

SAFe Engineering Roles and Responsibilities

RESPONSIBLE....."R" - "The Doer"	The "doer" is the individual(s) who actually complete the task. The "doer" is responsible for action/implementation. Responsibility can be shared. The degree of responsibility is determined by the individual with the "A".
ACCOUNTABLE....."A" - "The Buck Stops Here"	The accountable person is the individual who is ultimately answerable for the activity or decision. This includes "yes" or "no" authority and veto power. Only one "A" can be assigned to an action.
CONSULT....."C" - "In the Loop"	The consult role is individual(s) (typically subject matter experts) to be consulted prior to a final decision or action. This is a predetermined need for two-way communication. Input from the designated position is required.
INFORM....."I" - "Keep in the Picture"	This is individual (s) who needs to be informed after a decision or action is taken. They may be required to take action as a result of the outcome. It is a one-way communication.
Enterprise Executive/Business Owners/Customer	Responsible for the value delivered by a specific ART. Understands the strategic themes that influence the train, knows about the current business context, has decision-making influence on epics moving through the Kanban systems, is involved in driving or reviewing the program vision and road map, and has a significant role in release planning.
Product Manager	Defines and prioritizes the program backlog, develops the vision and roadmap, works with product owners to optimize feature delivery to the customers, and sets PI Objectives. This person has content authority.
Release Train Engineer	Facilitates the agile release train processes and program execution, escalates impediments, manages risk, and drives continuous, program-level improvement. This person also facilitates program events, such as release planning, inspect and adapt, and the scrum of scrums.
Enterprise Architect	Work with business stakeholders and Solution and System Architects to implement technology initiatives across Value Streams. They rely on continuous feedback, foster adaptive design, and engineering practices, and drive programs and teams around to rally a common technical
System and Solution Architect/Engineer	Defines a technological vision and implementation scenarios with architectural epics that support the business strategy. This person maintains a high-level understanding of user needs, system requirements, and business benefits for a release train.
Product Owner	Defines and prioritizes the requirements backlog, helps to elaborate those requirements with the team, and accepts completed stories into the baseline. A team has only one product owner, who might be dedicated to one or two teams.
Scrum Master	Facilitates team interactions and meetings; enforces the rules in a scrum, and helps drive the team's efforts to continuously improve. A team member or a scrum master might have a full- or part-time role that is shared across two or three teams.
Dev Team	Consists of the dedicated professionals who can develop and test a Story, Feature, or component. The Dev Team typically includes software developers and testers, engineers, and other dedicated specialists required to complete a vertical slice of functionality.
DevOps & System Team	Specialized Agile Team that assists in building and using the Agile development environment, including Continuous Integration, test automation, and Continuous Deployment. The DevOps and System Team supports the integration of assets from Agile teams, performs end-to-end Solution testing where necessary, and assists with deployment and release.
User Experience	Works with stakeholders to understand the specific business targets of the user-system interaction. Responsibilities include UI design, UX guidelines, design elements, and the validation of user experience through user-experience testing.

Product Deliverables/ Activities	SAFe Level	Enterprise Executive/Business Owners/Customer	Product Manager	Release Train Engineer	Enterprise Architect	System and Solution Architect/Engineering	Product Owner	Scrum Master	Dev Team	DevOps & System Team	User Experience (UX)
Define Vision / Mission	Portfolio	AR	C	I	I	I	I	I	I	I	I
Define Strategic Themes	Portfolio	C	AR	I	C	I	I	I	I	I	I
Create product roadmap	Portfolio	C	AR	I	C	I	I	I	I	I	I
Create architectural strategy	Portfolio	I	I	I	AR	C	I	I	C	C	C
Create UX strategy and standards	Portfolio	I	C	I	C	C	I	I	C		AR
Fund ARTs	Portfolio	AR	R	R	C	I	I	I	I	I	I
Create Portfolio Business Epics	Portfolio		AR		C		C				
Create Portfolio Architectural Epics	Portfolio		I		AR	C	I		C	C	
Create Portfolio Operational Epics	Portfolio				R	C		I	C	AR	
Rank, maintain and communicate Portfolio Backlog	Portfolio		AR	I	C	I	I	I	I	I	I
Define Portfolio Metrics	Portfolio	I	AR	I	I	I	I	I	I	I	I
Create Business Features	Program		AR		C	R	R				C
Create Architectural Features	Program		I		C	AR	C		C		
Create Operational Features	Program				C	C		I	C	AR	
Rank, maintain and communicate Program Backlog	Program		R	AR	C	R	C	I	I	I	I
Define Non-Functional Requirements (NFRs)	Program		C	I	AR	R	C	I	C	C	I
Define Program PI Objectives	Program	I	I	AR	I	I	C	C	I	I	I
Participate in PI Planning	Program	R	R	AR	R	R	R	R	R	R	R
Communicate PI Plan	Program	I	I	AR	I	I	I	I	I	I	I
Solution architecture	Program			I	C	AR	C	I	C	C	
UI/UX Design	Program		C	I	I	C	R	I	C	I	AR
Define Team PI Objectives (including stretch objectives)	Program			I		I	R	AR	R	C	C
Release schedule	Program	C	AR	C	C	I	I	I	I	C	I
Sprint Planning	Team			I		I	C	AR	R	R	R
Create stories	Team			I		C	AR	I	R	I	C
Refine story acceptance criteria	Team					I	C	C	AR	C	I
Rank, maintain and communicate Team Backlog	Team		I	C		C	AR	C	C	I	I
Track and manage the PI	Program		I	AR	I	I	I	I	I	I	I
Participate in Scrum of Scrums	Program		I	AR	I	I	C	R	C	C	C
Attend PI Demo	Program	R	R	AR	R	R	R	R	R	R	R
Define Program Metrics	Program			AR	C	C	C	C	I	I	I
Inspect & Adapt Workshop	Program		I	AR	C	C	R	R	R	R	R
Release on demand	Program	C	C	AR	C	I	C	C	I	C	I
End-to-end validation	Program					C	C	C	R	AR	C
Story development	Team						C	I	AR	C	C
Story validation	Team			I			C	C	AR	I	C
Execute IP Sprint	Team			I		I	C	AR	R	C	I
Sprint Retrospective	Team			I		I	C	AR	R	R	R
Maintain build, CI, tools, source repo, doc repo, other engineering assets	Program			I	C	C		C	C	AR	
Maintain deployment tools, scripts, environments	Program			I	C	C		C	C	AR	
Communities of Practice [Architecture Building Blocks] (Domain Architecture - Business, Integration, Data, Application, Security, and Infrastructure)	Program			I	R	AR	I	I	R	R	R