Going Deep on Gamification

Jessica Kerr
honeycomb.io
@jessitron



Semi
UID 601351138

GENSHIN IMPACT


TAP TO BEGIN
OSRELiOS2.8.0_R8891447_S8883030_D8644052


GENSHIN
IMPACT


GENSHIN
IMPACT


Eula
Zhongli
Barbara






GENSHIN
IMPACT




Katheryne
Receptionist, Adventurers' Guild
Ad astra abyssosque! Welcome to the Adventurers' Guild.

Pyro / Diluc

- Attributes
- Weapons
- Artifacts
- Constellation
- Talents
- Profile



Max HP	+9,568
ATK	+581
DEF	+163
Elemental Mastery	+65

Artifact Details

Set Bonus

Crimson Witch of Flames

- 2-Piece Set: Pyro DMG Bonus +15%
- 4-Piece Set: Increases Overloaded and Burning DMG by 40%. Increases Vaporize and Melt DMG by 15%. Using Elemental Skill increases the 2-Piece Set Bonus by 50% of its starting value for 10s. Max 3 stacks.


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Lv.
1819
1585
Kaedehara
Kazuha
1
Swirl
863
1819
1819
Beidou
2
v. 85
360
1819
Ningguang
3
Shikanoin
Heizou
4


GENSHIN
IMPACT


Beware of enemies!
Retreating to live and fight another day is a sound strategy.
Yanfei
Kujou Sara
Gorou
Revive


220423/285750
Afratu's Dilemma
Quest Completed
Venti
Yoimiya
Kuki Shinobu
Achievement Completed
Reclining on Top of the World


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Build: 25688



Campaign








Harley
Jester
1
2
3
4
5
3
4
2
2
2
12
3
2


0
Ecouland
Crusader
1
2
3
4
5
8
3
12
3




Provision


Sanitarium

Gibard

Champion Hellion

5

Quirks

Irrepressible
Last Gasp
Robust
Warrior of Light
Weald Adventurer

Dark Temptation
Demonomania
Lazy Eye
Phengophobia
Thanatophobia

Base Stats

MAX HP	36	ACC MOD	+0
DODGE	24	CRIT	8.0%
PROT	0%	DMG	9-17
SPD	5		

Equipment

4 3

Combat Skills

Preferred Position

Preferred Ta

3 3 3 3 3

Camping Skills

Resistances

Stun	90%	Move	70
Blight	90%	Bleed	90
Disease	45%	Debuff	80
Death Blow	67%	Trap	70

Diseases

1

Cormeilles

Adventurer Leper

2

Quirks

Hard Noggin
Irrepressible
Tough
Warrior of Light

Ruins Phobe
Unquiet Mind
Tippler



Base Stats

MAX HP	39	ACC MOD	-5
DODGE	0	CRIT	2.0%
PROT	0%	DMG	11-21
SPD	5		

Equipment

2 1



1

Trinket Inventory

Hold [SHIFT] to Sell Trinkets




Scout
Explore 90% of rooms.
Ecouland
Crusader
1
2
3
4
5
40 / 40
0 / 200
3
2
8
3
12
3

Graveyard



Neville — Week 4
Seeker Hellion, had a heart attack due to unsustainable stress.

Vaubadon — Week 10
Apprentice Abomination, had a heart attack due to unsustainable stress.

Norman — Week 11
Seeker Jester, fell to the hand of an ally.

Esteney — Week 11
Seeker Antiquarian, succumbed to Blight.

Gombault — Week 11




Tranchant
Flagellant
1
2
3
4
5
30 / 30
25 / 200
ACC
105
2
2


Crit!
17
Ecouland
Crusader
1
2
3
4
5
22 / 40
12 / 200
3
2

Quest Complete!



Trenchant
Flagellant

27 / 30
70 / 200

ACC 0
CRIT 3.0%
DMG 4-7



also...

Card games

Board games

Sports and races

Guess the Number

1

There are at least two kinds of games.
One could be called finite; the other infinite.
A finite game is played for the purpose of winning,
an infinite game for the purpose
of continuing the play.

2

If a finite game is to be won by someone,
it must come to a definite end. It will come to
an end when someone has won. . . .

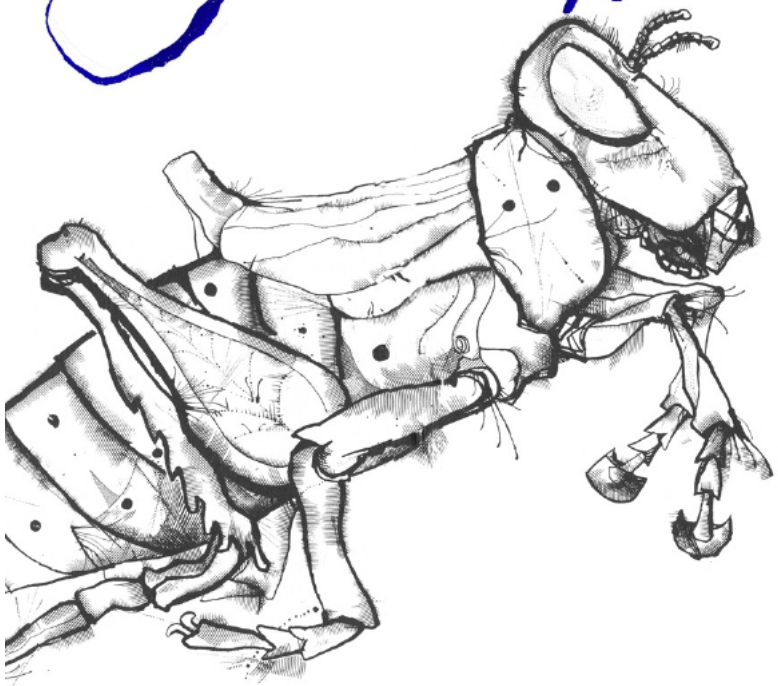
FINITE AND INFINITE GAMES

A Vision of Life as Play and Possibility

JAMES P. CARSE

BERNARD SUITS

The Grasshopper



GAMES, LIFE *and* UTOPIA

Introduction by Thomas Hurka & Illustrations by Frank Newfeld

—third edition—

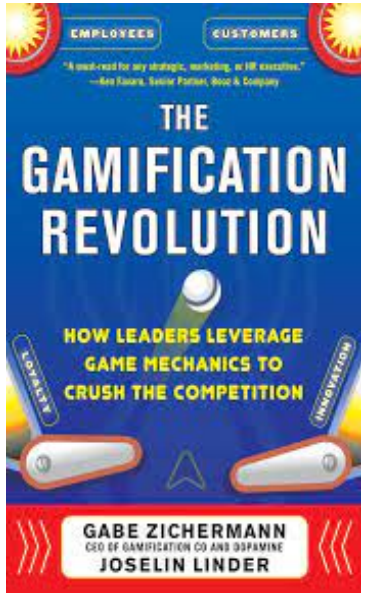


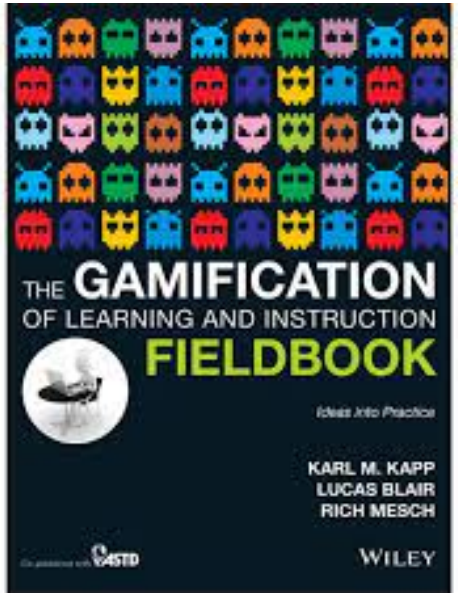
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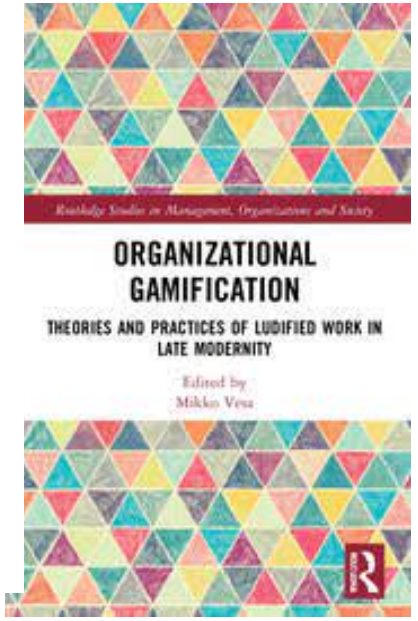
C Thi Nguyen

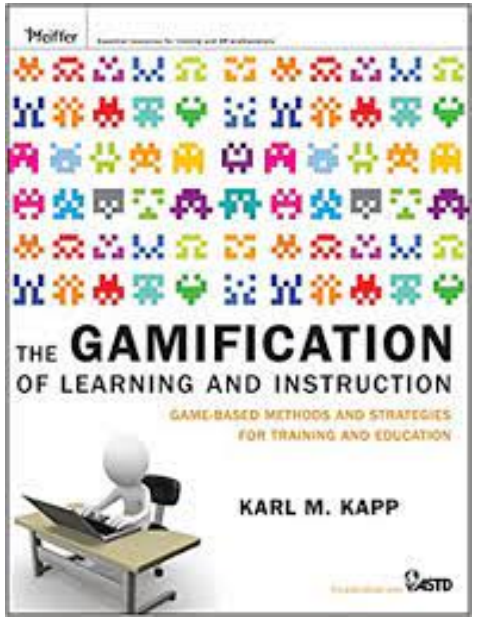
@add_hawk

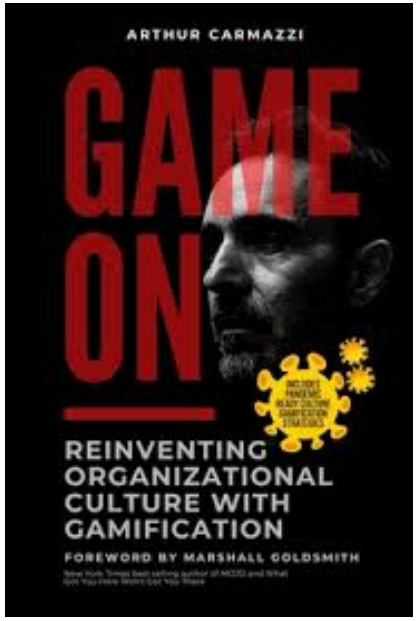
Philosophy professor. I write about games, trust, art, intimacy, and echo chambers.


EMPLOYEES
CUSTOMERS
THE
GAMIFICATION
REVOLUTION
HOW LEADERS LEVERAGE
GAME MECHANICS TO
CRUSH THE COMPETITION
LOYALTY
INNOVATION
GABE ZICHERMANN
CEO OF GAMIFICATION CO AND DOPAMINE
JOSELIN LINDER

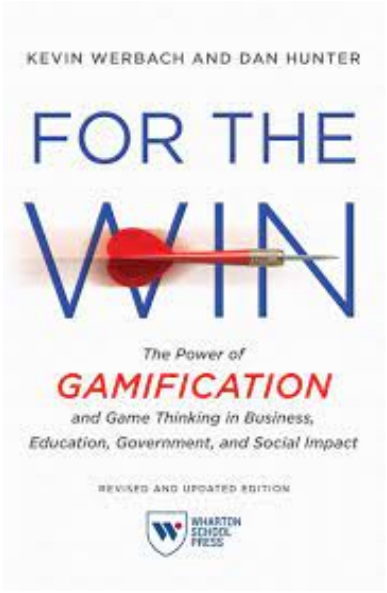

THE GAMIFICATION
OF LEARNING AND INSTRUCTION
FIELDBOOK
Ideas Into Practice
KARL M. KAPP
LUCAS BLAIR
RICH MESCH
WILEY

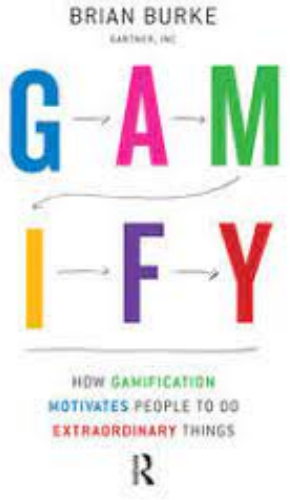

ORGANIZATIONAL
GAMIFICATION
THEORIES AND PRACTICES OF LUDIFIED WORK IN
LATE MODERNITY
Edited by
Mikko Vesa


Pfeiffer
THE GAMIFICATION
OF LEARNING AND INSTRUCTION
GAME-BASED METHODS AND STRATEGIES
FOR TRAINING AND EDUCATION
KARL M. KAPP

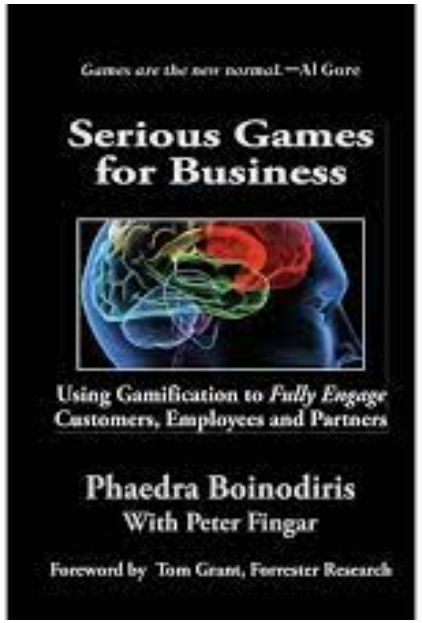

ARTHUR CARMAZZI
GAME
ON
REINVENTING
ORGANIZATIONAL
CULTURE WITH
GAMIFICATION
FOREWORD BY MARSHALL GOLDSMITH


GAMIFICATION
FOR BUSINESS
Why innovators and changemakers
use games to break down silos,
drive engagement and build trust
SUNE GUDIKSEN
AND JAKE INLOVE


KEVIN WERBACH AND DAN HUNTER
FOR THE
WIN
The Power of
GAMIFICATION
and Game Thinking in Business,
Education, Government, and Social Impact
REVISED AND UPDATED EDITION
WHARTON
SCHOOL
PRESS


