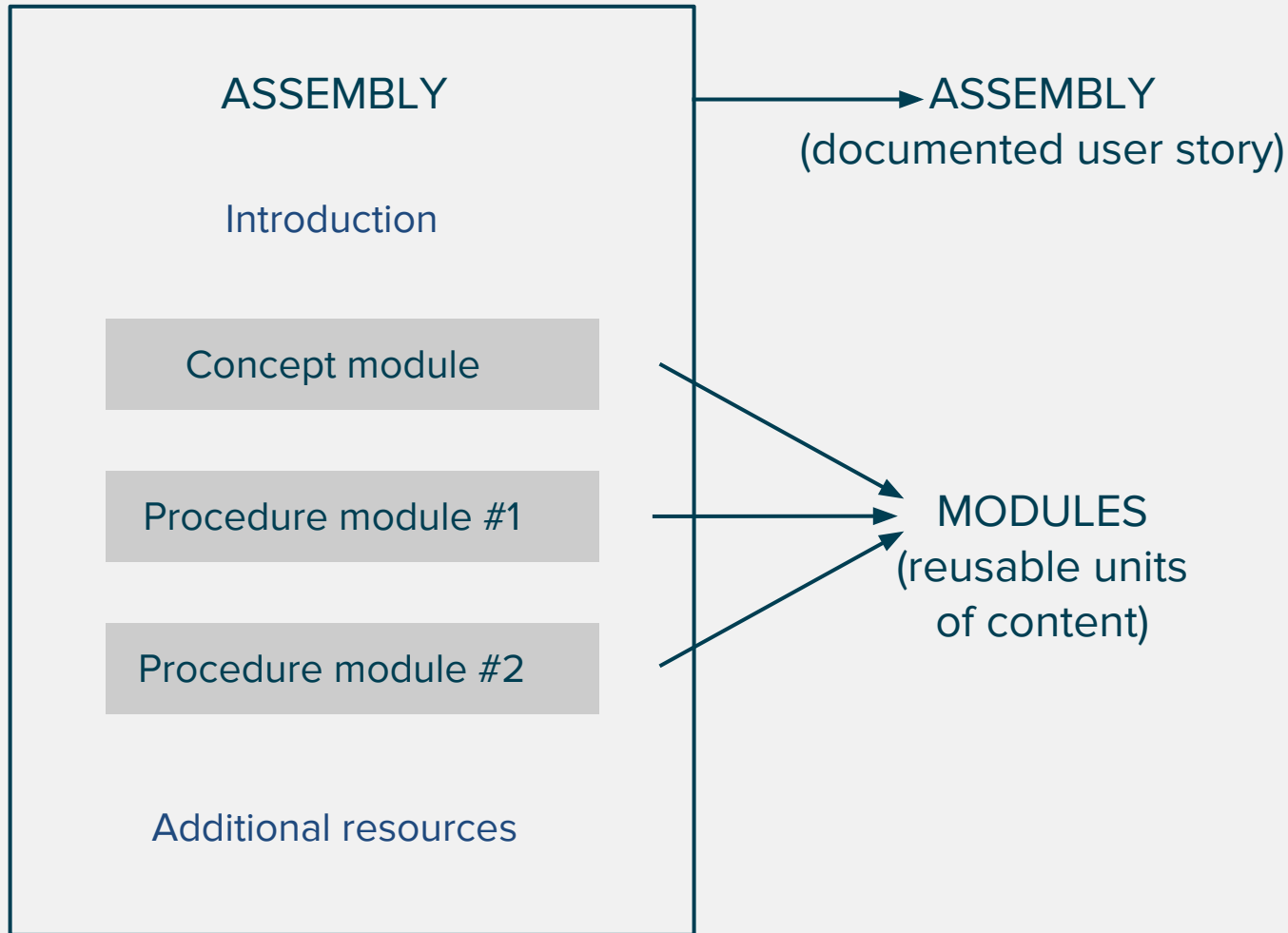
- Templates make writing easier
- Modular pieces easier to chew off



Save time &
bring
contributors
on board



ASSEMBLIES & MODULES



ASSEMBLIES & MODULES

ASSEMBLY

Documentation **realization** of a
user story

“topic” -- too ambiguous; not
used on purpose

ASSEMBLIES & MODULES

ASSEMBLY

Introduction



Title

action-oriented, specific, e.g.
“Making an Onion Omelette”.

