

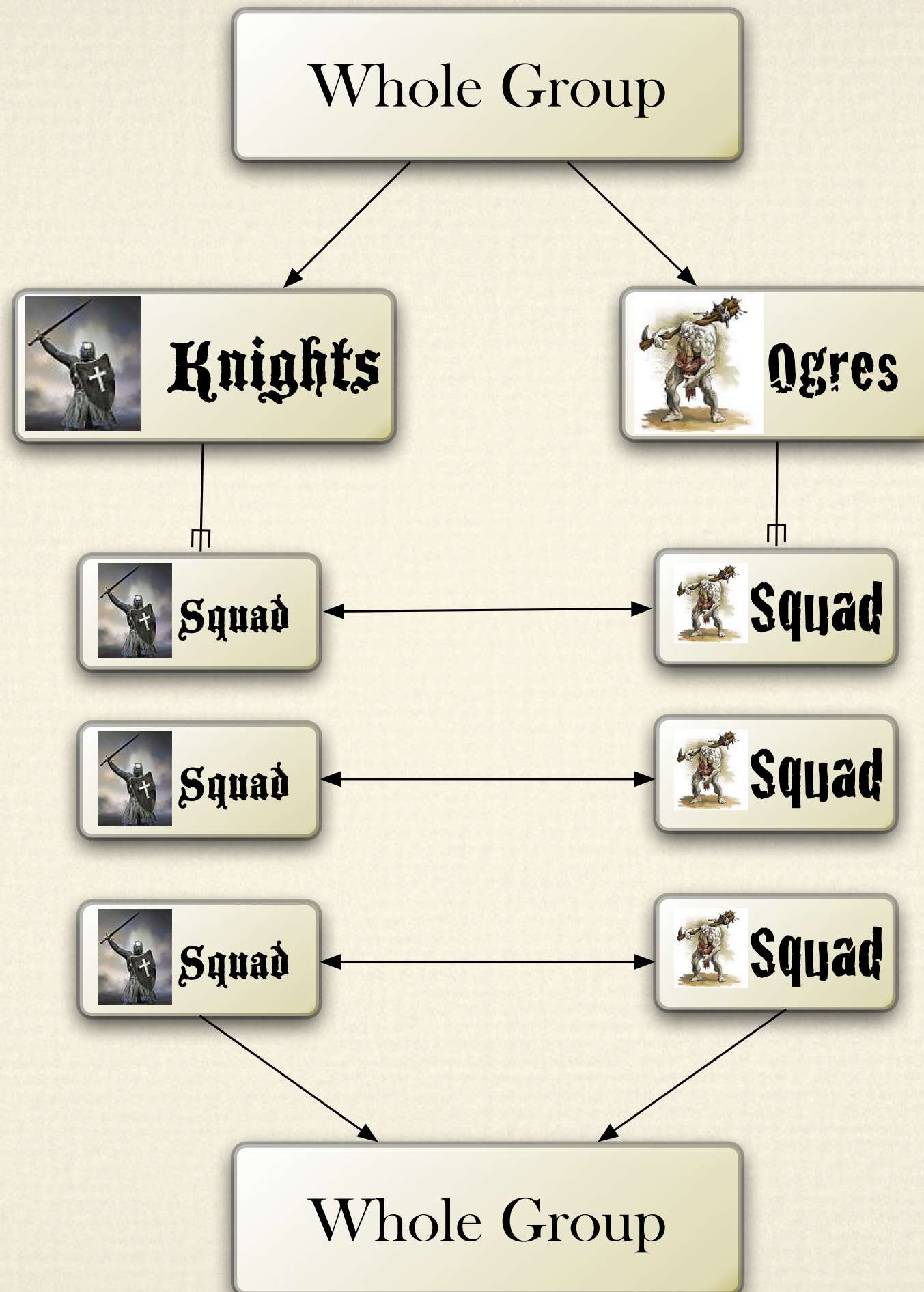
Knights vs Ogres



The Infrastructure Wars

The Game is Afoot

- ❖ Meet the Armies
- ❖ Survey the Battlefield
- ❖ Form Armies and Squadrons
- ❖ Plan For Battle
- ❖ ATTACK!
- ❖ Declare The Victory won by...