BRIAN BURKE
GAMIFY
HOW GAMIFICATION
MOTIVATES PEOPLE TO DO
EXTRAORDINARY THINGS

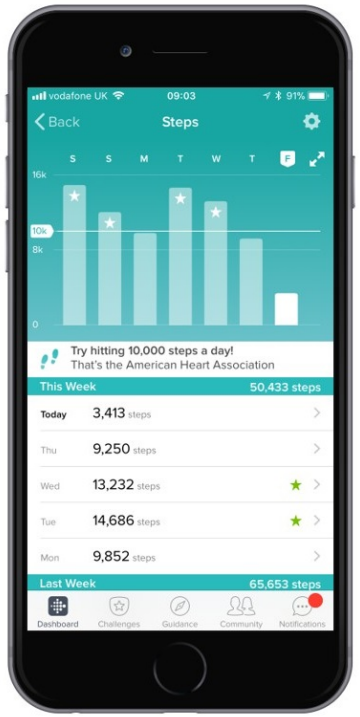

ACTIONABLE
GAMIFICATION
Beyond Points, Badges, and Leaderboards
YU-KAI CHOU
Gamification Pioneer & International Keynote Speaker


Games are the new normal.—Al Gore
Serious Games
for Business
Using Gamification to Fully Engage
Customers, Employees and Partners
Phaedra Boinodiris
With Peter Fingar
Foreword by Tom Grant, Forrester Research

Gamification

Gamification

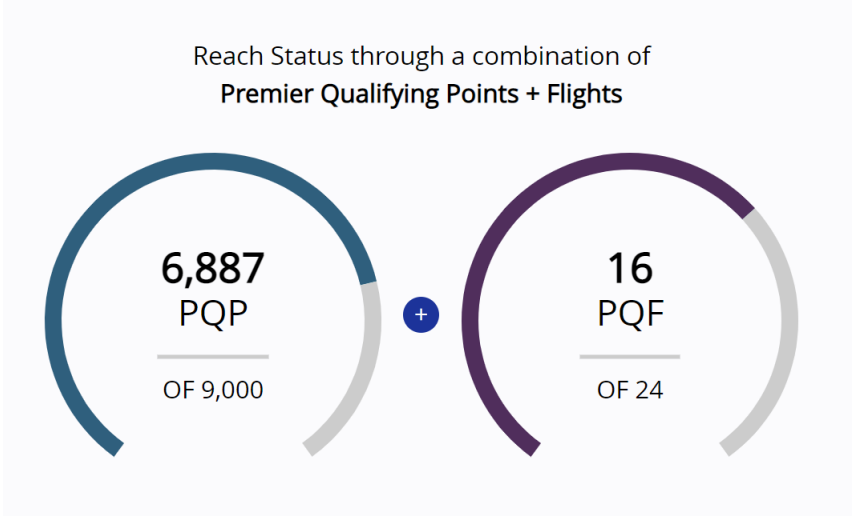




See your score!

Achieve!

Compete!



OWASP Top 10:2021

Home

Notice

Introduction

How to use the OWASP Top 10 as a standard

How to start an AppSec program with the OWASP Top 10

About OWASP

Top 10:2021 List

A01 Broken Access Control

A02 Cryptographic Failures

A03 Injection

A04 Insecure Design

A05 Security Misconfiguration

A06 Vulnerable and Outdated Components

A07 Identification and Authentication Failures

A08 Software and Data Integrity Failures

A09 Security Logging and Monitoring Failures

A10 Server Side Request Forgery (SSRF)

Next Steps

- **A01:2021-Broken Access Control** moves up from the fifth position to the category with the most serious web application security risk; the contributed data indicates that on average, 3.81% of applications tested had one or more Common Weakness Enumerations (CWEs) with more than 318k occurrences of CWEs in this risk category. The 34 CWEs mapped to Broken Access Control had more occurrences in applications than any other category.
- **A02:2021-Cryptographic Failures** shifts up one position to #2, previously known as **A3:2017-Sensitive Data Exposure**, which was broad symptom rather than a root cause. The renewed name focuses on failures related to cryptography as it has been implicitly before. This category often leads to sensitive data exposure or system compromise.
- **A03:2021-Injection** slides down to the third position. 94% of the applications were tested for some form of injection with a max incidence rate of 19%, an average incidence rate of 3.37%, and the 33 CWEs mapped into this category have the second most occurrences in applications with 274k occurrences. Cross-site Scripting is now part of this category in this edition.
- **A04:2021-Insecure Design** is a new category for 2021, with a focus on risks related to design flaws. If we genuinely want to "move left" as an industry, we need more threat modeling, secure design patterns and principles, and reference architectures. An insecure design cannot be fixed by a perfect implementation as by definition, needed security controls were never created to defend against specific attacks.
- **A05:2021-Security Misconfiguration** moves up from #6 in the previous edition; 90% of applications were tested for some form of misconfiguration, with an average incidence rate of 4.5%, and over 208k occurrences of CWEs mapped to this risk category. With more shifts into highly configurable software, it's not surprising to see this category move up. The former category for **A4:2017-XML External Entities (XXE)** is now part of this risk category.

Table of contents

Welcome to the OWASP Top 10 - 2021

What's changed in the Top 10 for 2021

Methodology

How the categories are structured

How the data is used for selecting categories

Why not just pure statistical data?

Why incidence rate instead of frequency?

What is your data collection and analysis process?

Data Factors

Thank you to our data contributors

Thank you to our sponsor


Try Hack Me
Anyone can learn cyber security with TryHackMe
Hands-on cyber security training through real-world scenarios
Email
Join for FREE
Beginner Friendly
Guides and Challenges

Task 1 ○ Capture the flags

Enter Wonderland and capture the flags.

Start Machine



Answer the questions below

Obtain the flag in user.txt

Answer format: ***{********** *** **********}

Submit

Hint

+ 20 Escalate your privileges, what is the flag in root.txt?

Answer format: ***{*******, *******, ****** **** *** * ****** **** ****** ***}

Submit

892



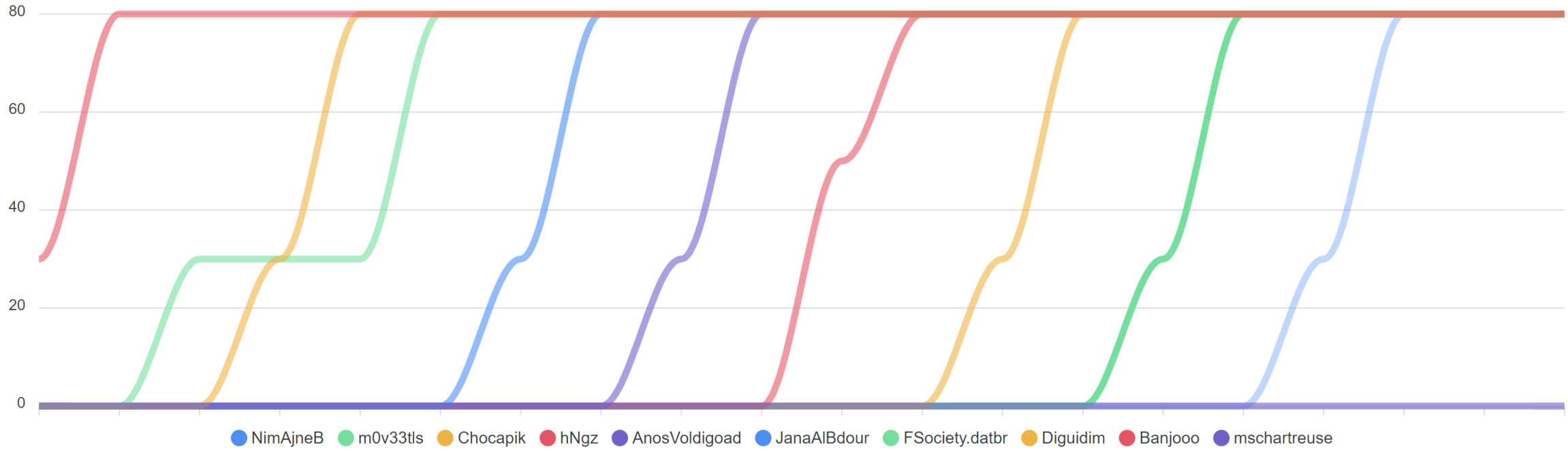
Wonderland

Fall down the rabbit hole and enter wonderland.

Show Split View | Help

Chart | Scoreboard | Discuss | Writeups | More

Difficulty: Medium



Leaderboards

You are rank #83948

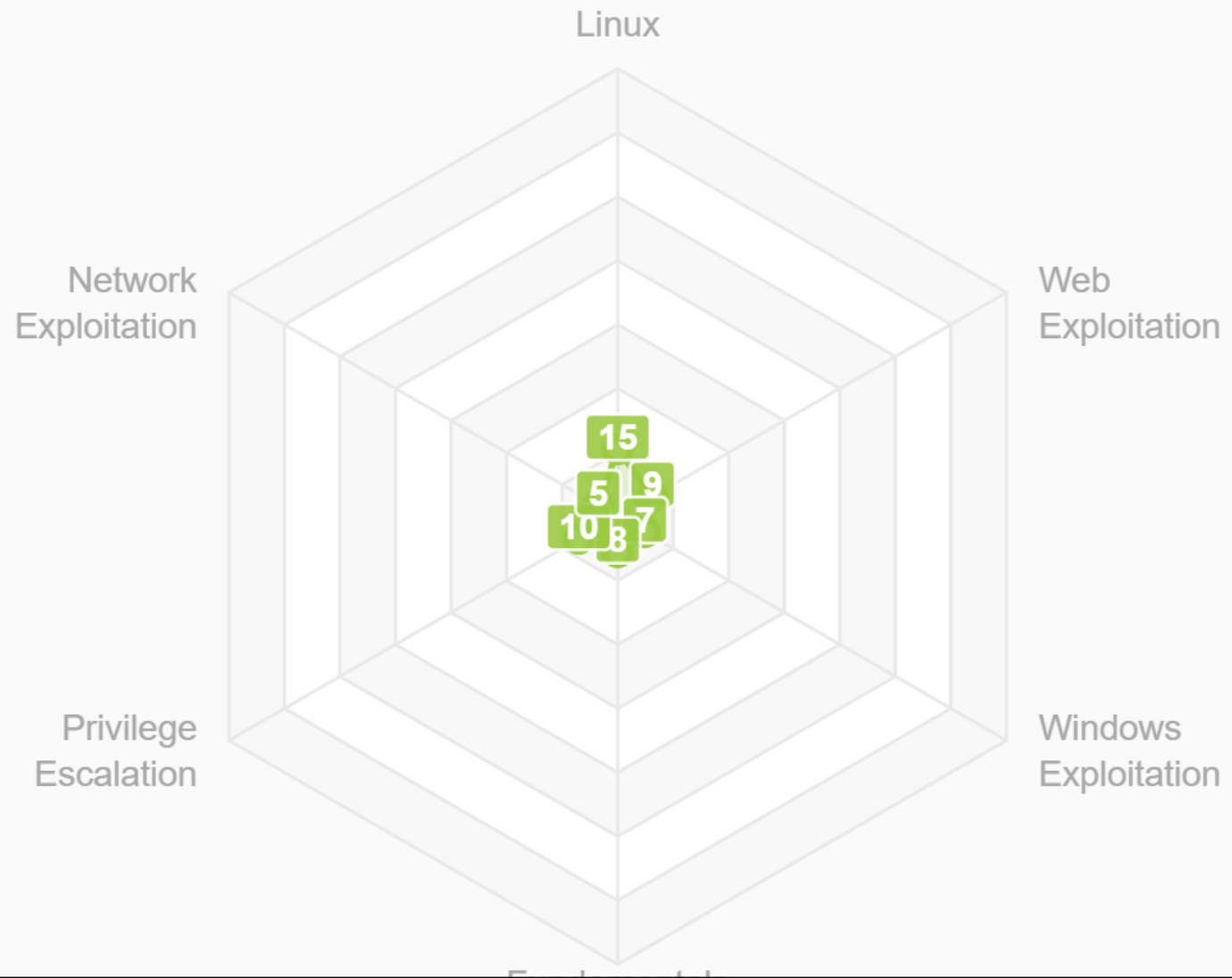
General | King of the Hill | All Countries | All Time | Monthly

Welcome to the wall of fame - Here are our top 50 users.

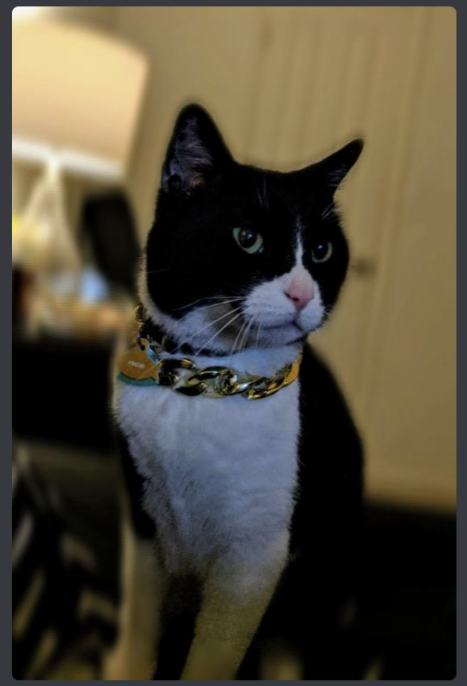
Rank	Username	Country	Points	Rooms In
1	 0day [BUG HUNTER]		105854	619
2	 mka111 [0xD][GOD]		90861	579
3	 EvilMaid [0xD][GOD]		89878	600
4	 agartha [0xD][GOD]		85374	572

Skills Matrix

As you learn, your skills matrix will grow beta



I think pincho might be dealing drugs



Mr. Red 08/19/2020
;)

Mr. Red 08/19/2020
btw, looks like kali did a version update today
new tools
new default shell
and better WSL support

Mr. Red 08/19/2020
my question is historically are there issues with doing the version upgrade or are they mostly stable?
I know nothing beats a fresh install but.....



Pincho, cat of @greyhathackr

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"Gamification"

... at work?