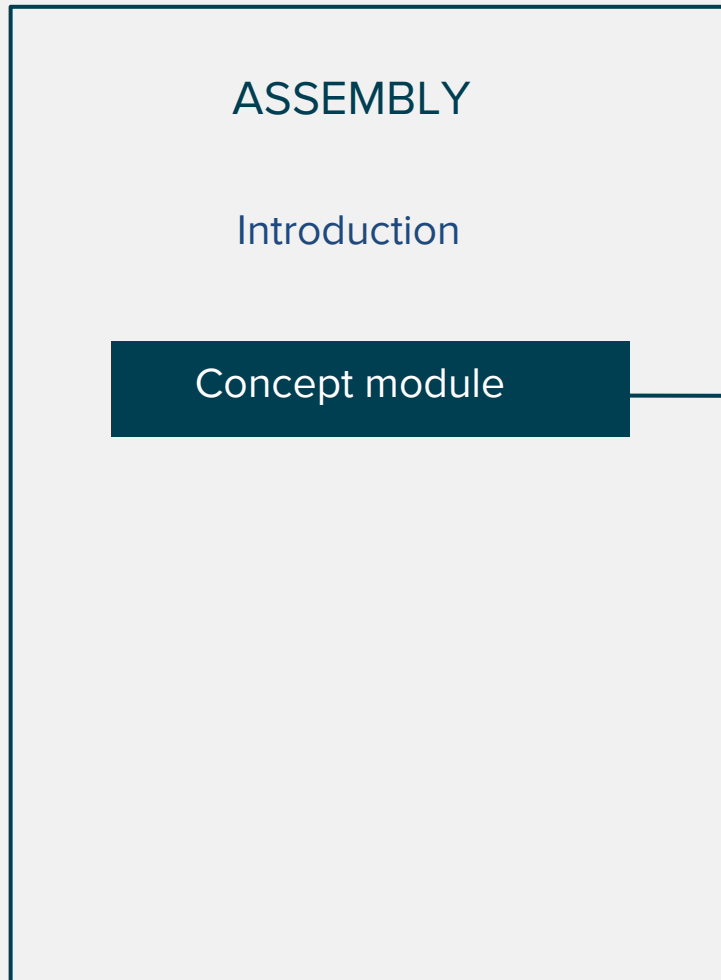
Purpose

What is going to be accomplished.

Prerequisites

Actions that need to be taken or
conditions that need to be satisfied.

ASSEMBLIES & MODULES



Title

What is explained, e.g.
“Understanding the Importance of Omelettes in French Cuisine”.

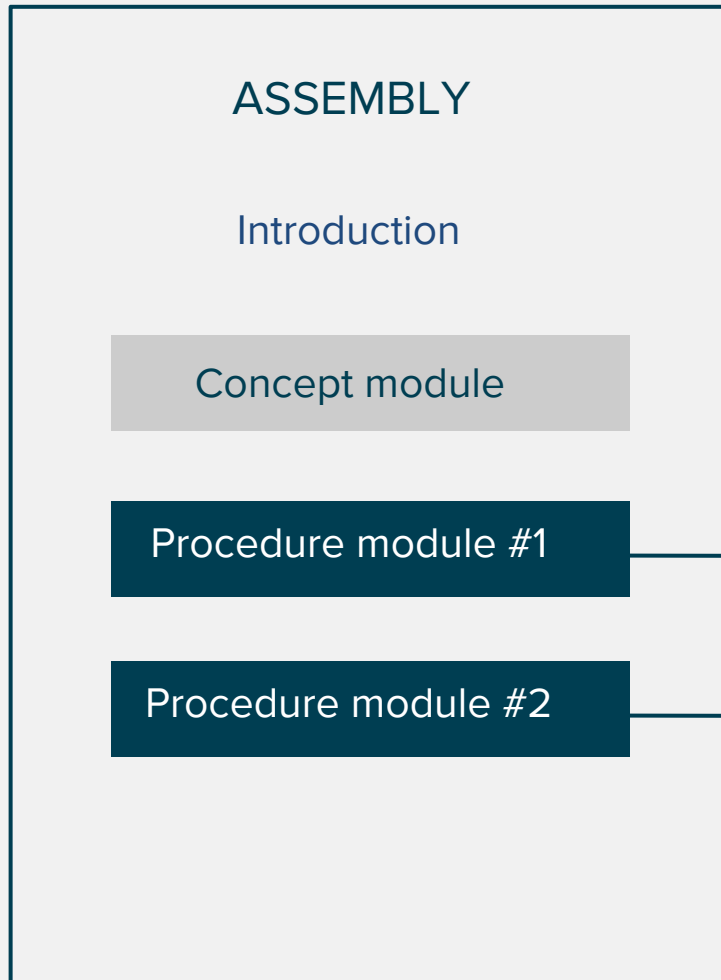
Concept

Concise, to the point.

Additional resources

Where to go for further details or background info.

ASSEMBLIES & MODULES



Title

"Frying Omelette Mixture".

(Purpose)

(Prerequisites)

Procedure

Commands, i.e.

1. Select ...
2. Open ...
3. Copy ...
4. ...

Additional resources

ASSEMBLIES & MODULES

ASSEMBLY

Introduction

Concept module

Procedure module #1

Procedure module #2

Additional resources

Links & references to:

- Related assemblies
- Individual modules
 - Concepts
 - References
 - Related procedures
- Websites
- Manual pages
- Other onion recipes
- ...

MODULAR PRESENTATION

- **Filtering based on metadata**
 - Entire body of modules and assemblies considered
- **Presentation of books, user stories, modules**
 - Preserving book experience
 - Adding more granular browsing possibilities
- **Dynamic sorting and assembling**
 - Metadata-based generation of doc sets
 - Smart arrangement
- **Customized user experience**
 - Preselected content based on product use
 - Recommendations

WRAP UP

LEGACY

Long, **feature-based** guides, going after **completeness**

Lots of content, hard to maintain, **learning curve** for contributors **too steep**

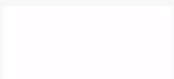
Cumbersome navigation, **static content**, no customization

USER STORY-BASED

Adapting into modular, **action-oriented** units, based on **user stories**

Cut down on the **amount of content**, small chunks = low-hanging fruit for new people

Hierarchical, metadata-based navigation



DISCUSSION

- **Do you use something similar?**
- **What are the major risks and/or caveats of this approach?**
 - **No clear content strategy**
 - **tons of assemblies**
 - **no real order**
 - mind mapping?
 - **Initial overhead**
 - **converting existing docs**
 - **maintenance of legacy docs**
 - work progressively; while fixing old docs, adapt into modular

THANK YOU

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