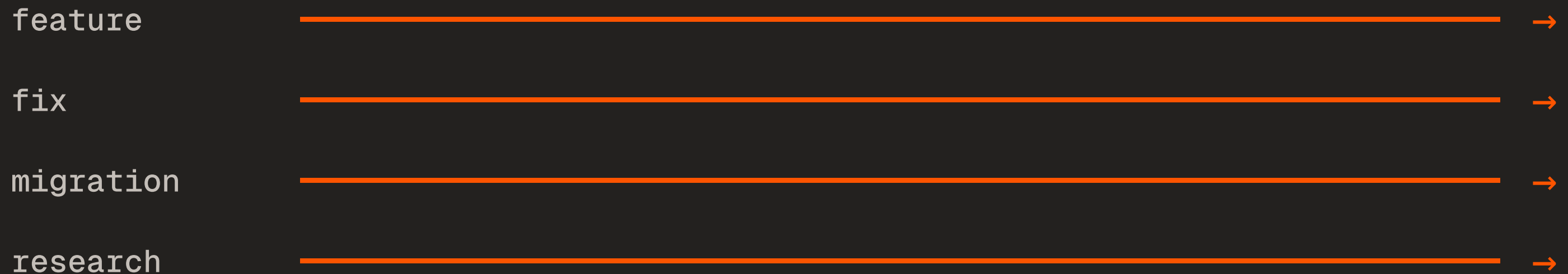




Building an Agentic Software Factory

Valentin De Matos AI Engineer, Delphi

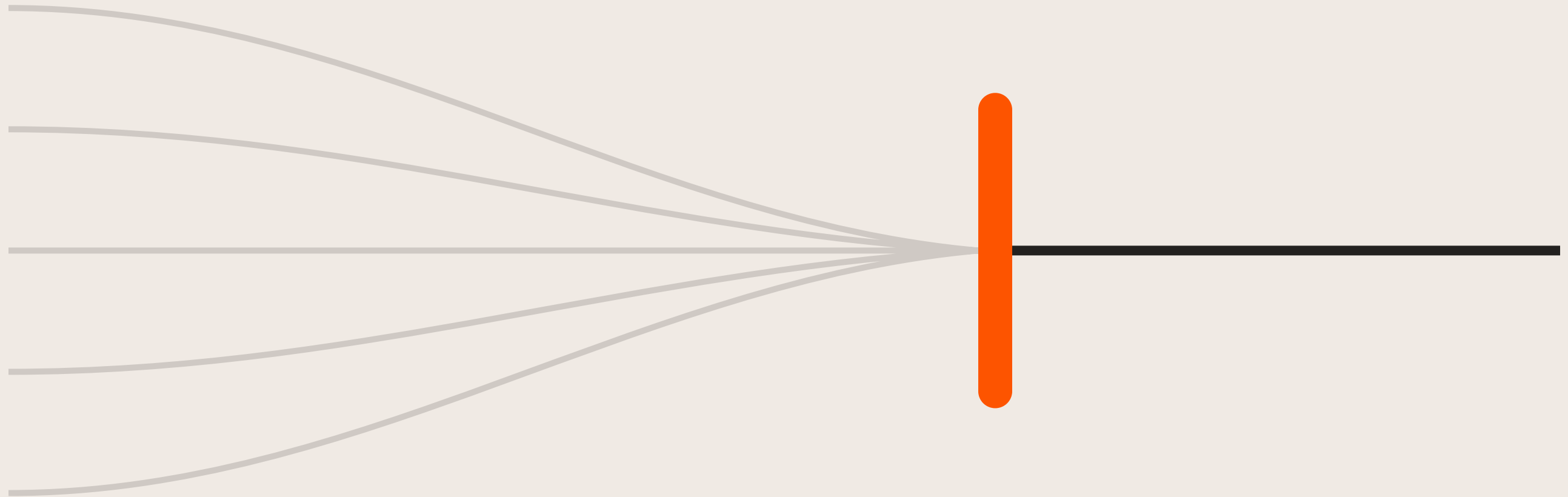
Agent work runs in parallel



Still waiting



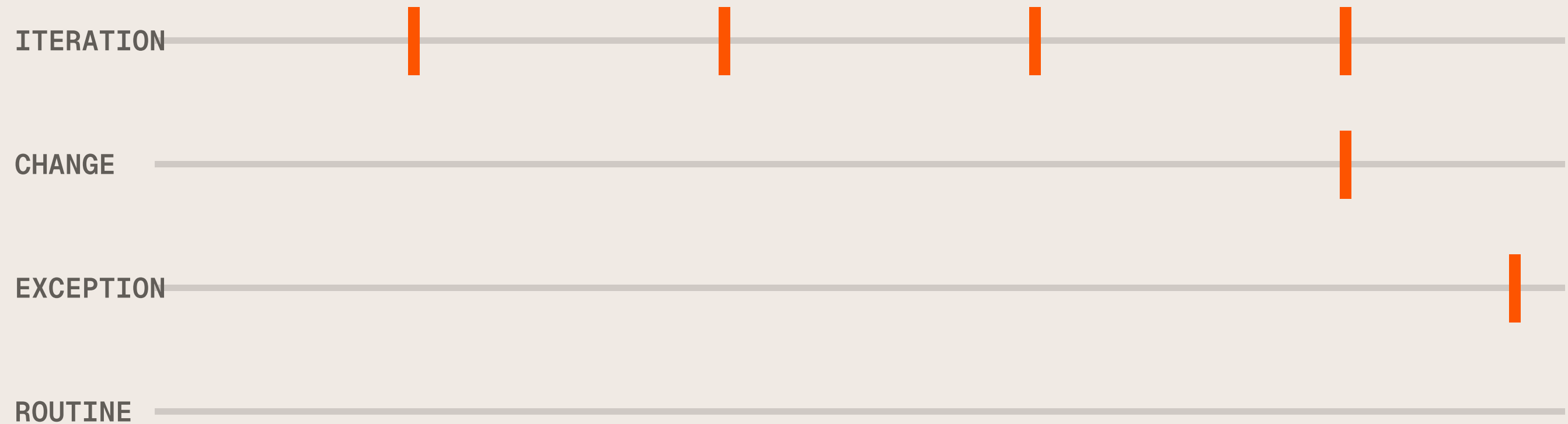
Human attention stays finite



