



Rookout integrates with Sentry to expedite the Playday Games DevOps cycle

With non-breaking breakpoints set in the context of a Sentry bug tracking session, Playday devs can see the current state of their app, discover issues with ease and no friction, and fix them faster.

The Playday debugging challenge

For its 'Let's Farm' and 'Village and Farm' games, Playday develops in the AWS Lambda environment and is generally pleased with this choice. However, the lack of suitable Lambda debugging tools was significantly slowing development time for new features and extending the time required to push new fixes.

To address this challenge, Playday Games uses a number of solutions: Pycharm to set old-school breakpoints, Datadog for monitoring, and Sentry for bug tracking. However, they still had to go through a time-consuming process of adding log lines in order to see what was happening on the serverless side of the program.

Without the observability they needed, identifying a bug could take Playday devs an hour or more, making ops cycles inefficient and frustratingly long.

Getting started with Rookout

While working with Sentry, Chris Law, a Playday mobile backend engineer, noticed Rookout in the integration menu and decided to explore what it does. He was delighted to discover that Rookout works like a debugging console for serverless.



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Rookout is the perfect addition to Sentry's advanced bug-tracking capabilities and its context-rich reports on every type of error. By simply adding non-breaking breakpoints, Playday devs can actually see the current state of the application, so they can discover problems more easily and fix them quickly.

Today, Playday uses Rookout to debug dev and staging, as well as production. **Debugging times have dropped drastically, from up to an hour per fix to just 5 to 10 minutes. This has slashed the DevOps cycle and accelerated Playday's response time.**



Rookout provides Playday developers with a choice to pipeline data to their APM tool, or to view it in the Rookout interface. Using Rookout, devs can, for example, send the number of occurrences of a specific bug, or get response times for a specific function or section of code.

By enriching the data sent to a performance monitoring tool, Rookout closes the troubleshooting cycle triggered by Sentry. A bug found in Sentry is solved, its resolution is monitored, and the change is traced back to Sentry, for future tracking.

The results

“Rookout plays a critical role in improving our ops cycle -- how long it takes to push a bug fix or a new feature, get feedback, and respond,” Chris said.

“My goal was to free up time the team was spending on debugging, so they could use that time more productively, to develop new features or learn new skills. That’s exactly what Rookout allows us to do.”

Playday was also impressed by Rookout’s customer service.

“Your team is perfect,” said Chris. “I usually start with online chat and your response time is fast. Rookout support worked hard to understand my problem and solve it. That kind of service is hugely important when you are using a new tool.”

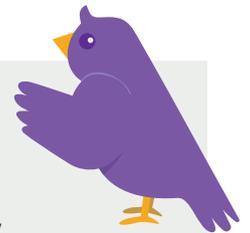
The bottom line

By enabling Playday developers to see what was happening in their AWS Lambda code, and by integrating into their current workflow using Sentry, Rookout helped them **reduce serverless debugging time by a factor of 3 to 6.**

Before Rookout, the only way to get any visibility into what was happening was through the laborious and time-consuming process of adding print lines. With Rookout, developers simply add non-breaking breakpoints to get real-time information about how the app is behaving. As a result, Rookout enables Playday to respond to issues and resolve them much more quickly.



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A few words about Playday

Playday Games is a Hong Kong based company that develops mobile games for Android and iOS.