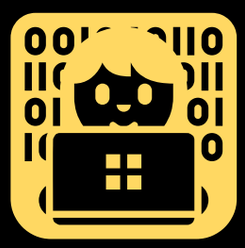
Dungeons 

Dragons 

&

Developers 

@Brunty

Firstly…



@Brunty

Just so we’re clear…



@Brunty

Name: Matt Brunt

Age: 33

Class: Nerd

Likes: Jaffa cakes

Dislikes: Beetroot

Strength: 10

Constitution: 8

Dexterity: 11

Wisdom: 12

Intelligence: 18

Charisma: 14



@Brunty

Name: Mordecai Solomon

Age: 80

Class: Wizard

Likes: Books

Dislikes: People

Strength: 7

Constitution: 10

Dexterity: 15

Wisdom: 12

Intelligence: 19

Charisma: 9



@Brunty

Dungeons & Dragons

@Brunty

Dungeons & Dragons

Environment

Problems to solve

@Brunty

The dungeon master

@Brunty

Our story begins with…

YOU

@Brunty

Your alignment

@Brunty

My alignment?

Neutral Good

@Brunty

Wizards

@Brunty



Technical:

Testing ☆

Algorithms ☆☆☆☆☆

Databases ☆☆

Complimentary:

Communication ☆

Empathy ☆

Creativity ☆☆