Every intervention consumes that attention



Human involvement moves out of the routine path



The engineer's job moves up a level



The factory changes
where human attention
goes

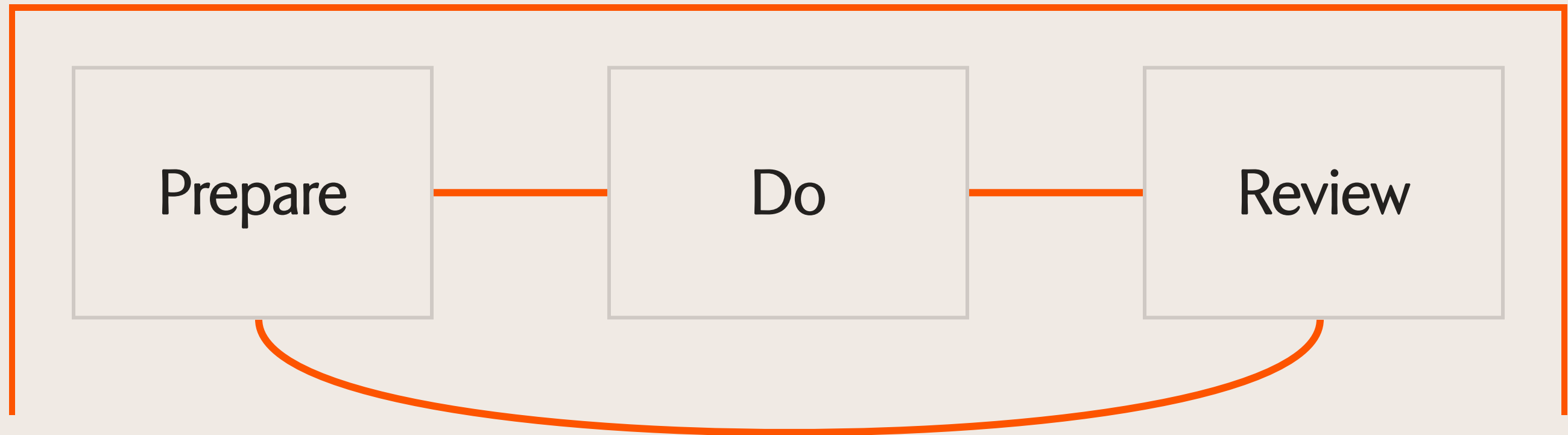
Every accepted change runs the same loop



