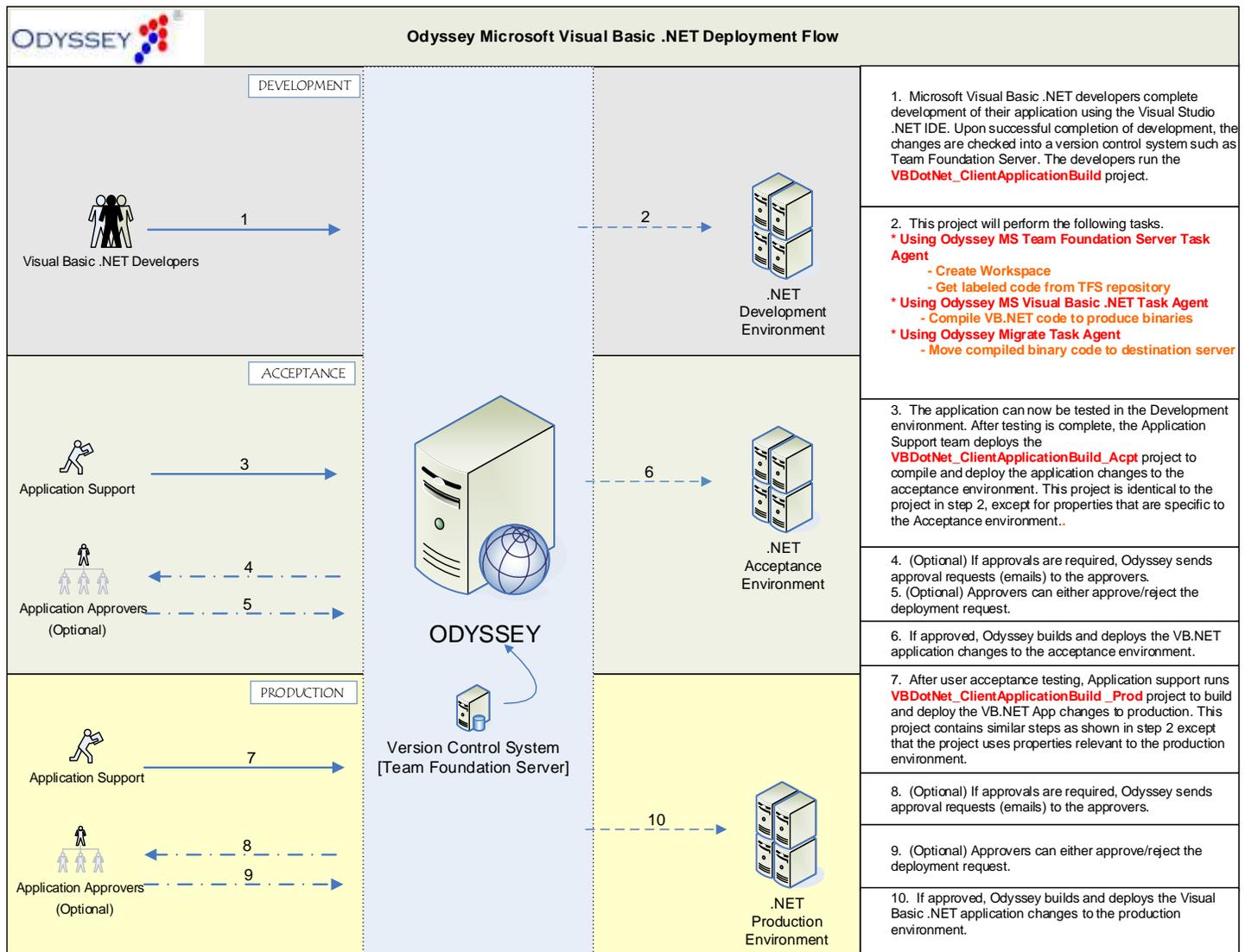


Odyssey Use Case .NET DevOps

Pantheon's Odyssey Digital Automation Platform tackles the problems of integration, scheduling, routing, approvals, reporting and auditing. Odyssey brings together your existing applications, operating systems, databases in new and exciting ways, and it makes complex interactions faster and more consistent.

This document contains a real-world Use Case of how our customers have used Odyssey to extend their capabilities, bring speed and precision to their work, and allow employees to get more done in less time.



The customer wanted to add speed and precision to developing, testing, and deploying .NET application changes all while maintaining quality and system integrity. A project was created to speed the majority of the ancillary processes, which are routine but time consuming, freeing personnel to concentrate on areas that required critical thinking and expertise.

The Visual .NET Development Team members (Devs) perform their code development and check in their code. The Devs then deploy a project that use the Odyssey MS Team Foundation Server Task Agent to create the workspace, get the code. The Odyssey MS Visual Basic Task Agent then compiles the VB.NET code. Then it uses the Odyssey Migrate Task Agent to copies the compiled binaries to the appropriate Dev QA server.

Dev QA tests the changes in the Dev environment. If it passes their tests, Dev QA deploys a project to begin the next phase. This project is much like the previous one, but has differences in approvals and environments. Because this is leaving Development and proceeding to UAT, the project requires one or more approvals, and Odyssey notifies the

Approvers that Dev QA has requested deployment to UAT. The Approvers then review the request and approve (or reject) the deployment. Once again, the project re-builds and migrates the binaries to the appropriate UAT server.

UA tests the changes in the UAT environment. If it passes their tests, UAT deploys a project to begin the next phase. This project is much like the previous two, but has differences in approvals and environments. Because this is leaving UAT and proceeding to Production, the project requires one or more approvals, and Odyssey notifies the Approvers that UAT has requested deployment to Production. The Approvers then review the request and approve (or reject) the deployment. Once approved, Once again, the project re-builds and migrates the binaries to the appropriate Production server(s). Because this involves more servers and desktops than before, tracking is performed individually per installation.