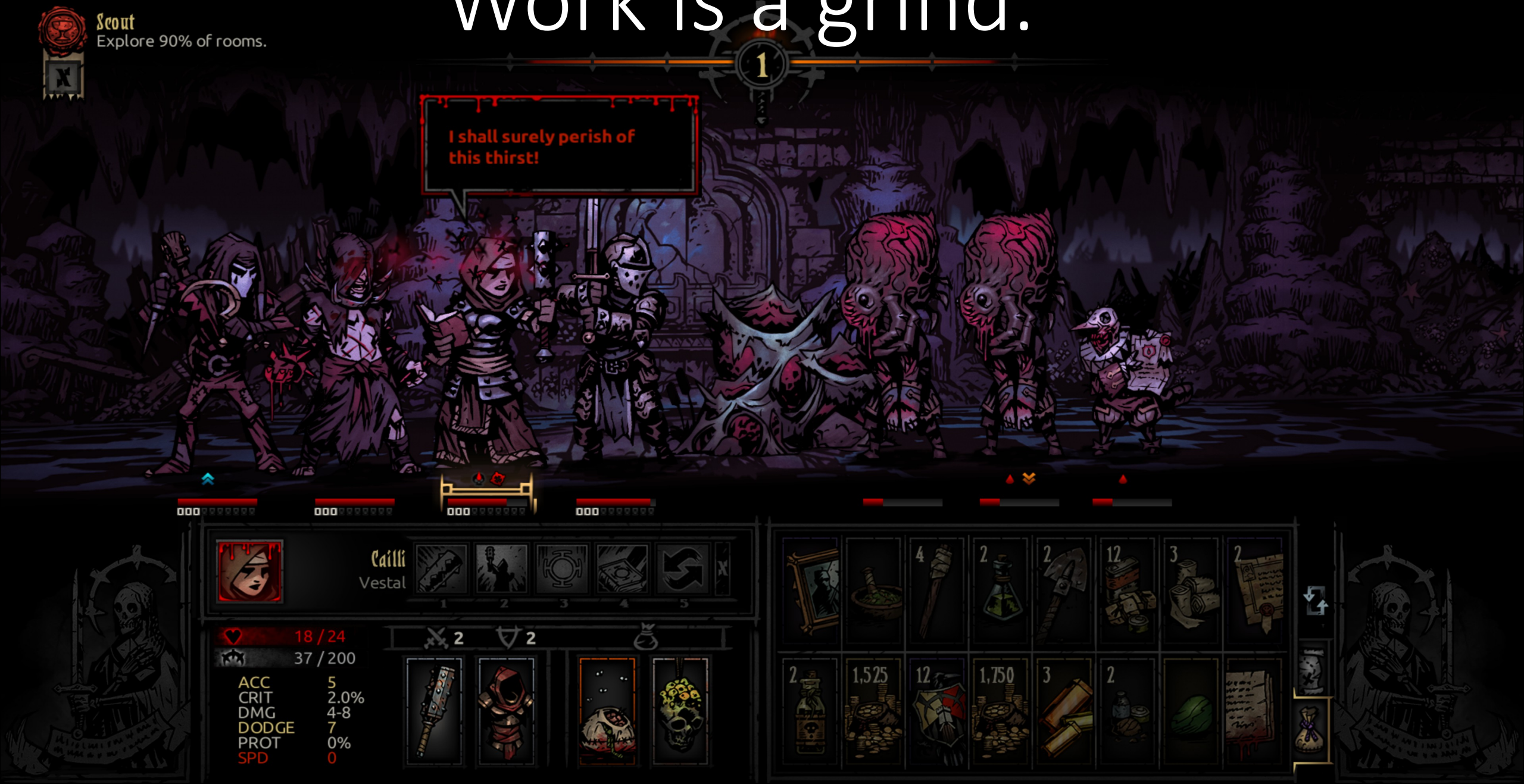
They hold your attention

You can make friends

You get better as you play them

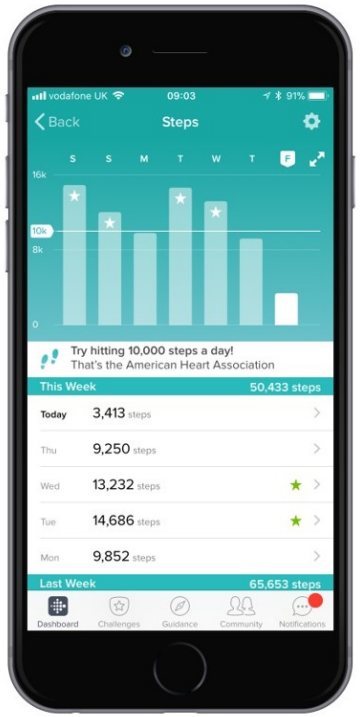
Games are fun

Work is a grind.



Gamification

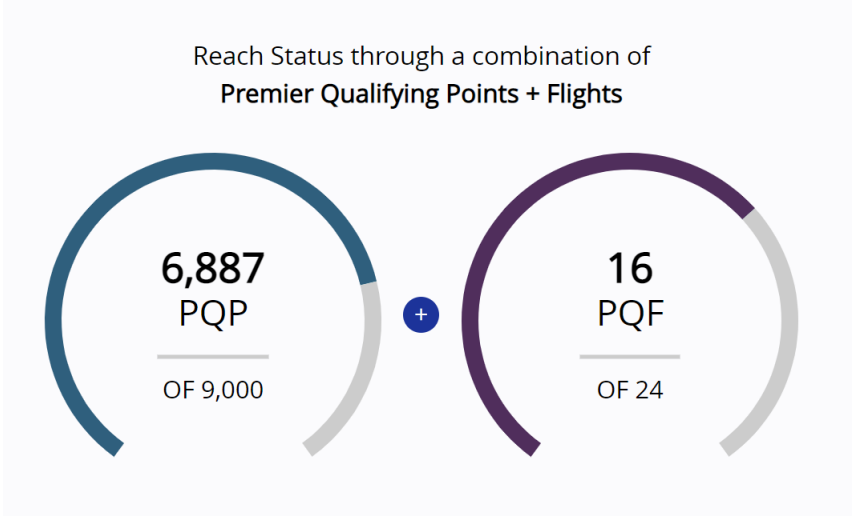




See your score!

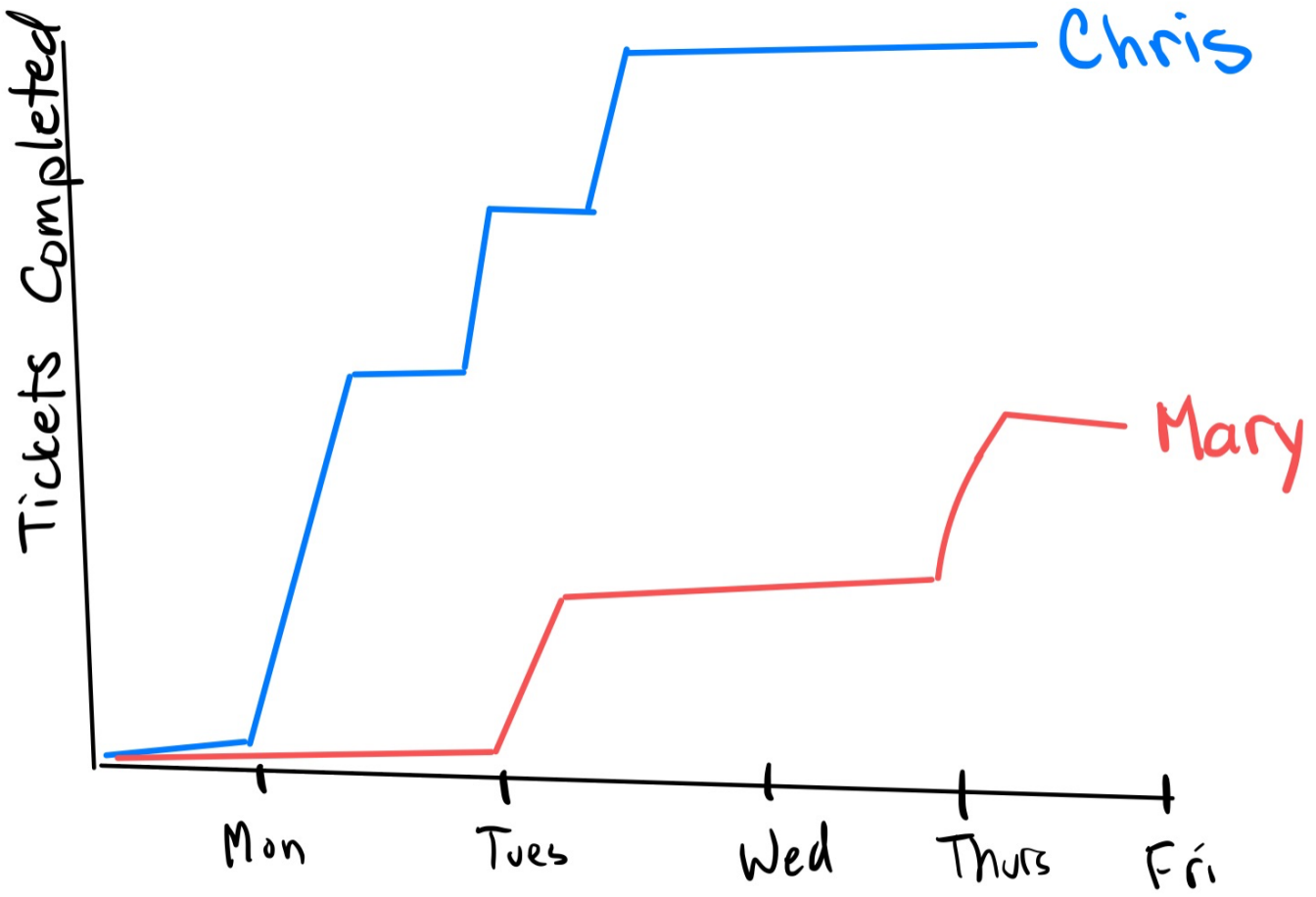
Achieve!

Compete!

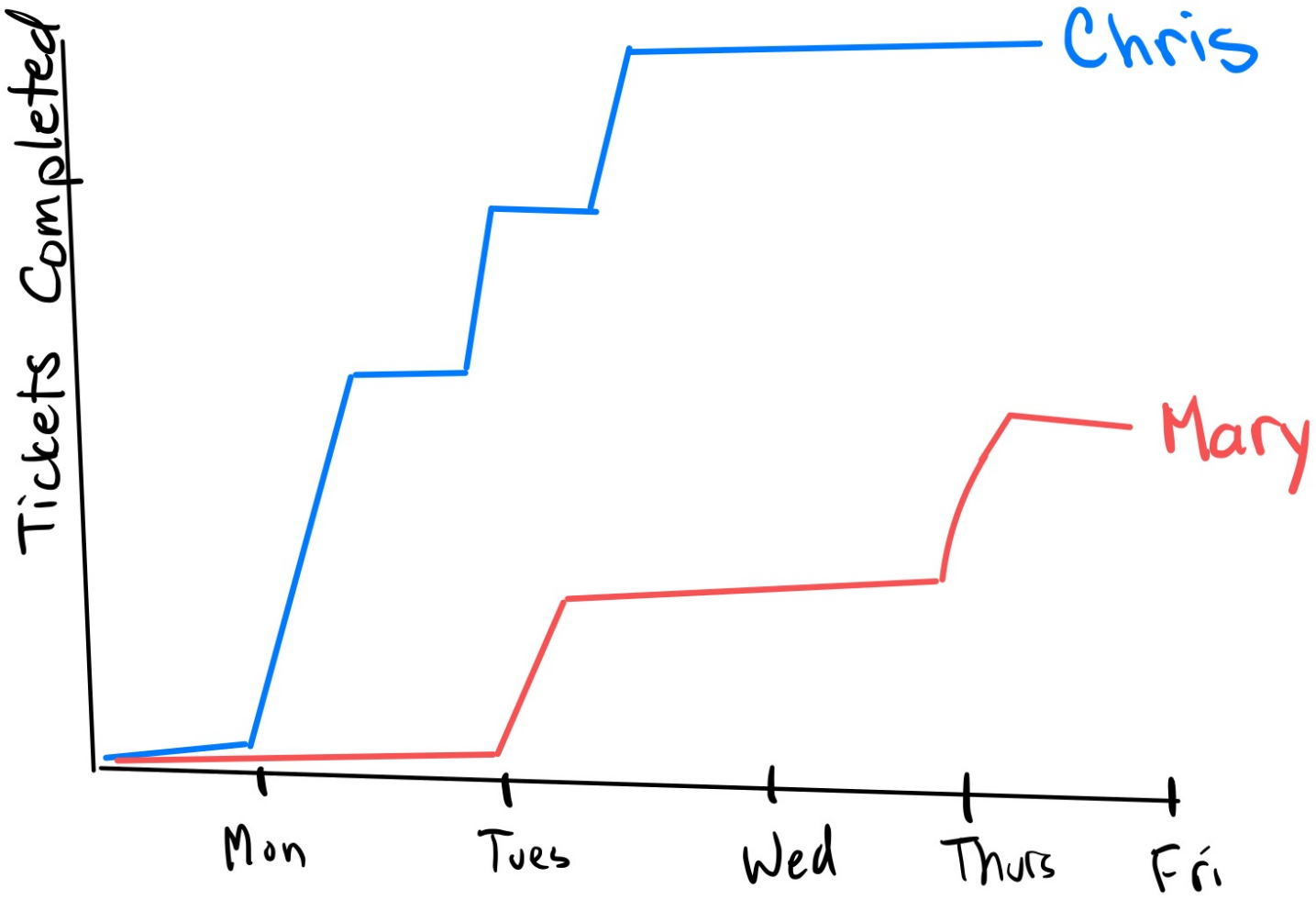


Score

Get that graph
moving
up and to the
right



Score narrows our vision.




How do you think that codebase got decrepit?

Achievements

What is worth doing?