Today, humans keep the loop moving



The harness absorbs the repeatable parts



Every session starts cold

New session

no shared working context

Humans repeat the briefing

Human
briefing



Session 01



Session 02



Session 03

Intent, context, and the plan become discoverable

Product intent

Relevant context

Current plan



Cold session

discovers the route

The session orients itself

Product intent

Relevant context

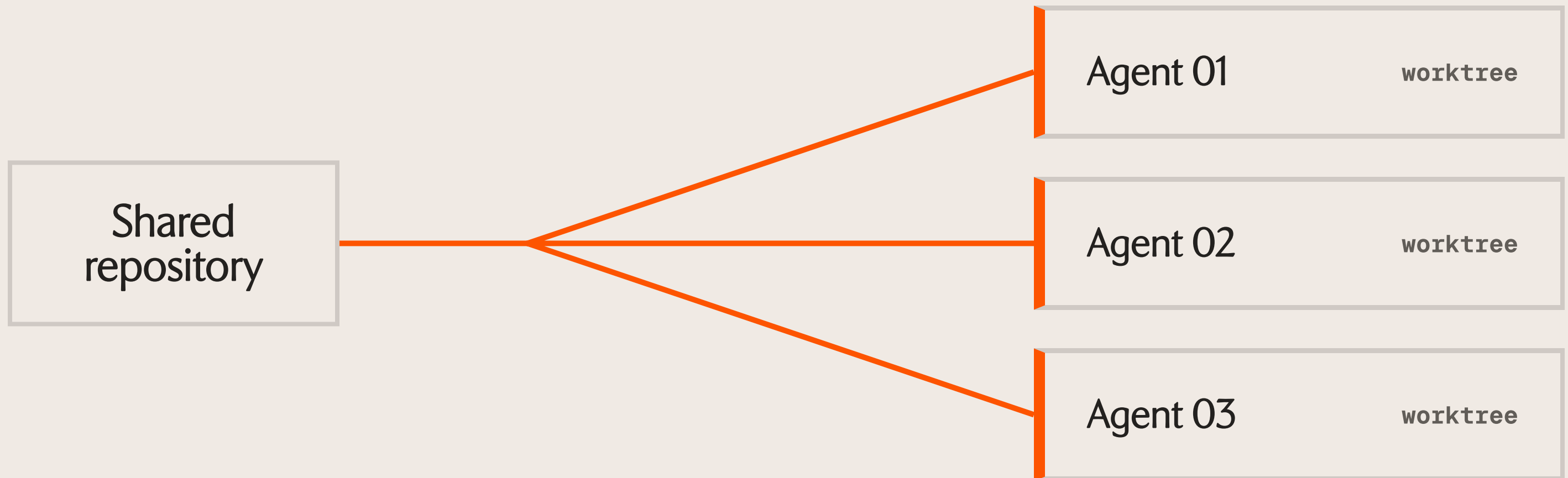
Current plan



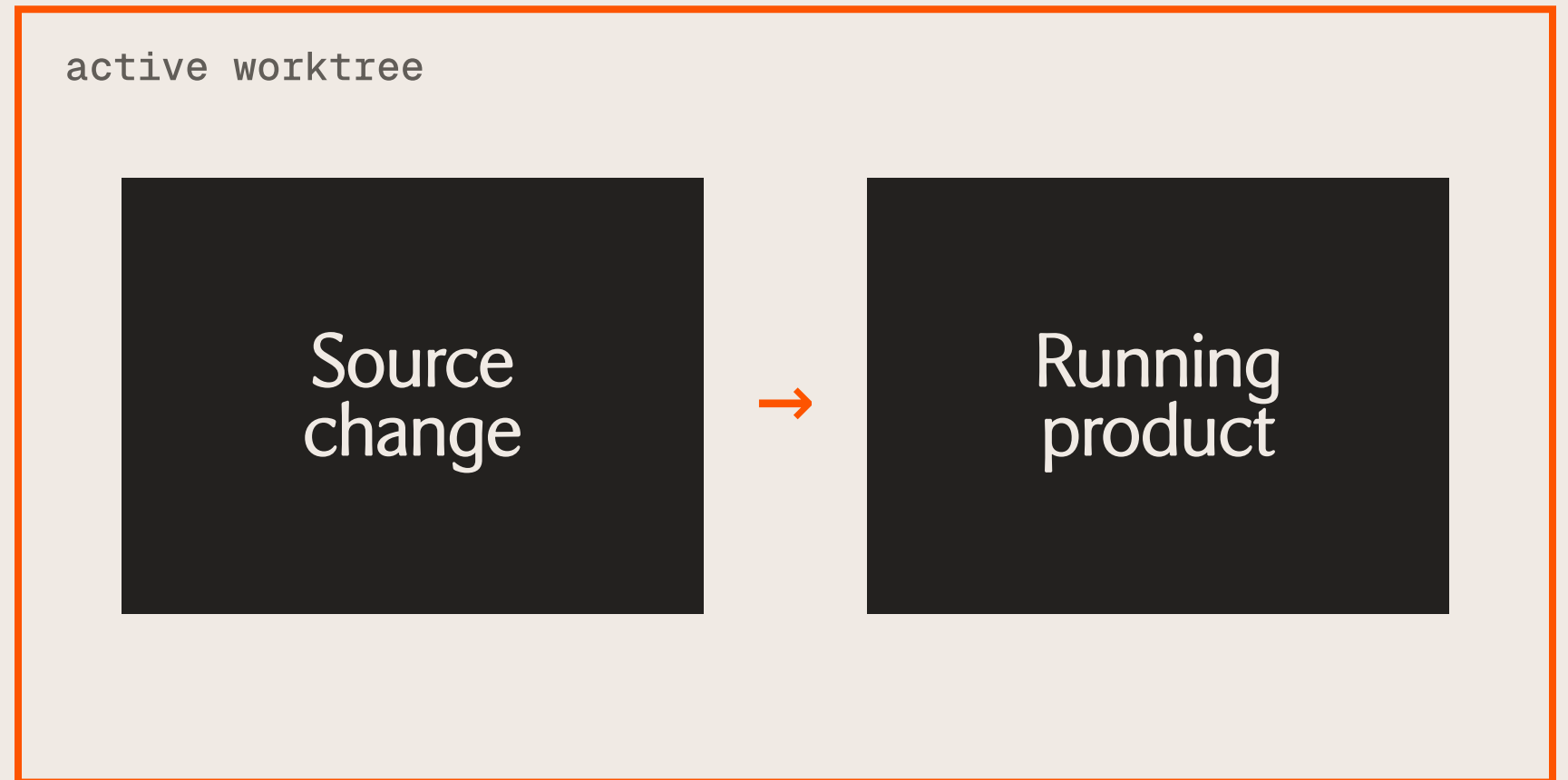
Oriented session