@Brunty

Our party

@Brunty


Wizard


Wizard


Wizard


Wizard

Algorithms 

Algorithms 

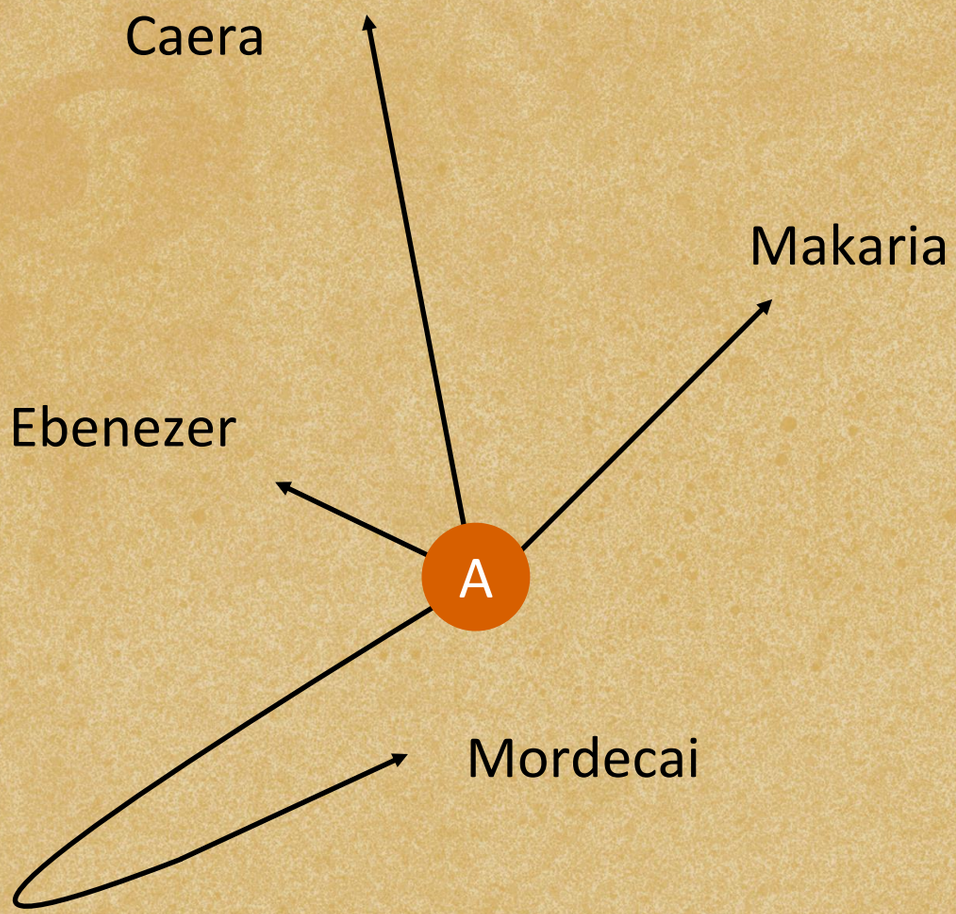
Algorithms 

Algorithms 

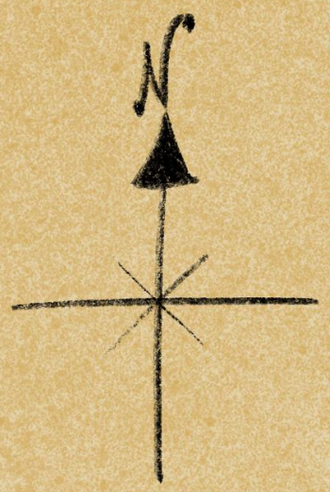
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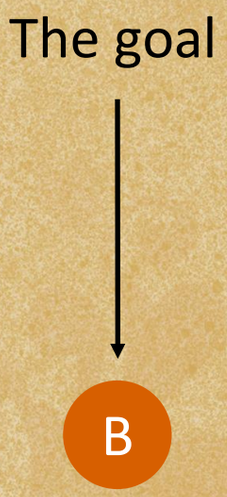
The quest

@Brunty



“I know what I’m doing!”





Do first

Plan later

@Brunty

Do first

Plan ~~later~~ never

@Brunty

Find your balance

@Brunty

Fighter

Wizard

Rogue

Cleric

Comms

Algorithms

Creativity

Empathy

@Brunty

Quest requirements

@Brunty

Fight your side

@Brunty

Value trust over control. if you can trust your team, you worry less about controlling everything

@Brunty

Okay, let’s get going!

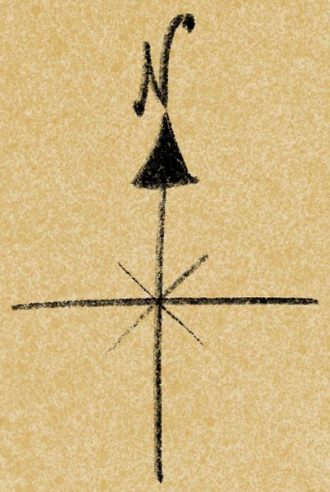
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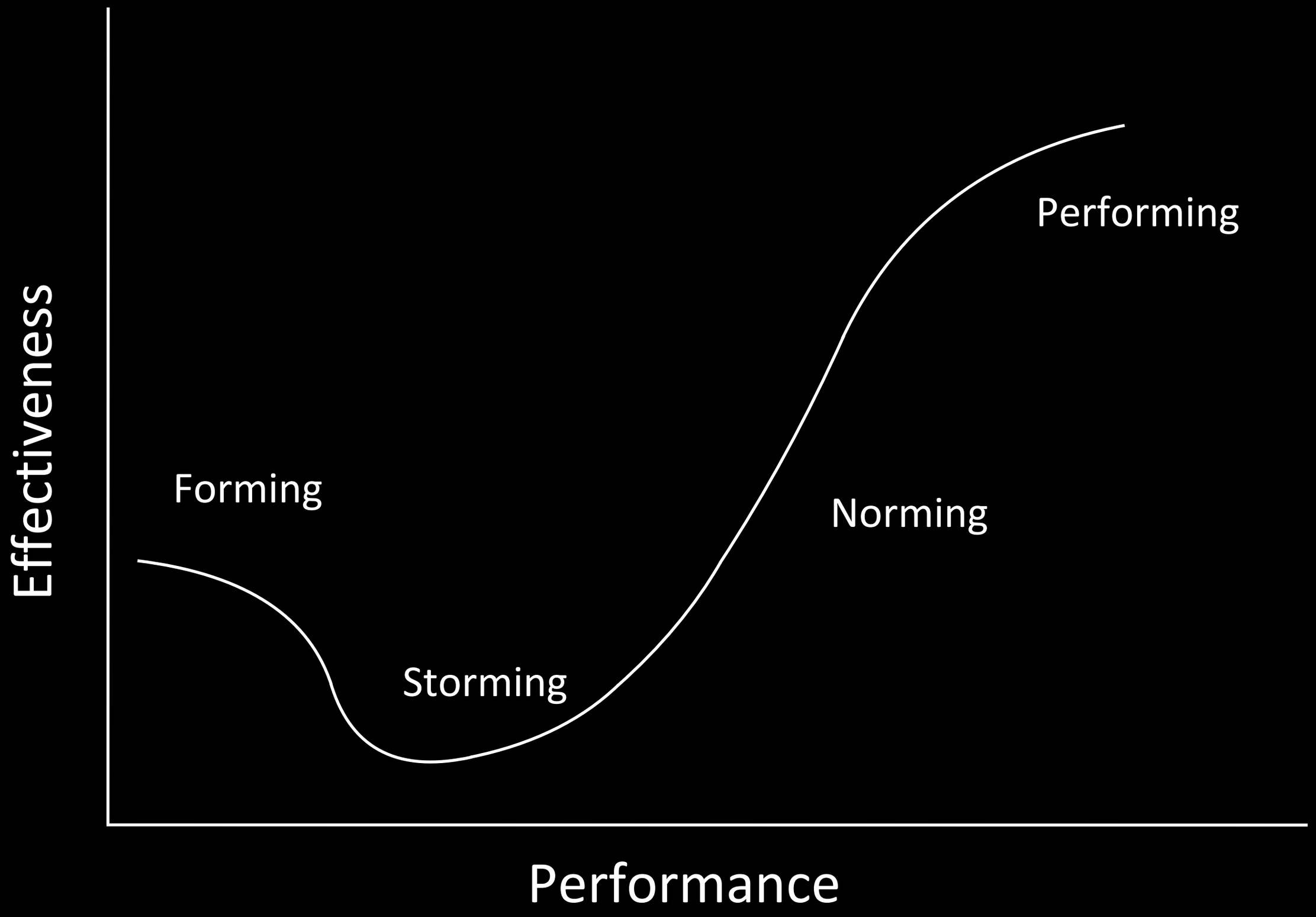
A