Level 60 / 60

Max level restriction increased to Lv

Unlock New Talent		Fearnaught
Base HP	8,168	8,719
Base DEF	508	542
Base ATK	310	318
Energy Recharge	158.0%	158.0%

Required Materials











Unlock New Talent

Fear

Base HP	8,168
Base DEF	508
Base ATK	310
Energy Recharge	158.0%

Required Materials



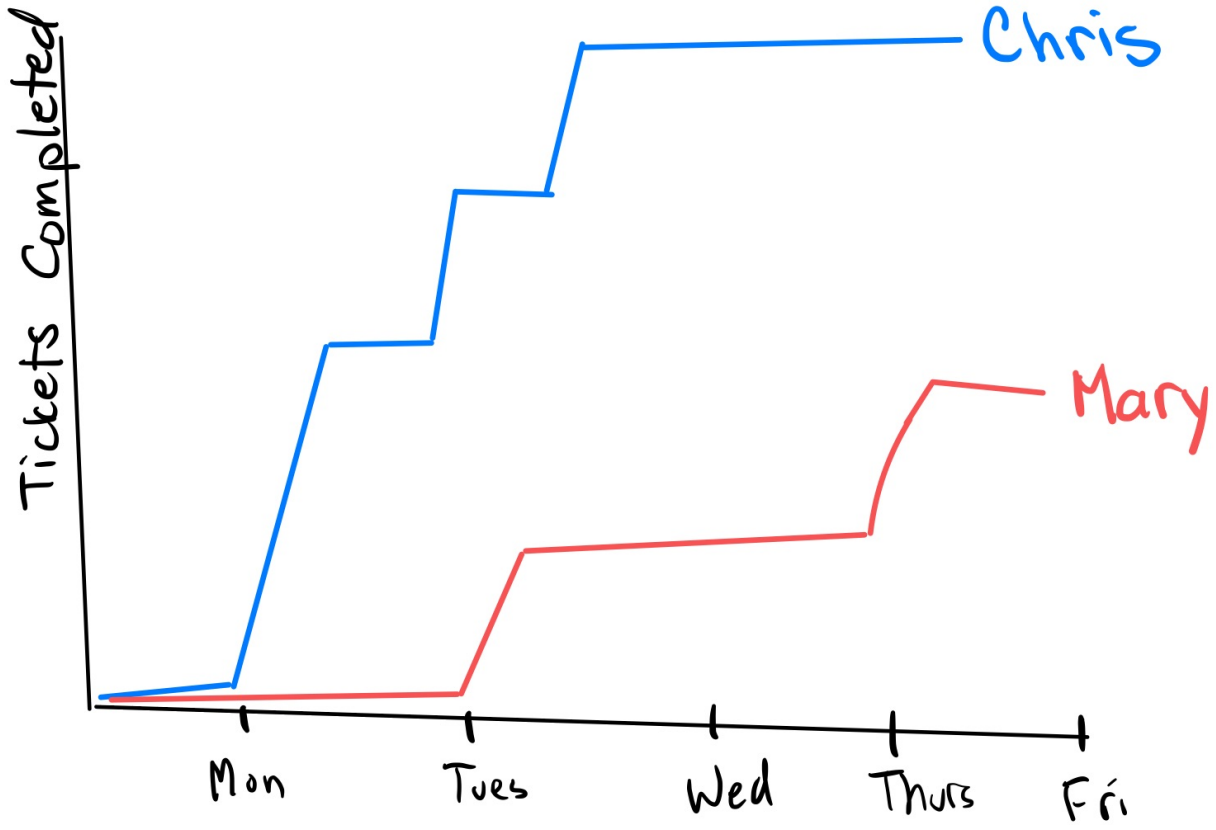




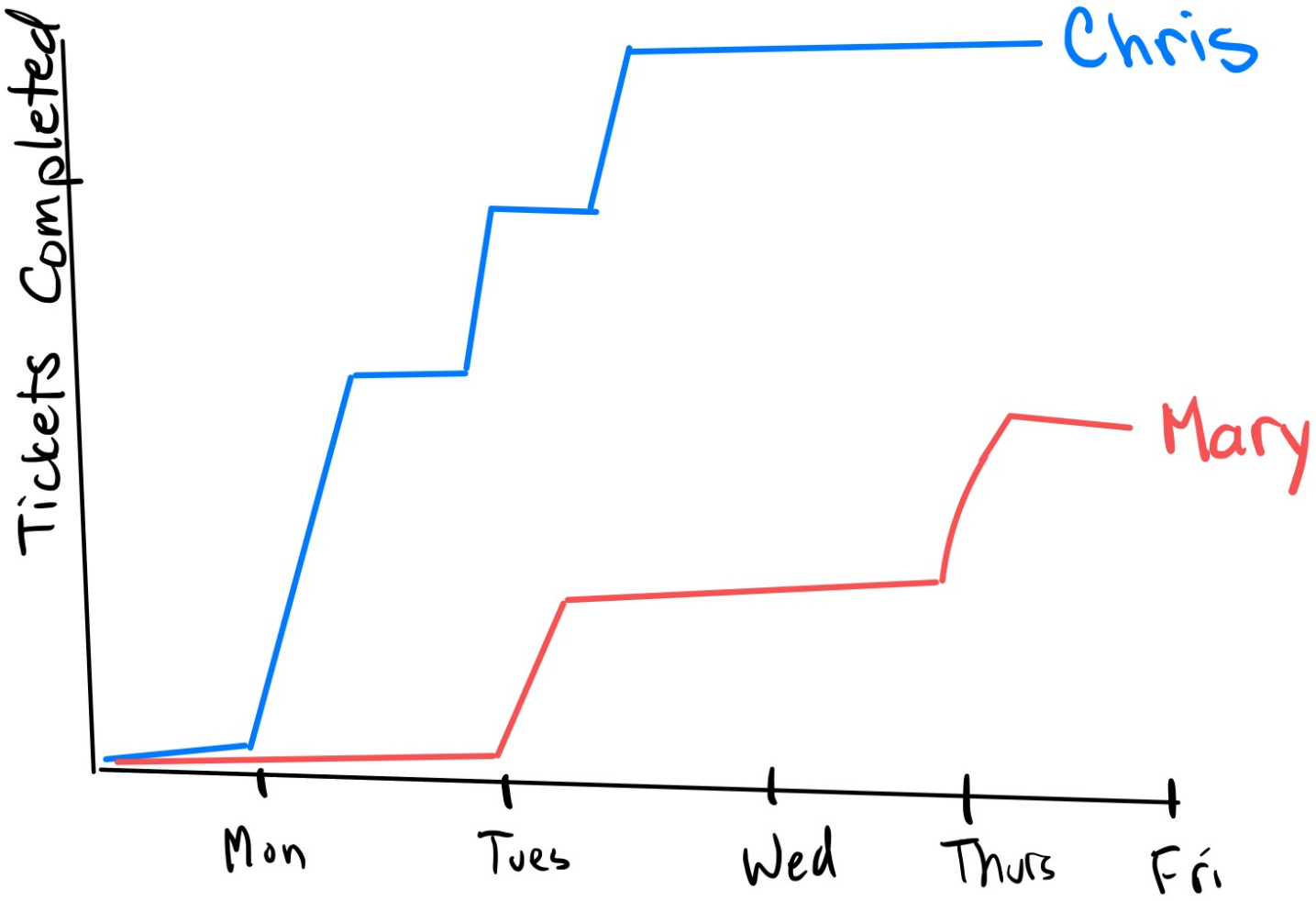


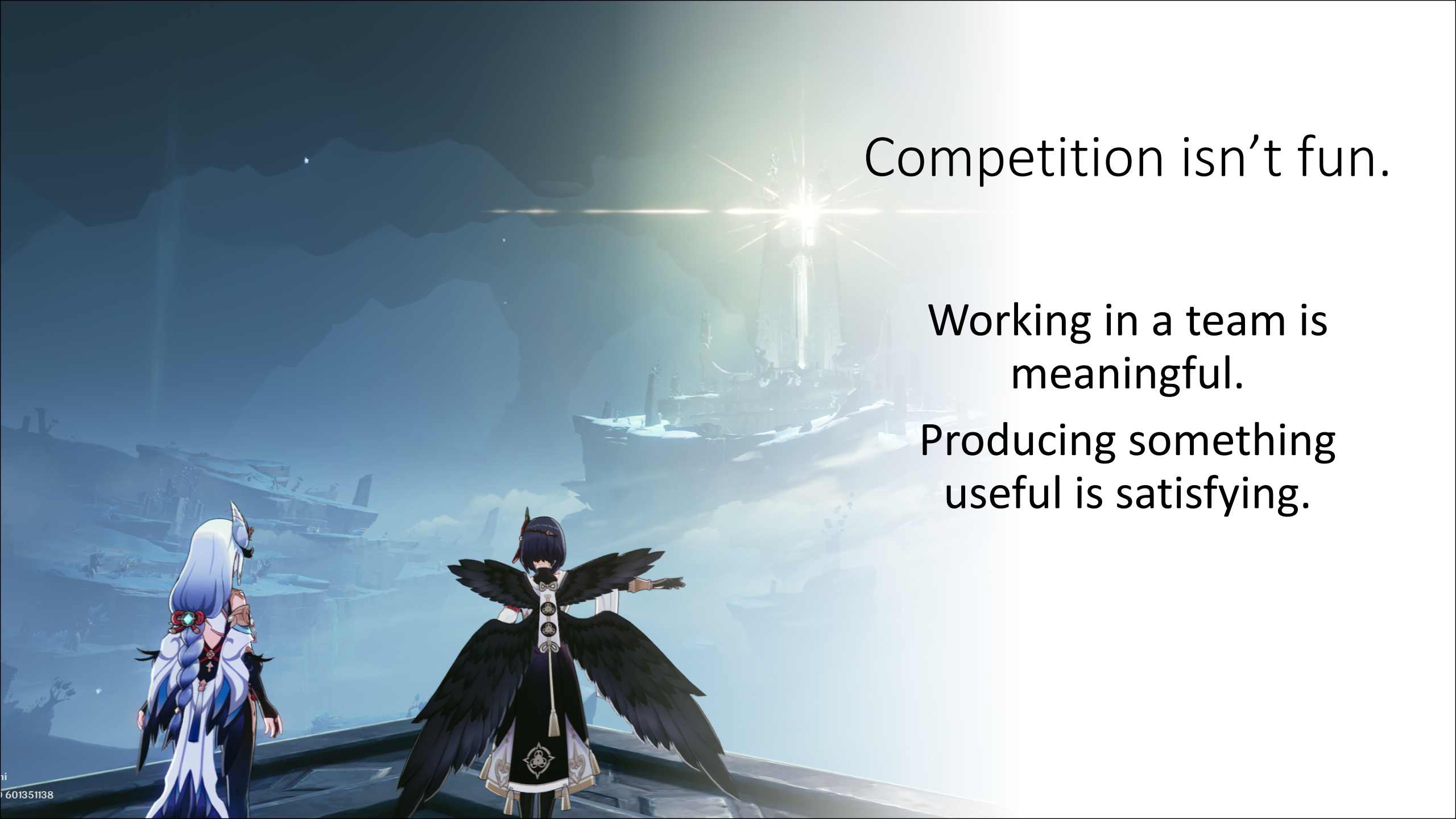
Competition

Higher is better



Competition sets us against each other.





Competition isn’t fun.

Working in a team is meaningful.

Producing something useful is satisfying.

Competition saps meaning.

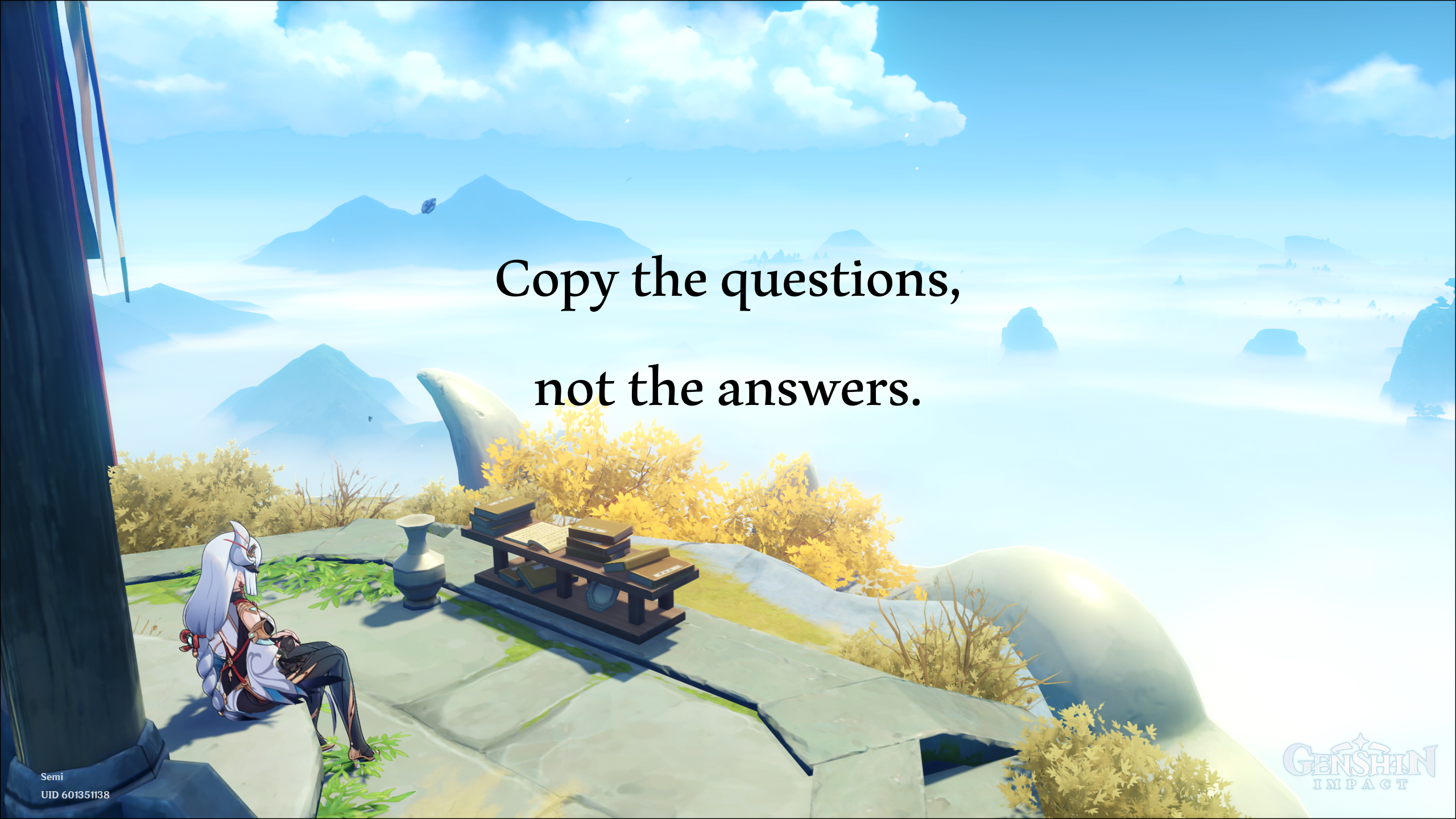


Our best score is not our best work.



Gamification




Copy the questions,
not the answers.
Semi
UID 601351138
GENSHIN
IMPACT

Game design


It is about the experience.
Semi
UID 601351138
GENSHIN
IMPACT

Striving Play

We choose to aim for the game's victory condition to get the experience of playing.



Striving Play

We choose to aim for the game's victory condition

And follow the rules for how to get there

to get the experience of playing.