starts without a full human briefing

Each agent gets its own worktree



The product runs from that worktree

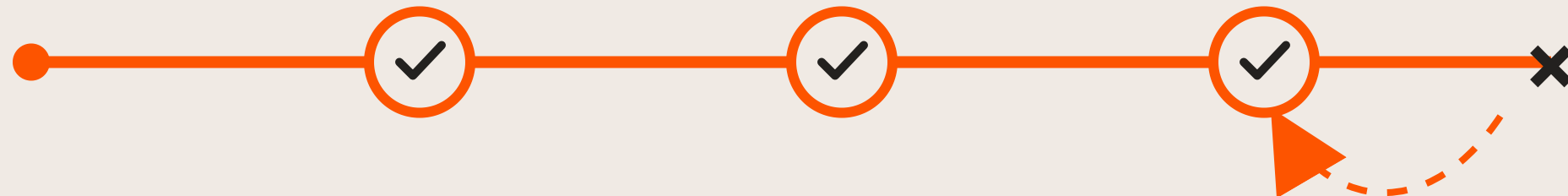


Resume from the last verified checkpoint

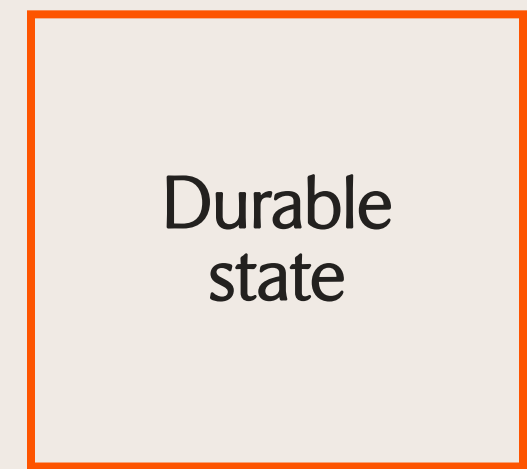
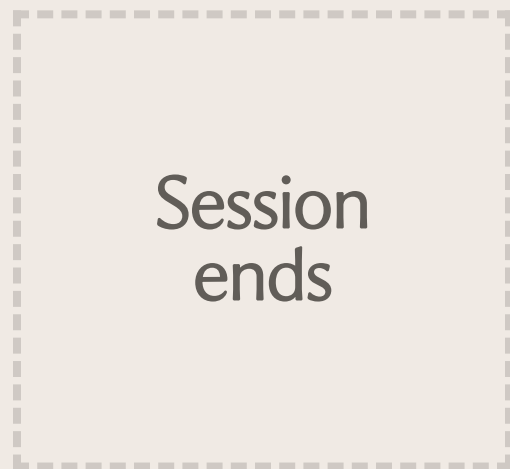
NO CHECKPOINTS