Team

The goal

B




Effectiveness
Performance
Forming
Storming
Norming
Performing

@Brunty

“Hey folks,

can I join you?”

@Brunty

Fighter

Wizard

Rogue

Cleric

Druid

Comms

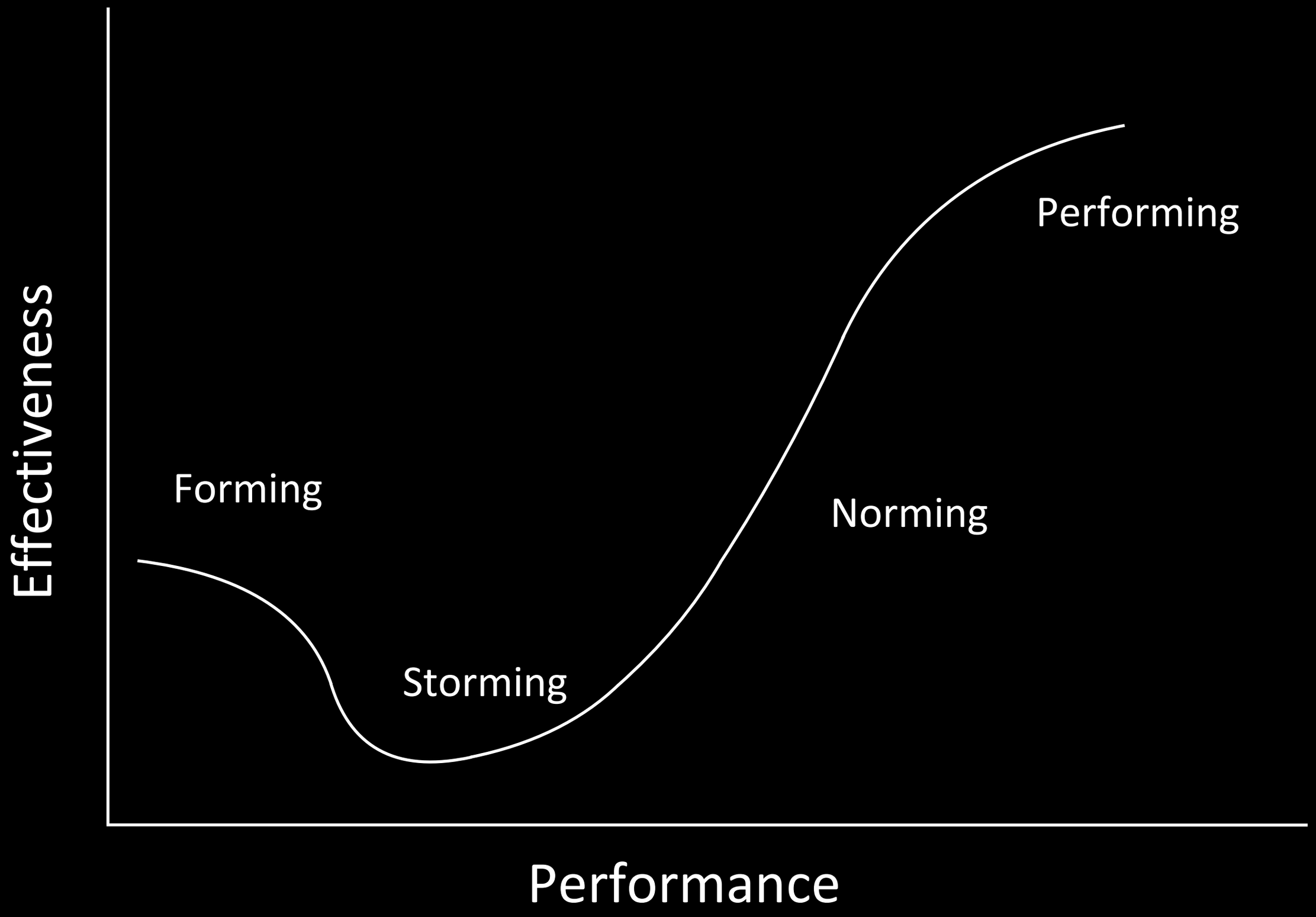
Algorithms

Creativity

Empathy

Testing

@Brunty


Effectiveness
Performance
Forming
Storming
Norming
Performing

@Brunty

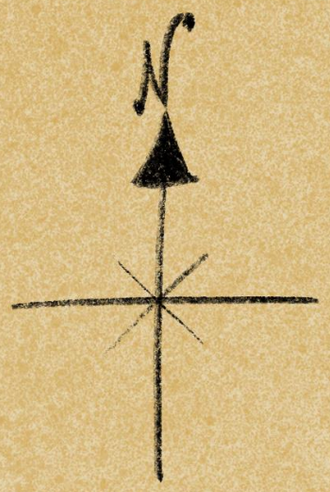
A

Rogue



Team

B



Losing the path

@Brunty

Crossing the river

@Brunty

Rope: Quick, temporary, but needs rope.

Build a bridge: Slow, needs lots of materials, but re-usable for yourself and others for years to come.

Fly: Super quick, but requires the wizard to be able to use this.

Find another way: Needs the least preparation and materials, but unknown on how long it’ll take.

Decisions need context

@Brunty

Hey DM, can we try…?

@Brunty

“Rules are a good start, then break them”

–Spotify

https://medium.com/project-management-learnings/spotify-squad-framework-part-i-8f74bcfcd761

Sometimes you roll

a natural 20

@Brunty

And Sometimes you roll a natural 1

@Brunty

Be prepared

@Brunty

Use past experience

@Brunty

“I cast fireball”



@Brunty

The final hill

@Brunty

Exhaustion

@Brunty

“The most important and productive thing you can do in software development is stop, go home, do something else for a while, and get a good nights sleep.”

–Larry Garfield

https://twitter.com/Crell/status/1015690625155510274

“That will yield more improvement than all your fancy processes and agiles and death marches (sorry, “crunch time”).”

–Larry Garfield

https://twitter.com/Crell/status/1015690625155510274

Reaching your goal

@Brunty

Victory, reward & reflection

@Brunty

In summary

- Look for balance in your team, both in skills, and alignment
- Check-in regularly, keep everyone on the right path
- You always have choices
- Start with rules, then break them
- Use past experience
- Some wizards can have their place 
- Don’t be sloppy even to the end of your task

@Brunty

Thank you

@Brunty