Striving Play

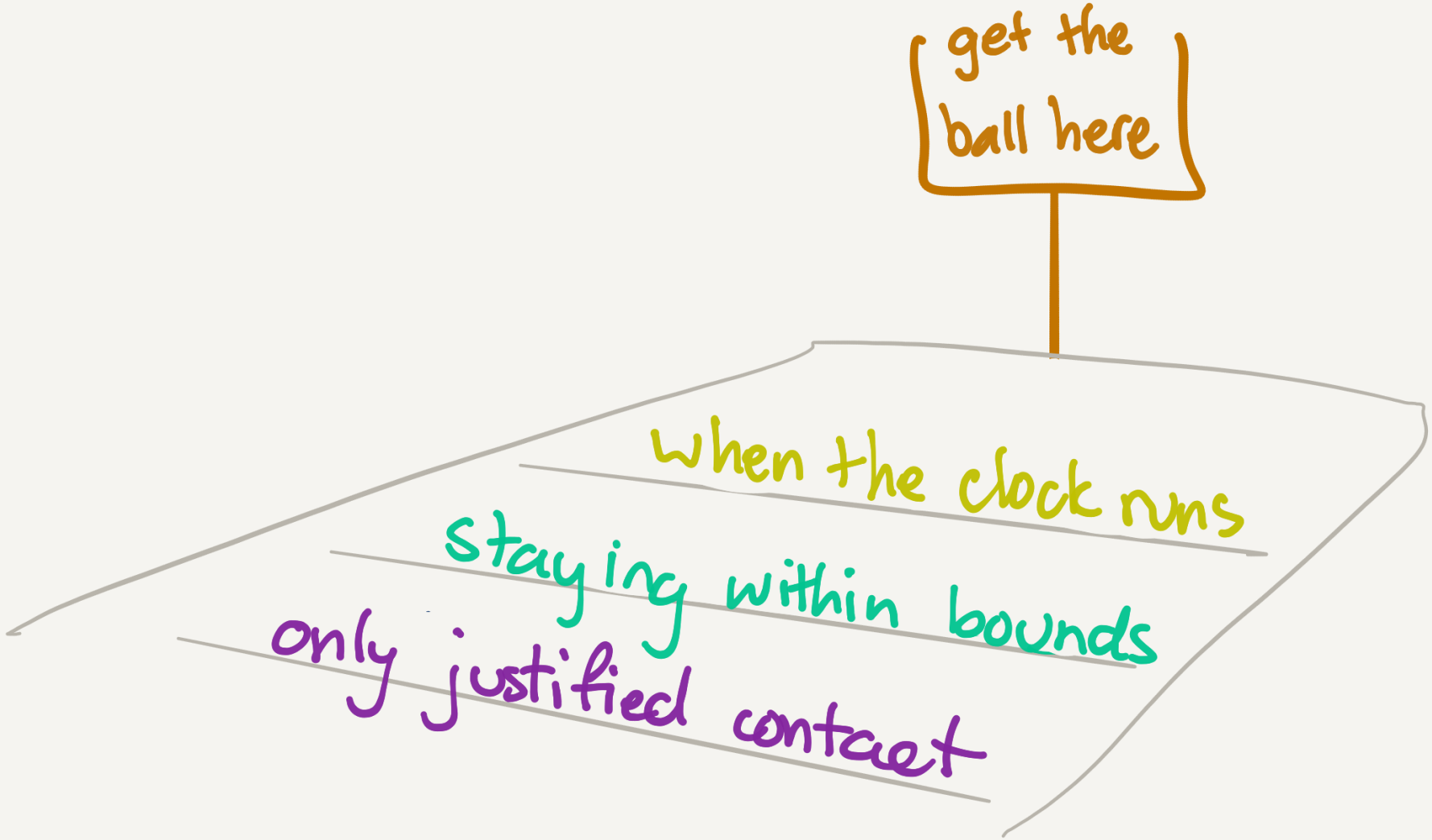
We choose to aim for the game's victory condition

And follow the rules for how to get there

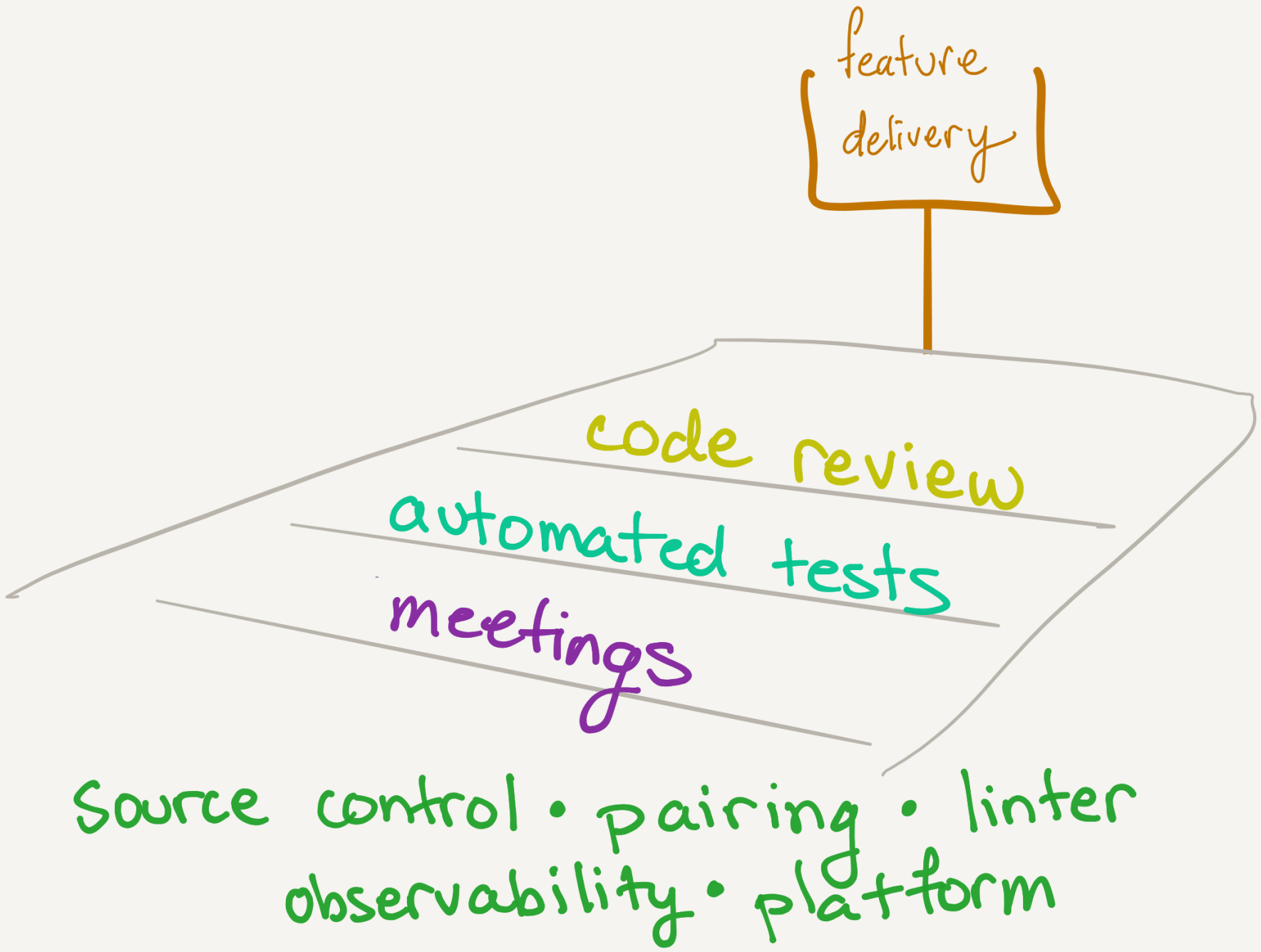
(and how not to get there)

to get the experience of playing.





running · passing forward · kicking (sometimes)
sweep · quarterback sneak


feature delivery
code review
automated tests
meetings
Source control • pairing • linter
observability • platform

goals

rules

abilities

Game design

Pinned Tweet



C Thi Nguyen @add_hawk · 7/1/20

My book, GAMES: AGENCY IS ART is out! It's about:

How game designers sculpt agency.
How games let us record, transmit, and explore new forms of agency.
How real games make us more free.
How gamification undermines our freedom.







Games are art?





Games are art
in the medium of agency



Agency

- we can act
- we have preferences
- we use actions to get closer to our preferences