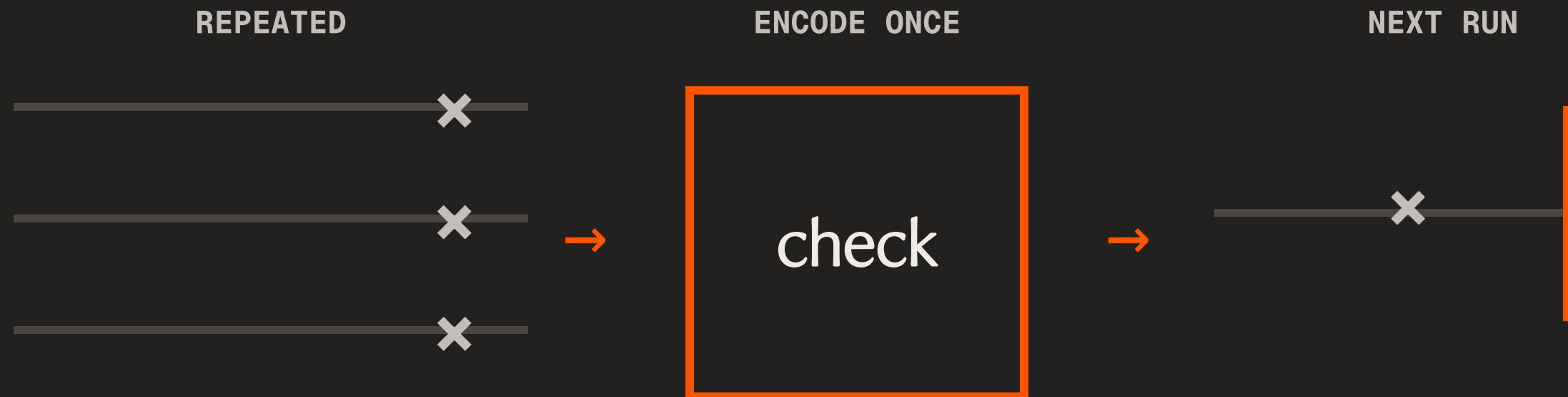
VERIFIED CHECKPOINTS



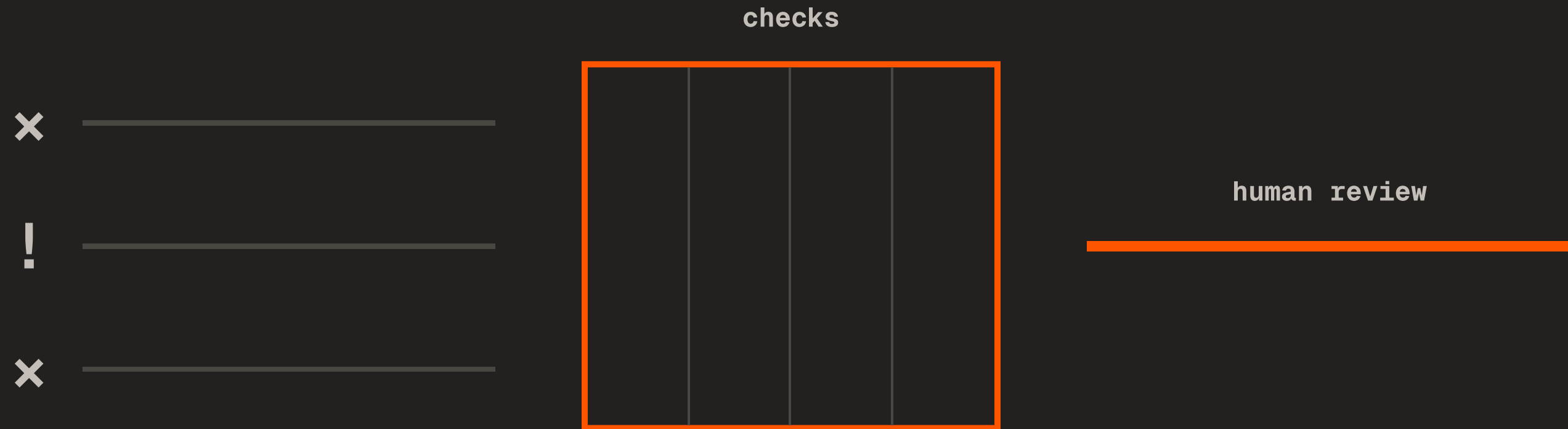
Progress survives the session



Turn repeated failures into enforced checks



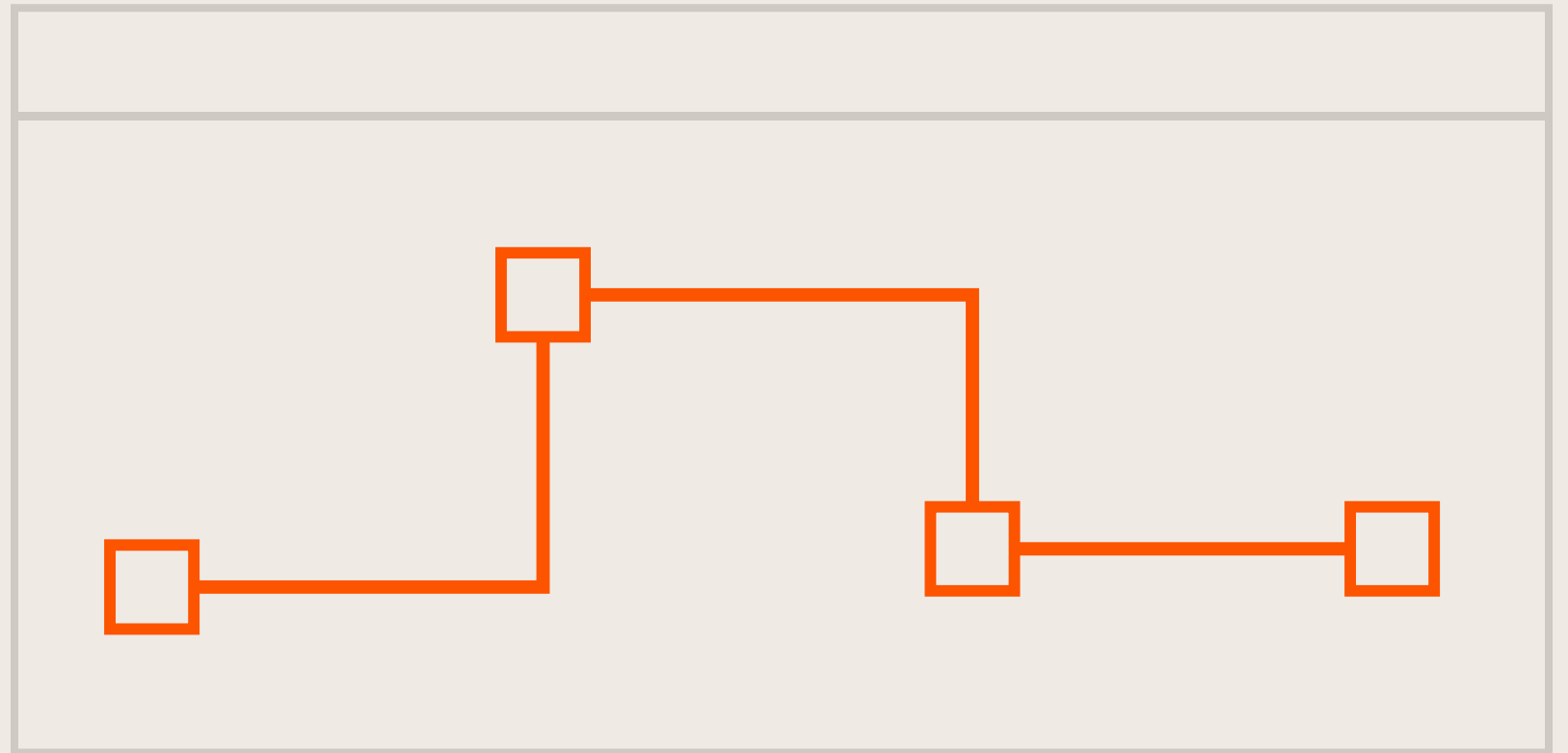
Mechanical checks protect human attention



Review reaches the running product



The agent runs the requested behavior



The agent observes what the product did

browser

logs

```
graph TD; RP[Running product] --- browser; RP --- logs; RP --- analytics; RP --- traces;
```