The Knights



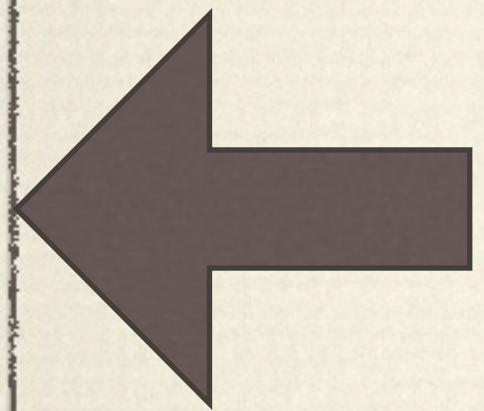


The Ogres



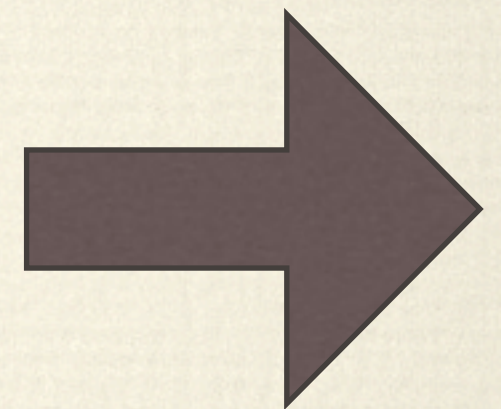
Battlefield Survey

Form Teams



Knights

Ogres



Whole Group

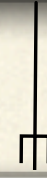
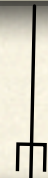


Knights



Ogres

Form Squadrons



Planning for Battle

- ❖ Brainstorm to find the weak points
- ❖ Prepare your weapons and defenses

Brainstorm

Physical/
Logical
Components

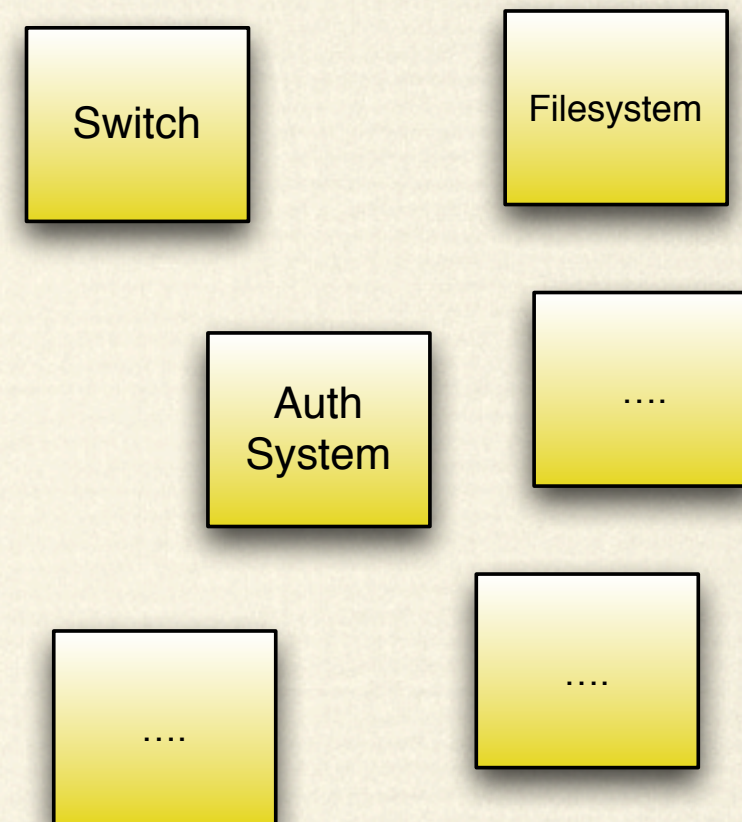
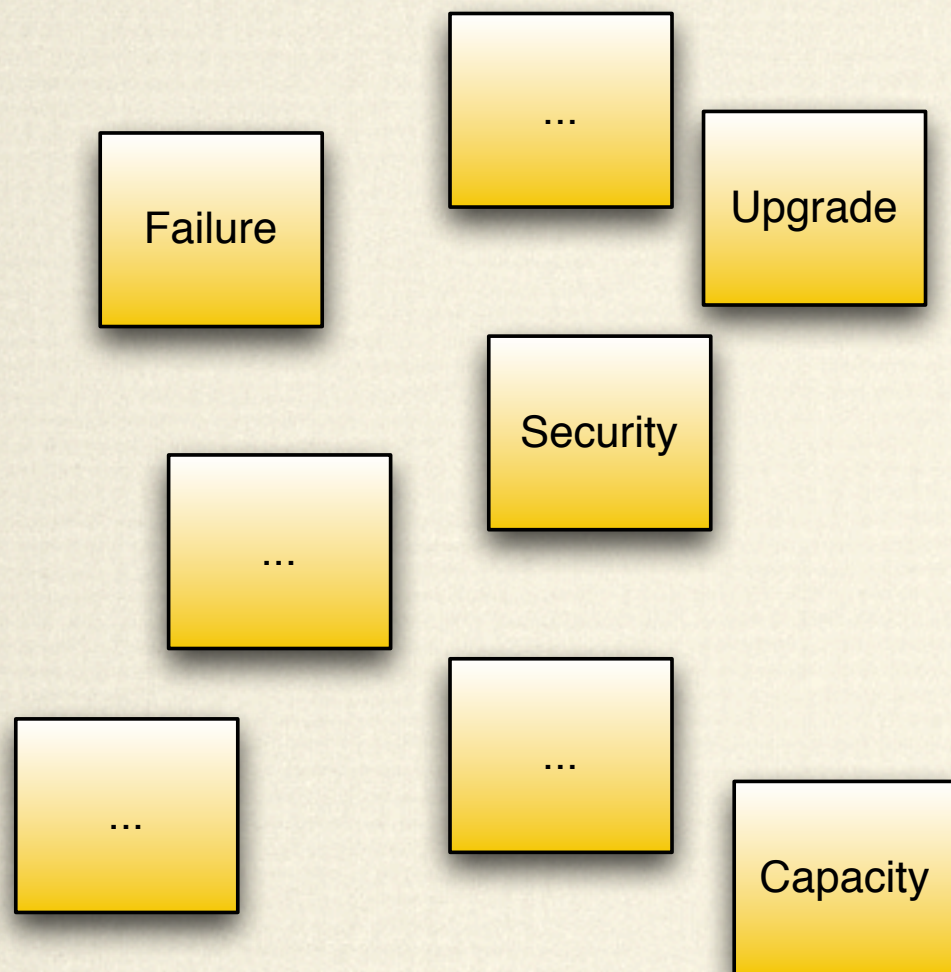
Actions
and
Attributes