@drmaciver

game agency

I want to get the most points

by making words

so that every connection forms a lowercase dictionary word



team agency

We are going to improve this software

given knowledge, tools, access

keeping it reliable, secure, malleable



team agency

goals

abilities

rules



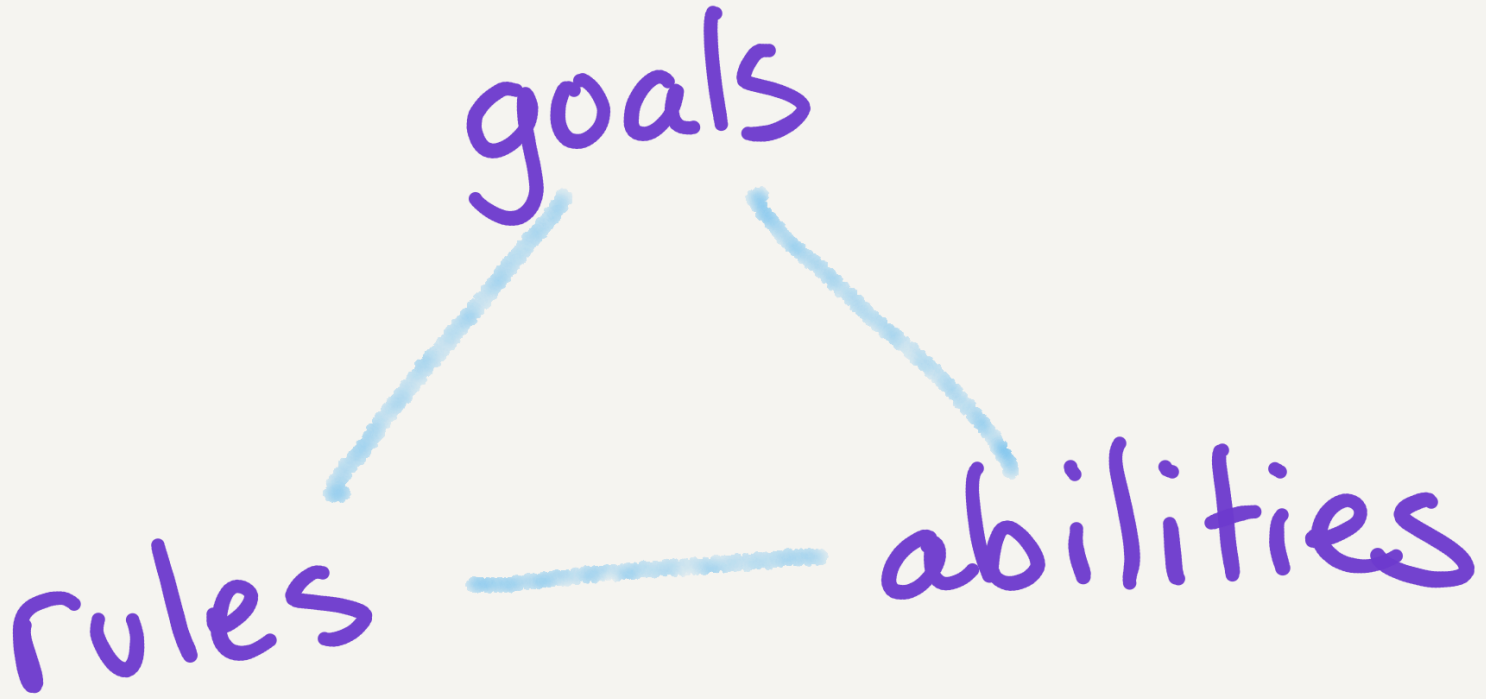
game design

goals

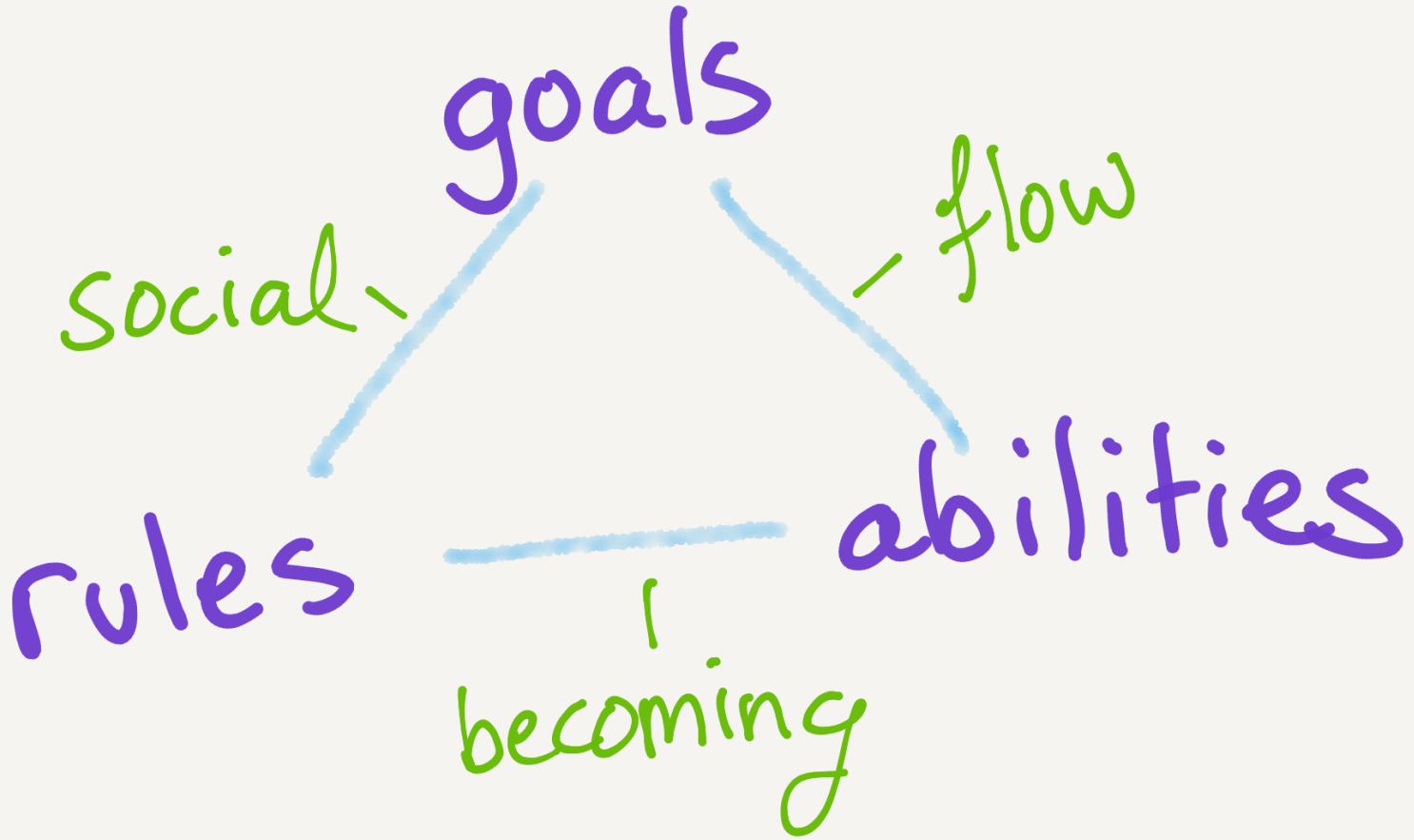
rules

abilities

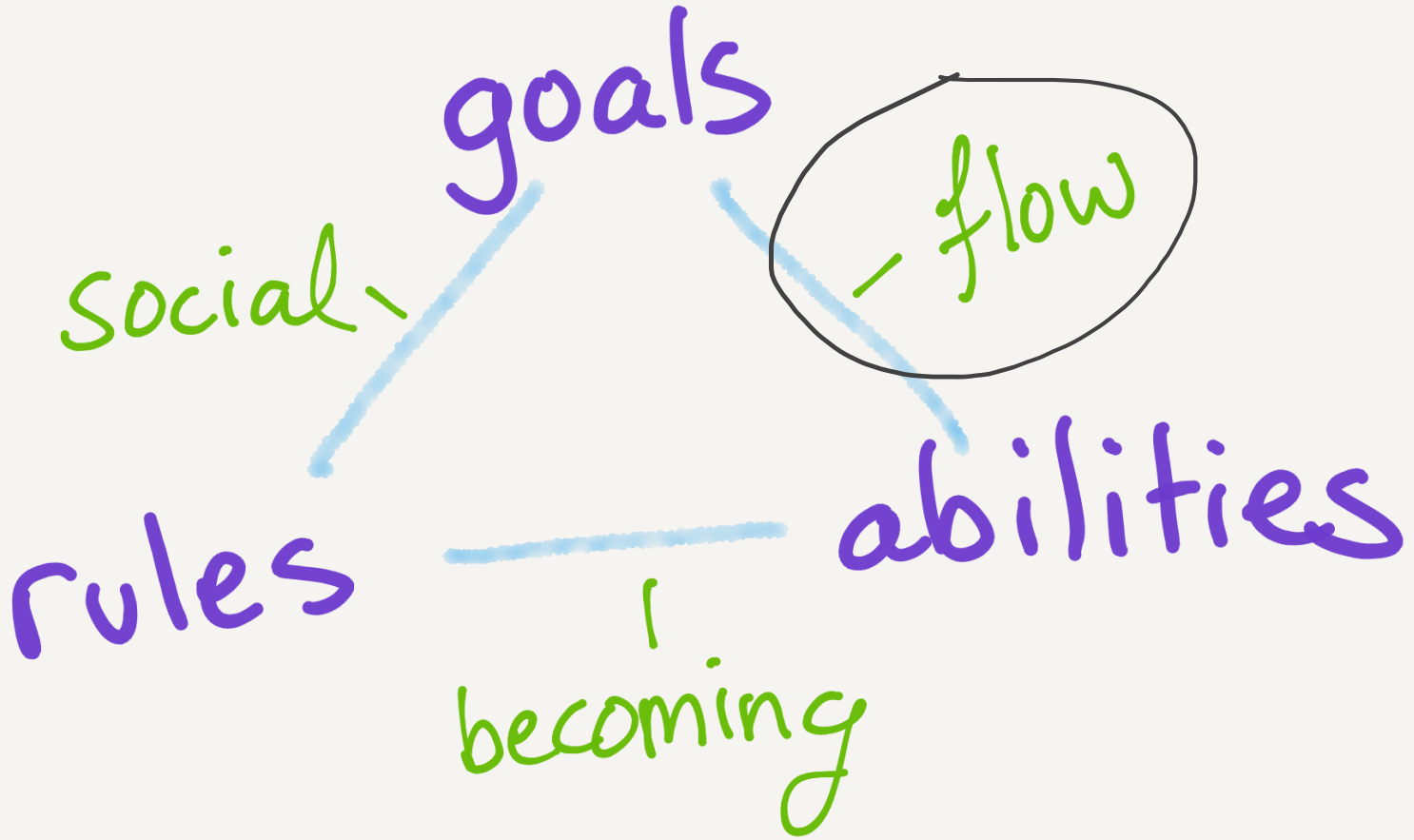
design agency



design agency

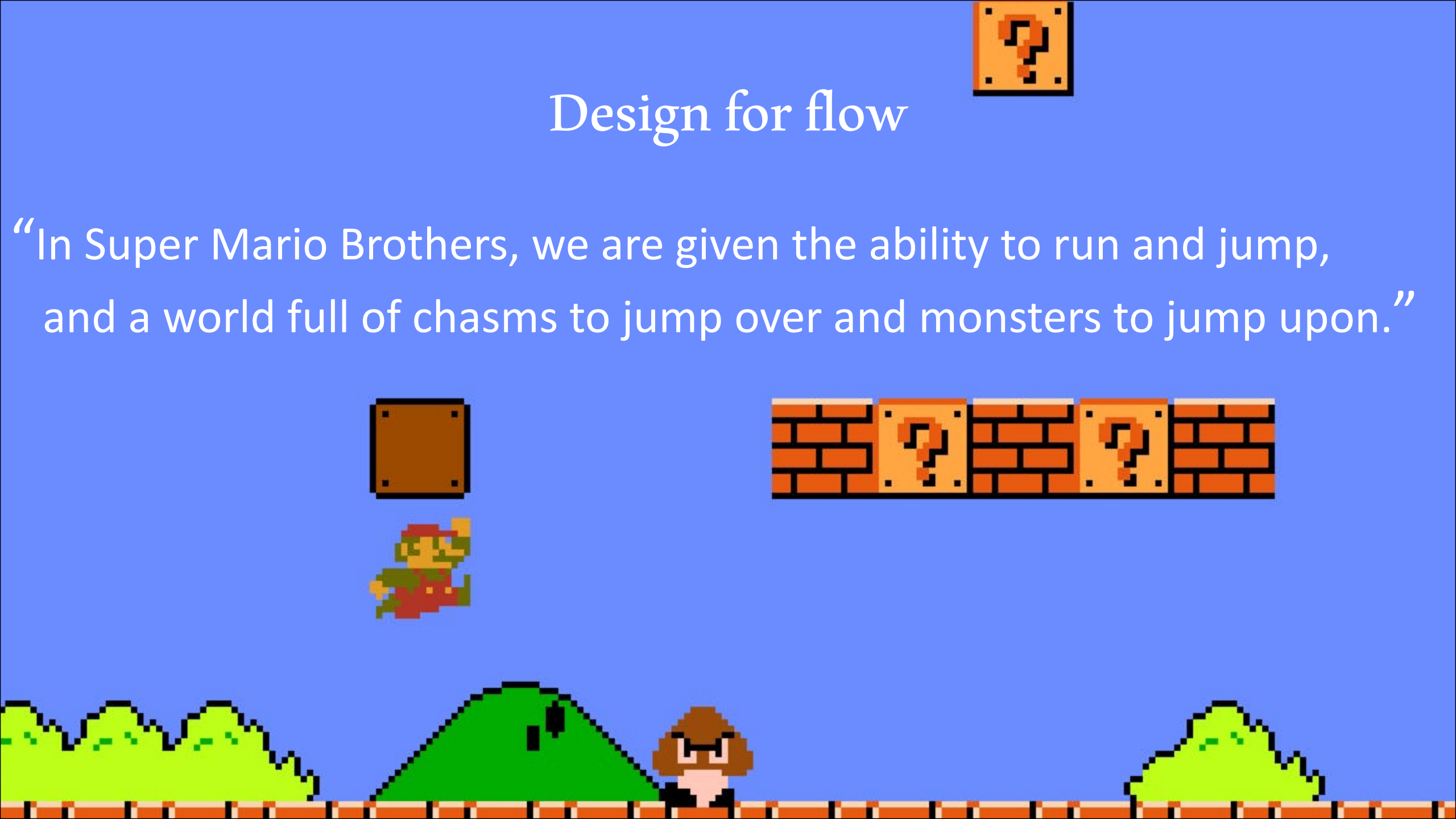


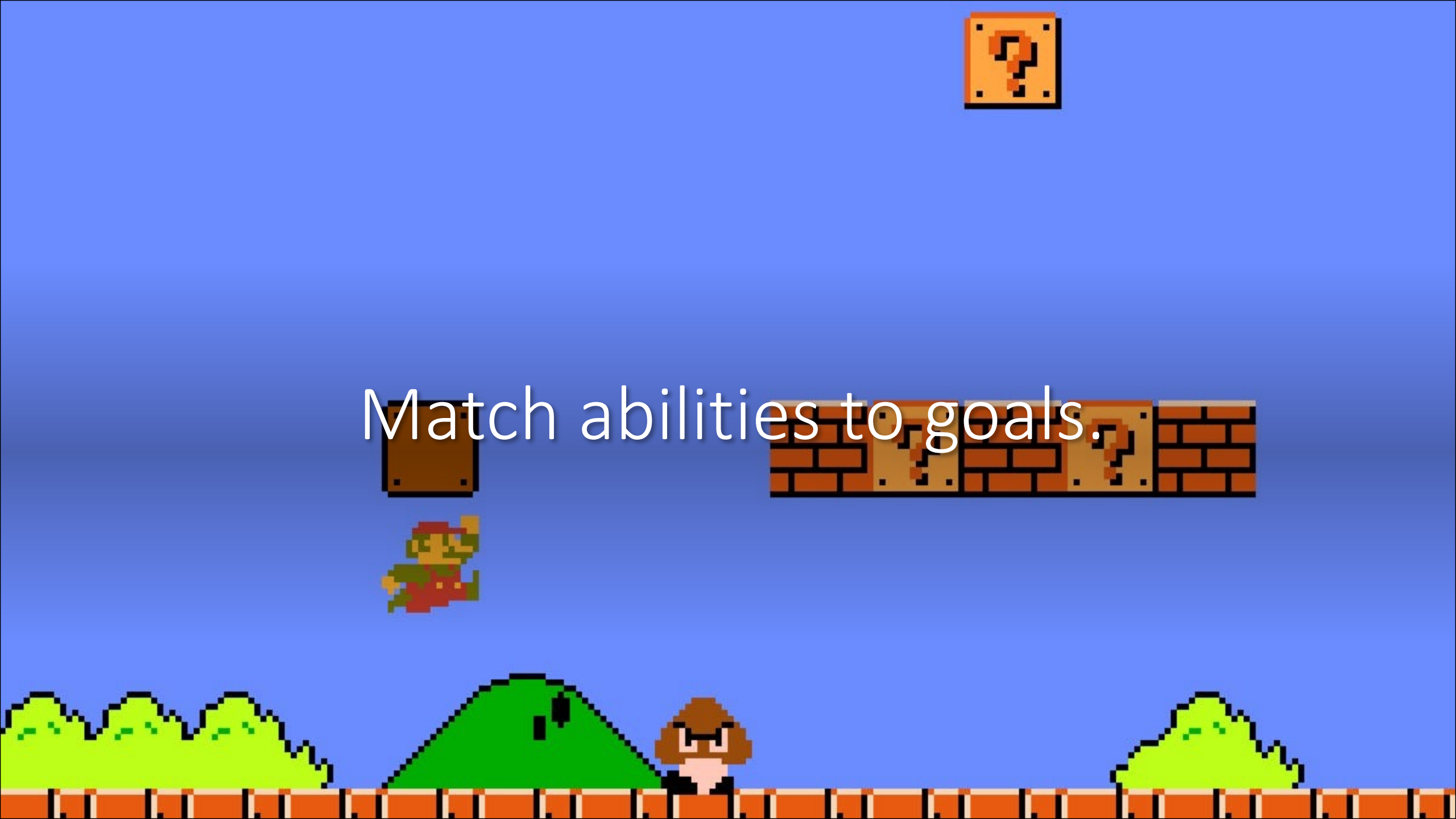
design agency



Design for flow

“In Super Mario Brothers, we are given the ability to run and jump, and a world full of chasms to jump over and monsters to jump upon.”




Match abilities to goals.

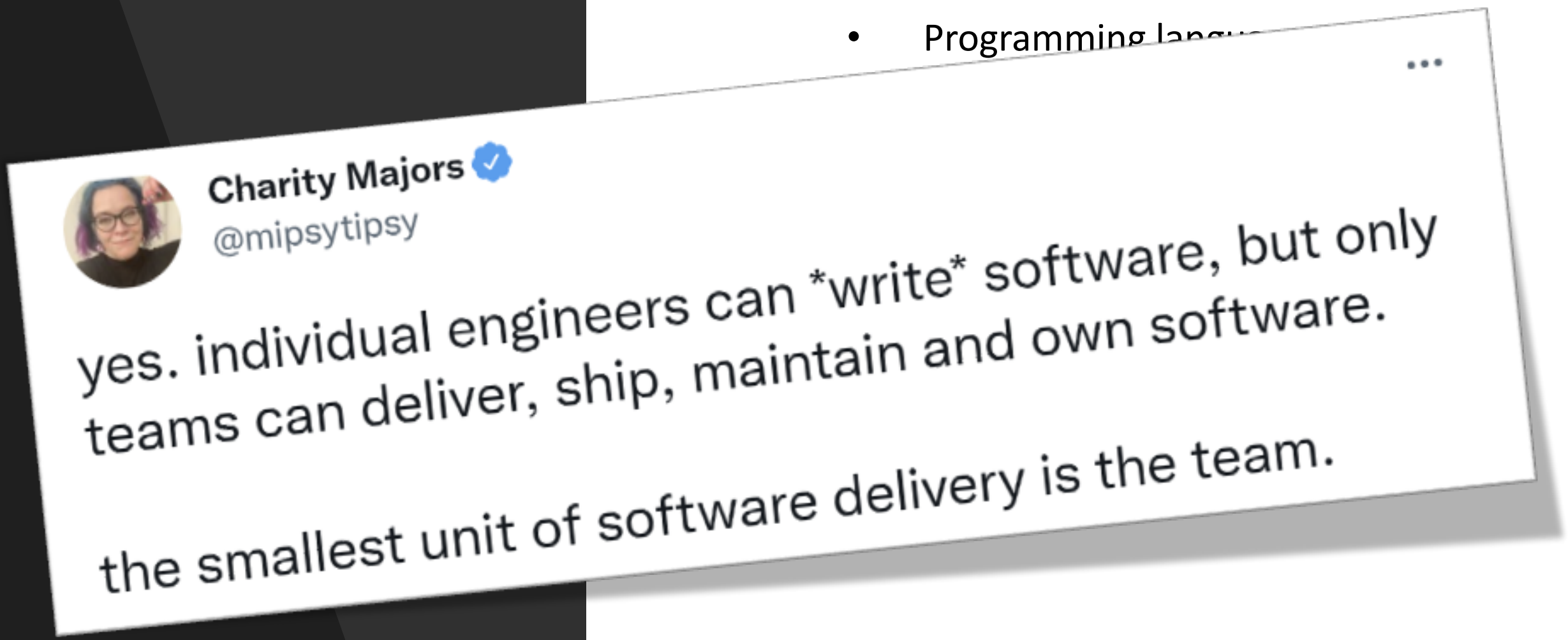
Goal:
deliver features

- Programming language
- Frameworks, libraries, interfaces
- Understand what to implement