Running product

analytics

traces

Evidence travels with the change

Change + evidence

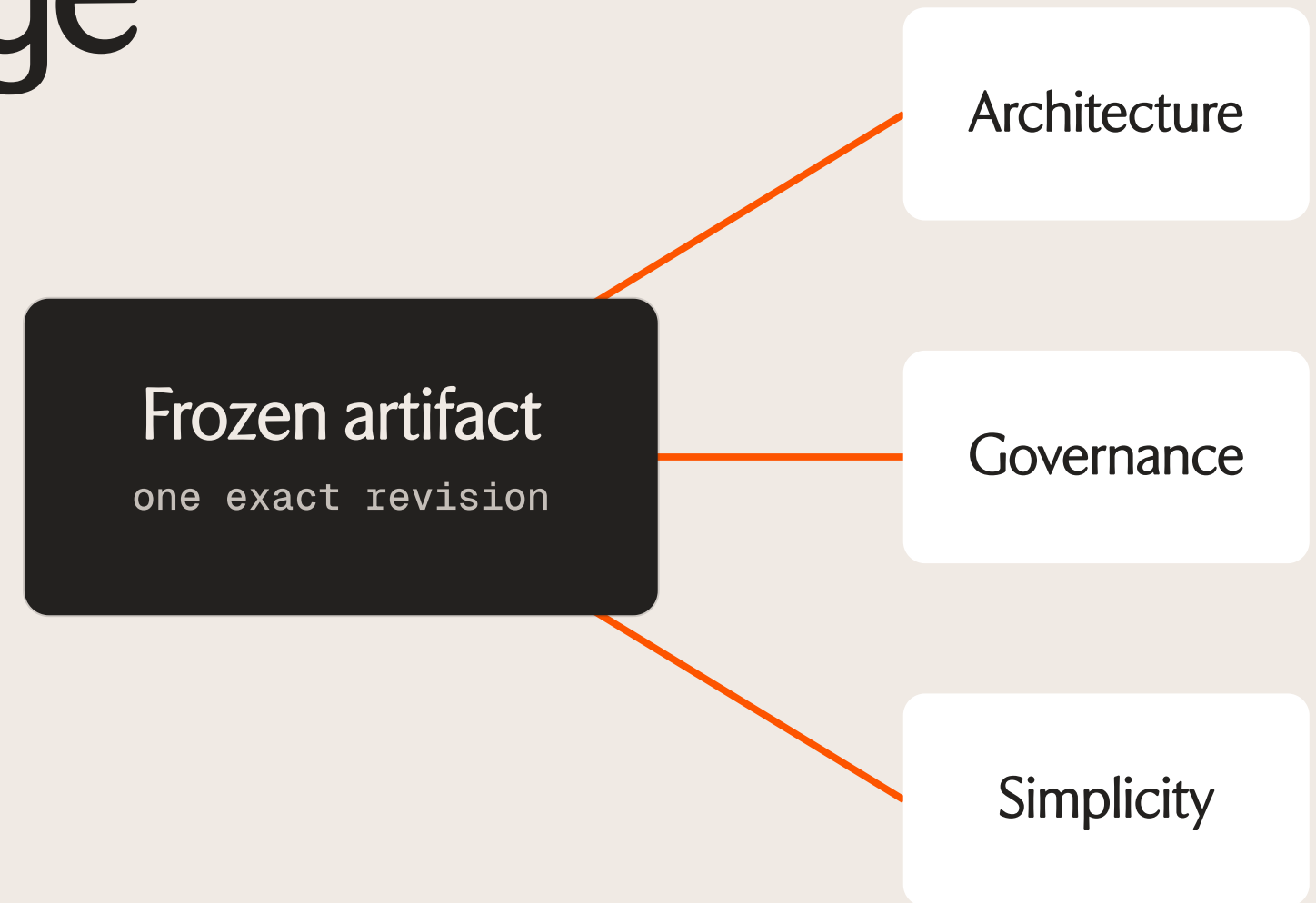
EXPECTED	the product outcome
----------	---------------------

EXERCISED	the path the agent ran
-----------	------------------------

OBSERVED	what the product did
----------	----------------------

► behavioral
evidence

Independent reviewers challenge the same revision



Humans receive a decision package

Decision package

INTENT	what should happen
EVIDENCE	what the product did
EXCEPTION	why a decision is needed



Human
decision
WHEN REQUIRED

Humans choose direction

The harness handles repetition



Talk to my Delphi