<div><div>↓</div><div>P&L → A&A</div></div>	Switch	Authentication System	Filesystem
Capacity			Full FS
Failure			Corrupted FS
Security			Too loose, bad readable files
Upgrade			Triggers fsck

[illegible]

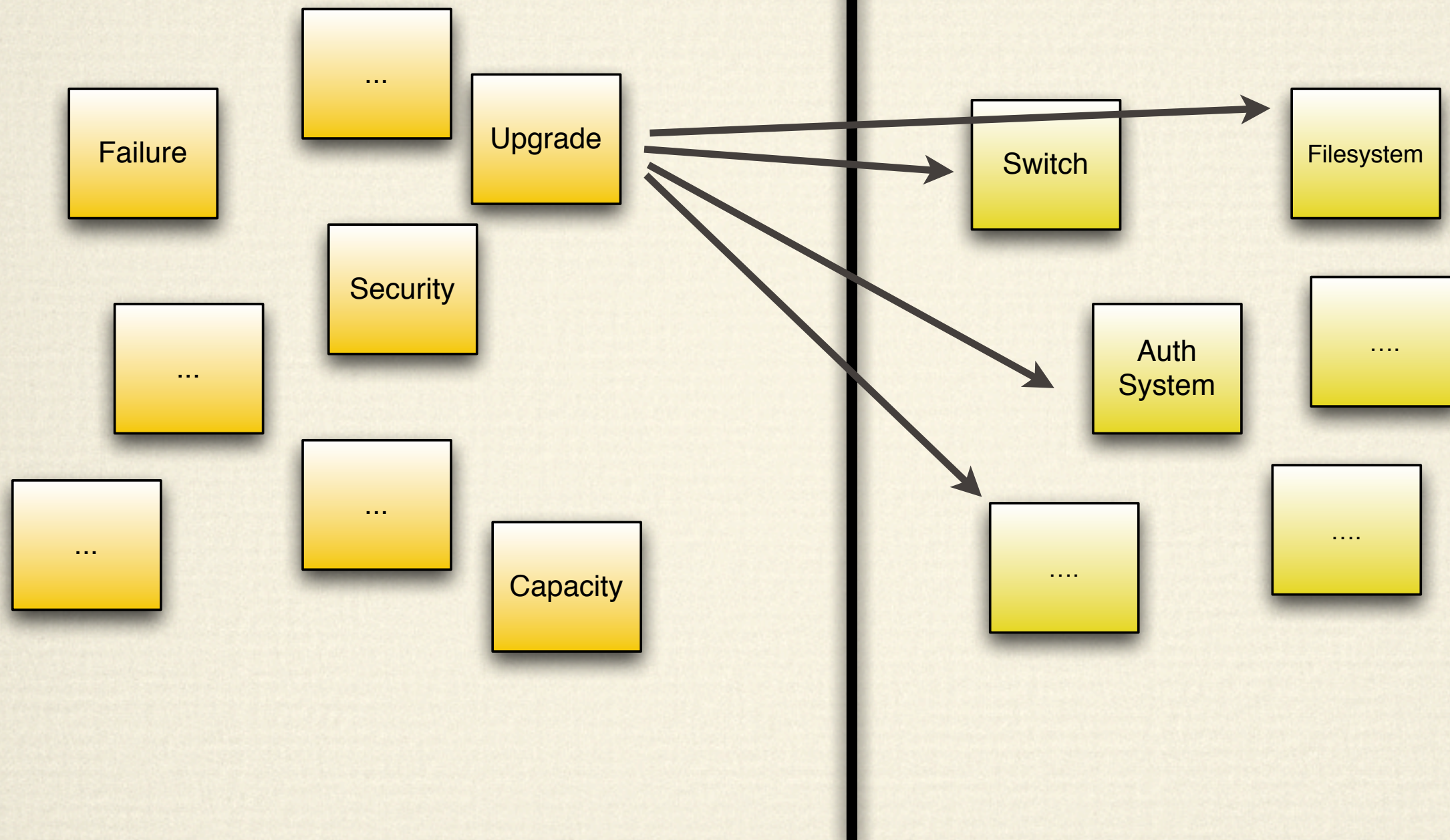
Actions/Attributes

Components



Actions/Attributes

Components



Weapons and Defenses



Squad



Squad



Squad



Squad



Squad



Squad

Hypothetical Infrastructure



Ogre Attack!

Attack

**Users Impacted:
Expected Times/Year:**

Minutes To Detect: (After Battle)
#ragemode Multiplier:

Attack

Hard
Drive
Fails

**Users Impacted:
Expected Times/Year:**

Minutes To Detect: (After Battle)
#ragemode Multiplier:

Attack

Hard
Drive
Fails

Users Impacted: 2500
Expected Times/Year:

Minutes To Detect: (After Battle)
#ragemode Multiplier:

Attack

Hard
Drive
Fails

Users Impacted: 2500
Expected Times/Year: $1/2$

Minutes To Detect: (After Battle)
#ragemode Multiplier:

This can be
fractional
if it happens less
than 1x per year.

Knight Defense!

Defense

Insert Spare
Drive,
Restore from
Time Machine

Minutes to Repair:



Defense

Insert Spare
Drive,
Restore from
Time Machine

Minutes to Repair: 180

← Hopefully most
repairs are quicker
than this

No Defense?

1 Point to Ogres.

Defended?

1 Point to Knights.

Attack

Hard
Drive