Goal: provide valued capabilities

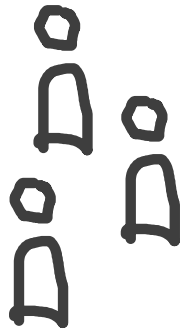
- Programming language
- Frameworks, libraries, interfaces
- Understand what to implement and why
- Operational environment, Infrastructure
- Build and Deployment
- Observability

- Programming langu



Goal: provide valued capabilities

- Programming language
- Frameworks, libraries, interfaces
- Understand what to implement

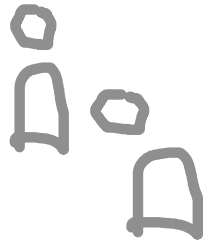




- Understand what to implement and why

- Operational environment
- Infrastructure





- Infrastructure
- Build and Deployment

When goals don’t match abilities

Work is blocked

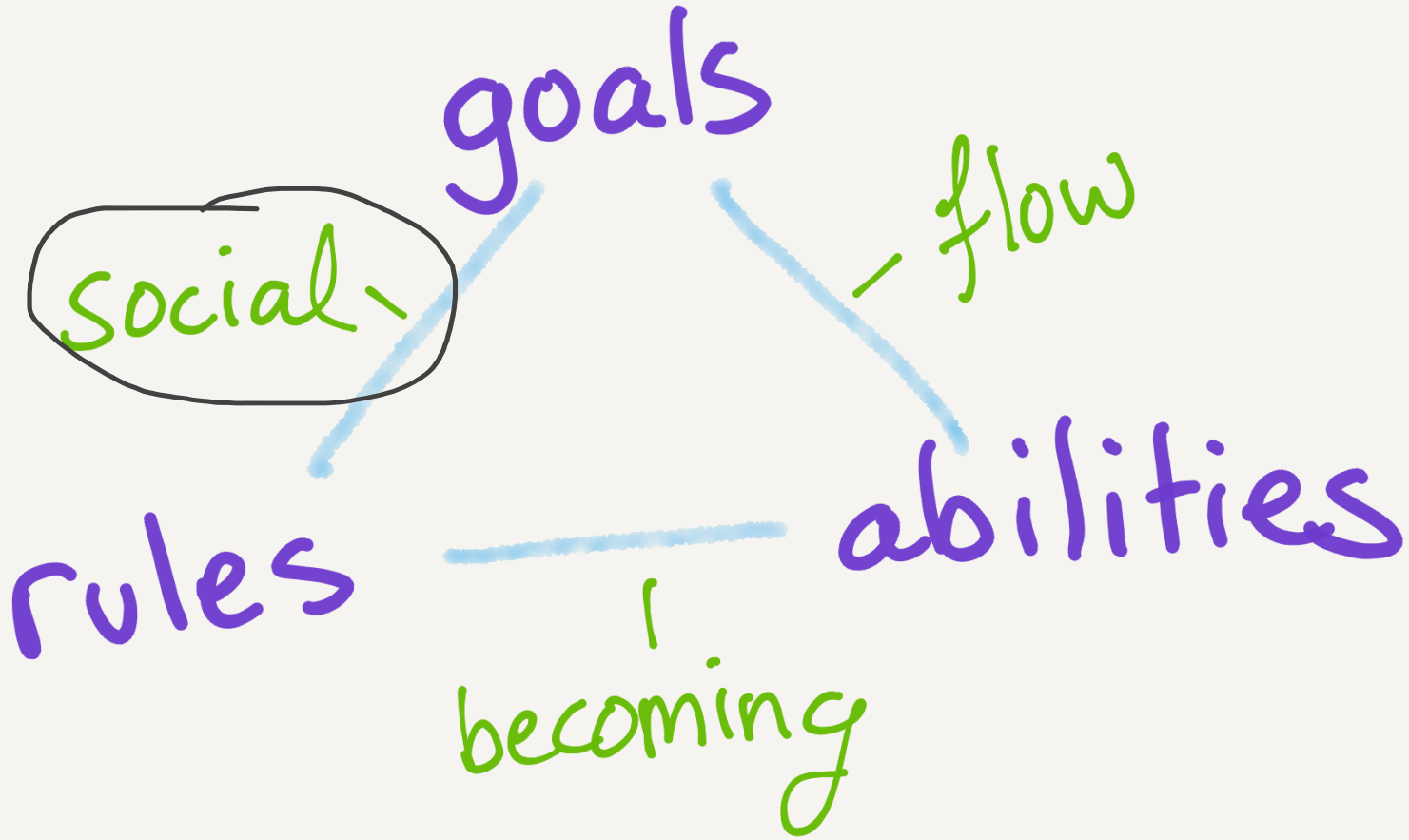
”I don’t have permissions”

“We have to ask …”

“We don’t know”



design agency





Design for social interaction



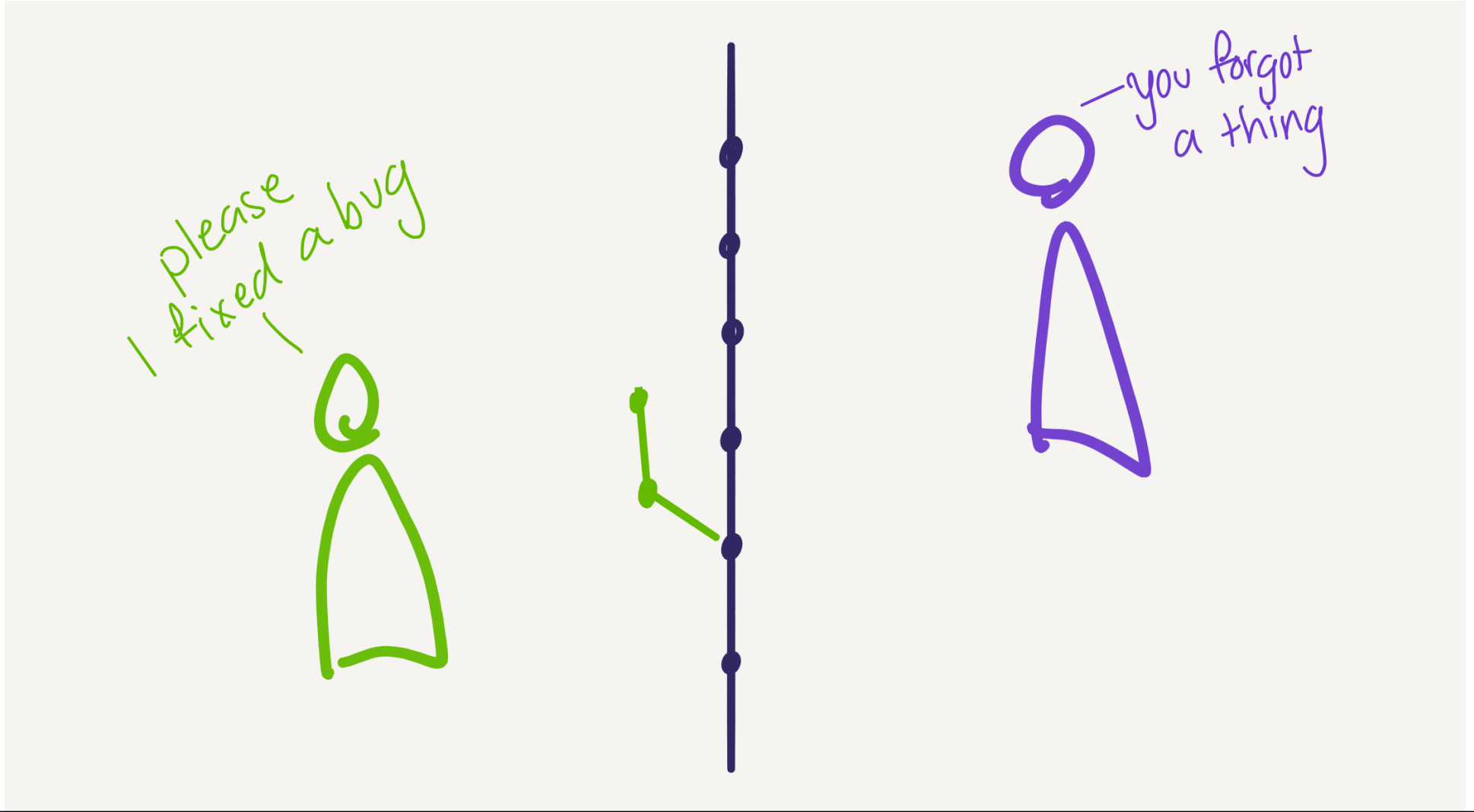
Design for social interaction

Semi

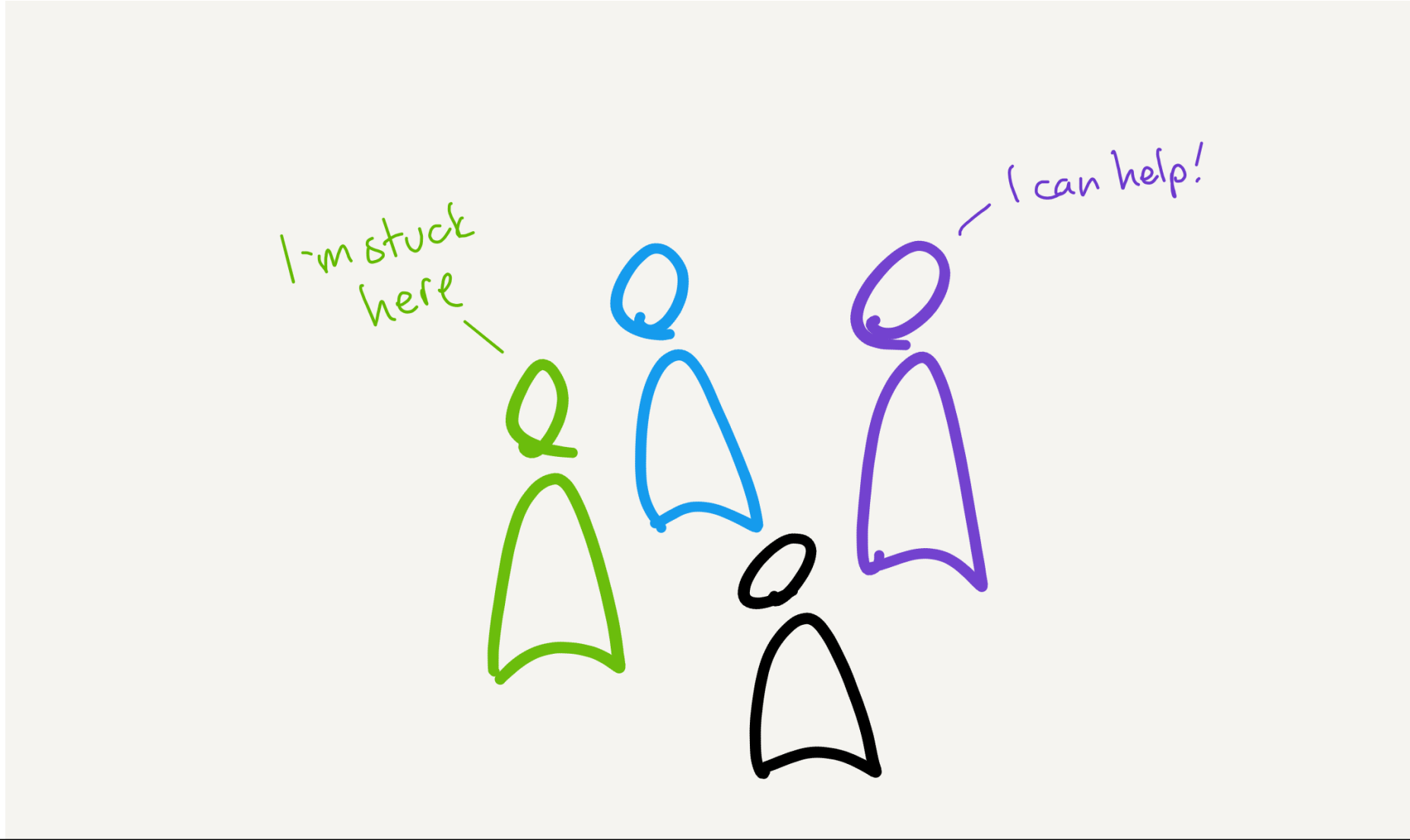
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GENSHIN IMPACT