Fails

Users Impacted: 2500

Expected Times/Year: 1/2

Minutes To Detect: (After Battle)
#ragemode Multiplier:

Defense

Insert Spare
Drive,
Restore from
Time Machine

Minutes to Repair: 180

Attack

Hard
Drive
Fails

Users Impacted: 2500

Expected Times/Year: 1/2

Minutes To Detect:

(After Battle)
5

#ragemode Multiplier:

Defense

Insert Spare
Drive,
Restore from
Time Machine

Minutes to Repair: 180

Attack

Hard
Drive
Fails

Users Impacted: 2500
Expected Times/Year: 1/2

Minutes To Detect: 5 (After Battle)
#ragemode Multiplier: 2.0

Defense

Insert Spare
Drive,
Restore from
Time Machine

Minutes to Repair: 180

#ragemode: 1.0 to 3.0

Customer-
minutes of
downtime

Add the minutes, multiply the rest of the numbers.

Attack

Hard
Drive
Fails

Users Impacted: 2500
Expected Times/Year: 1/2

Minutes To Detect: 5 (After Battle)
#ragemode Multiplier: 2.0

Defense

Insert Spare
Drive,
Restore from
Time Machine

Minutes to Repair: 180

$$(180 + 5) \times 2.0 \times 1/2 \times 2500 = 462,500 \text{ minutes}$$

Provision Squads

Game Timeline

- ❖ Brainstorm Components, etc
 - ❖ As Armies, (5 minutes)
- ❖ Create 15+ Attack/Defense Cards
 - ❖ As Squads, (15 minutes)
- ❖ Squad-to-Squad Battle (10 minutes)
- ❖ Tally Points, Declare Victory
- ❖ Solve “Unanswered Cards” (remainder)