Design for social interaction



Design for social interaction



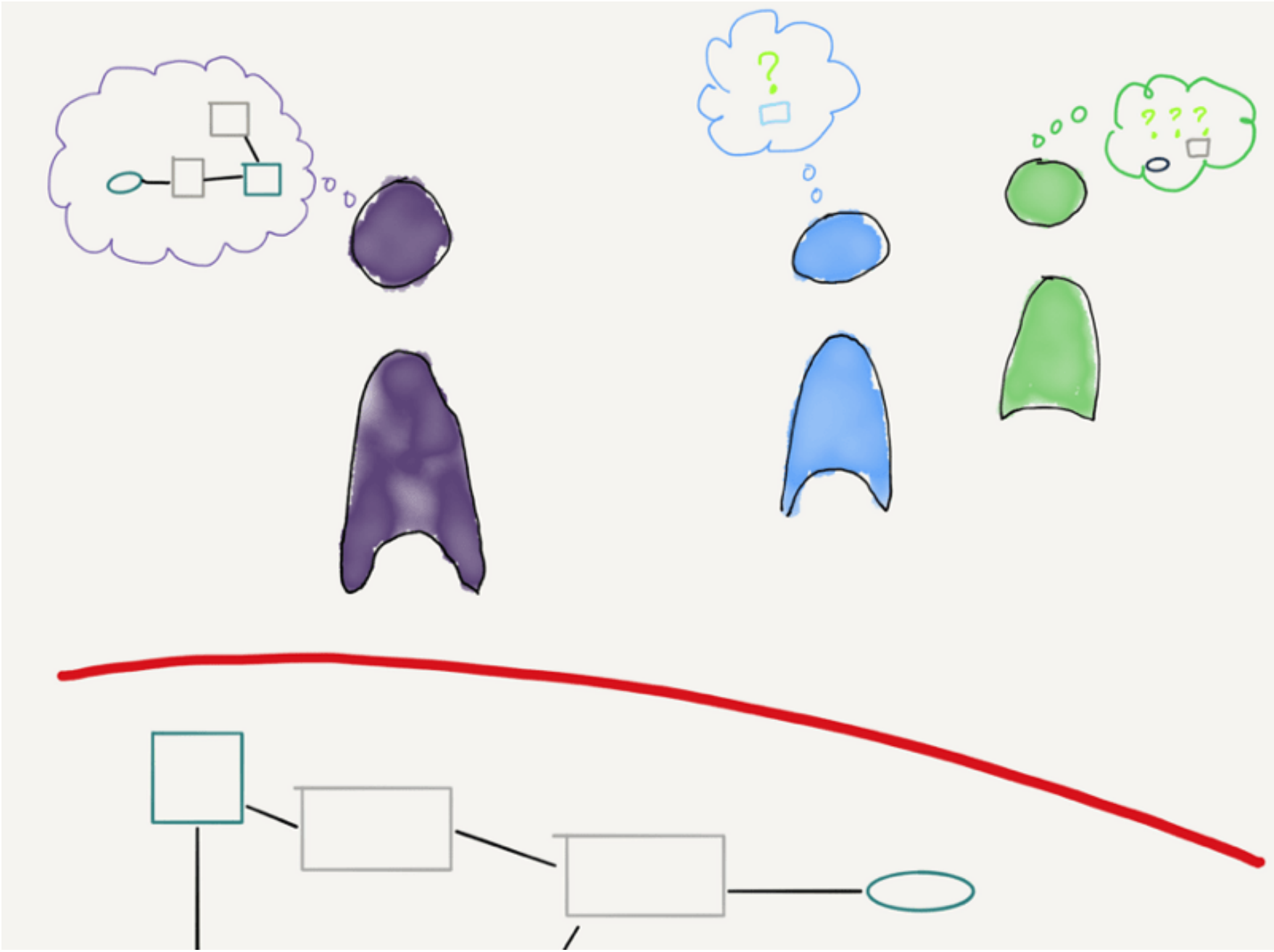

Runaway
Leader

Runaway Leader

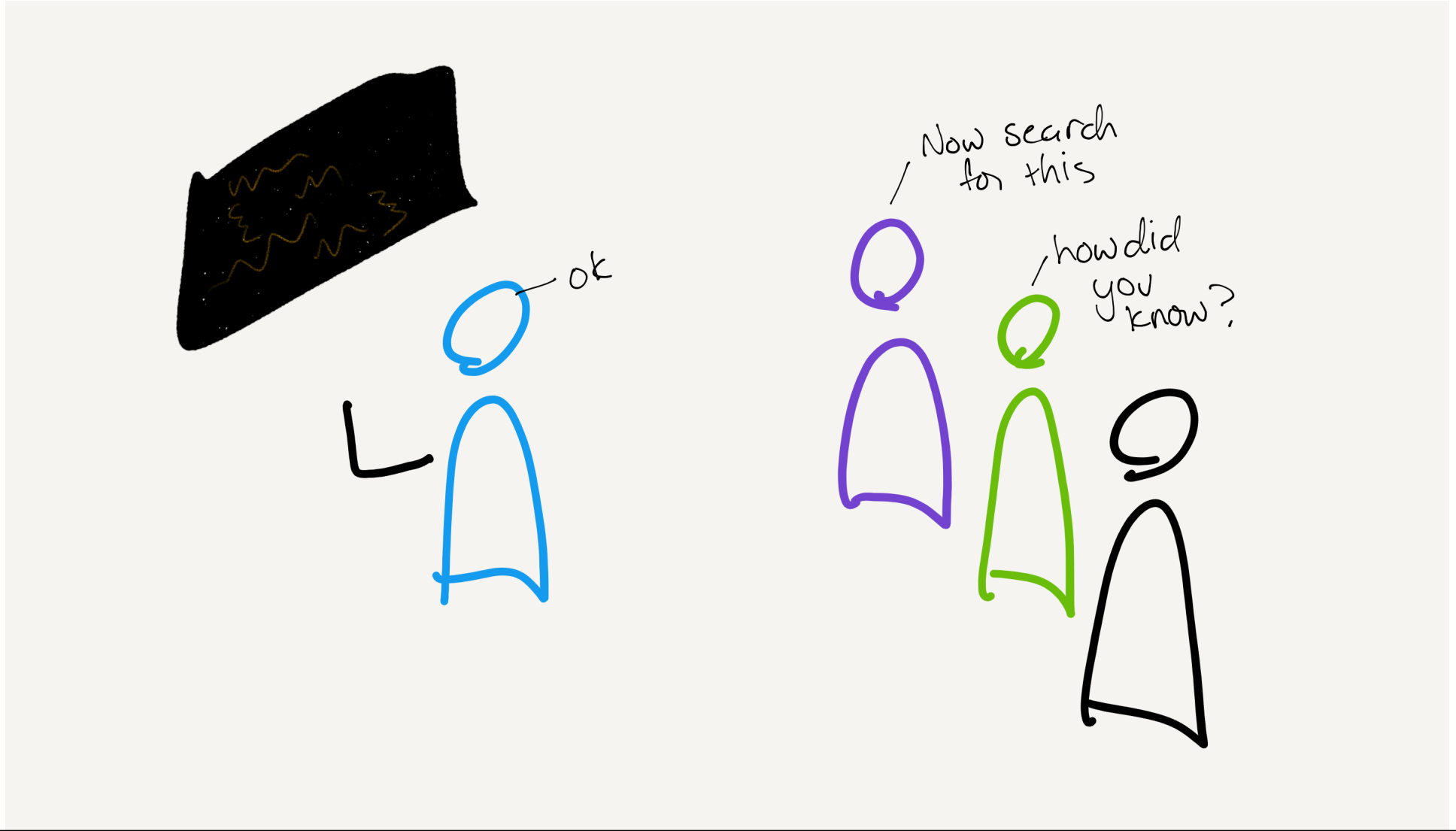


Photo credit: @herman_the_german on boardgamegeek.com

Runaway Leader



Design for social interaction





When goals and rules put people in conflict

We frustrate each other

A few developers are more effective by far

“I’d like to help, but that’s not in my OKRs”

Merge conflicts



House Rules

GENSHIN IMPACT

house rules



Beth
@bethcodes

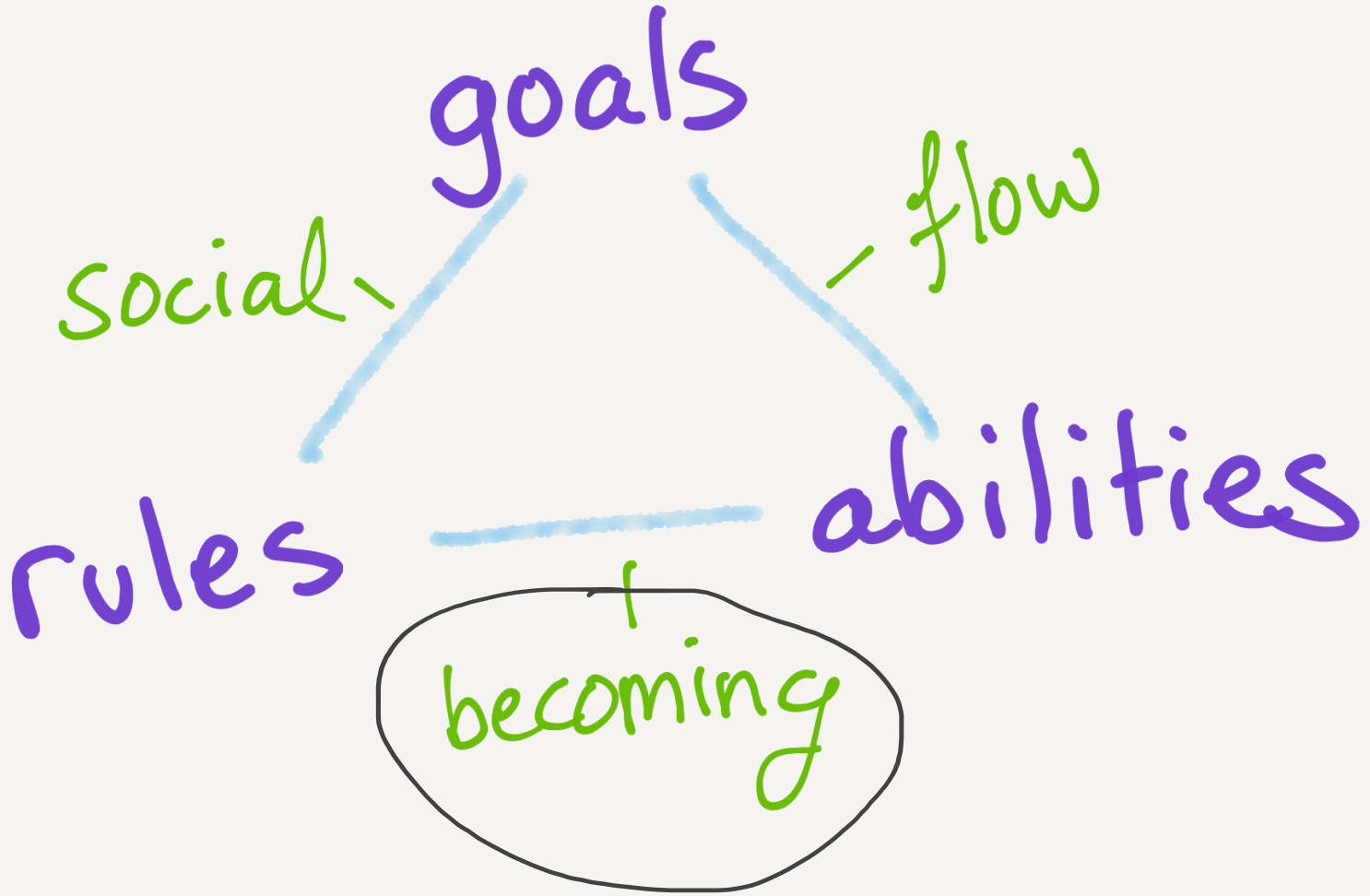
Replying to @libel_vox @jessitron and @HelenBevan

Norms are things we adopt for ourselves because they make sense for the context we are in.

Standards are things imposed from outside, regardless of whether they make sense for the context we are in.

10:40 PM · 10/9/22 · Twitter for iPhone

design agency





Level 80 / 80

Max level restriction increased to Lv. 90

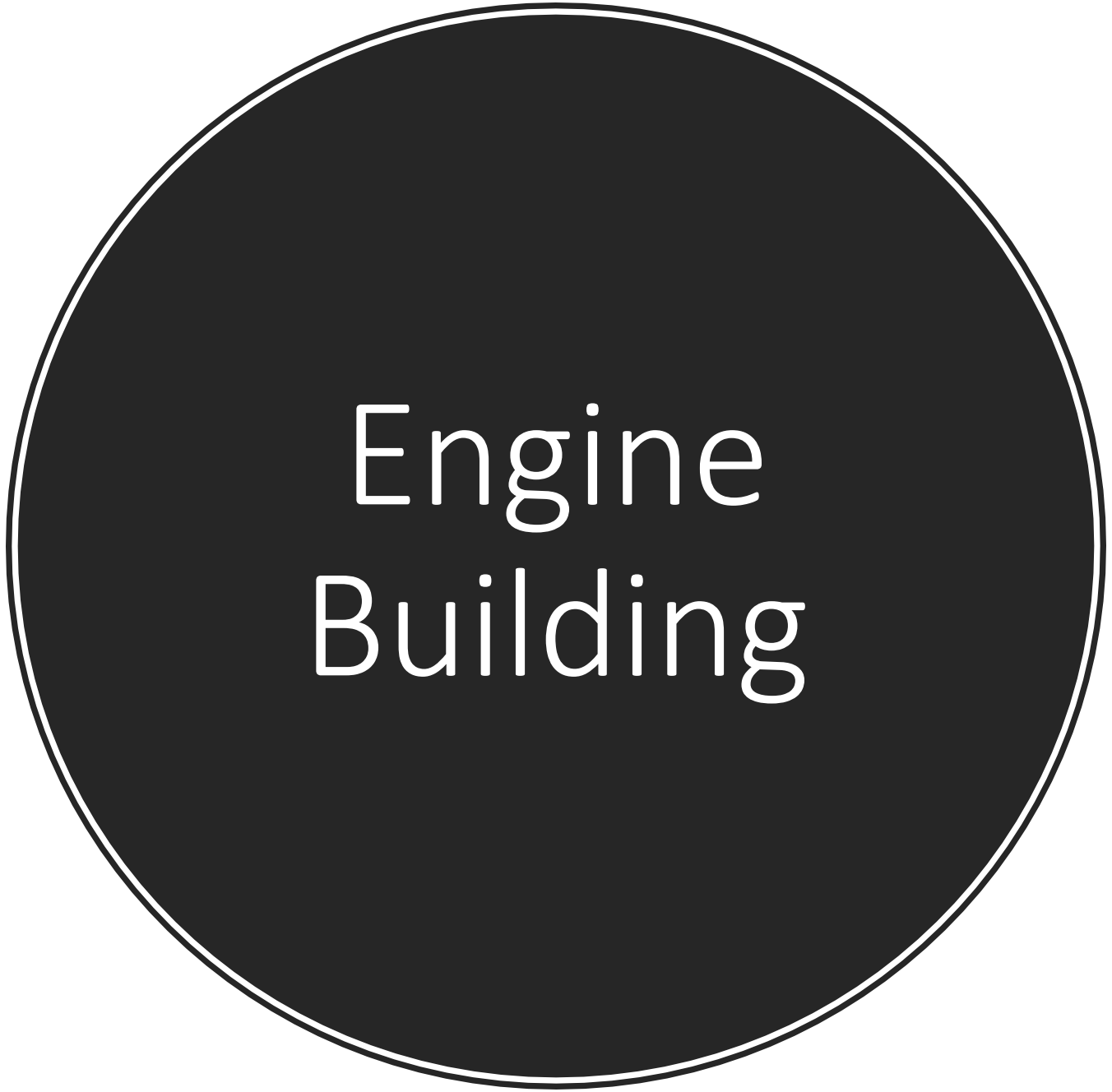
Base HP	9,292	9,791
Base DEF	590	622
Base ATK	742	754
Energy Recharge	176.6%	184.6%

Required Materials



Required 120000

Ascend


Engine
Building



Play a bird

Get 1 food

Lay 2 eggs

Draw 1 bird card



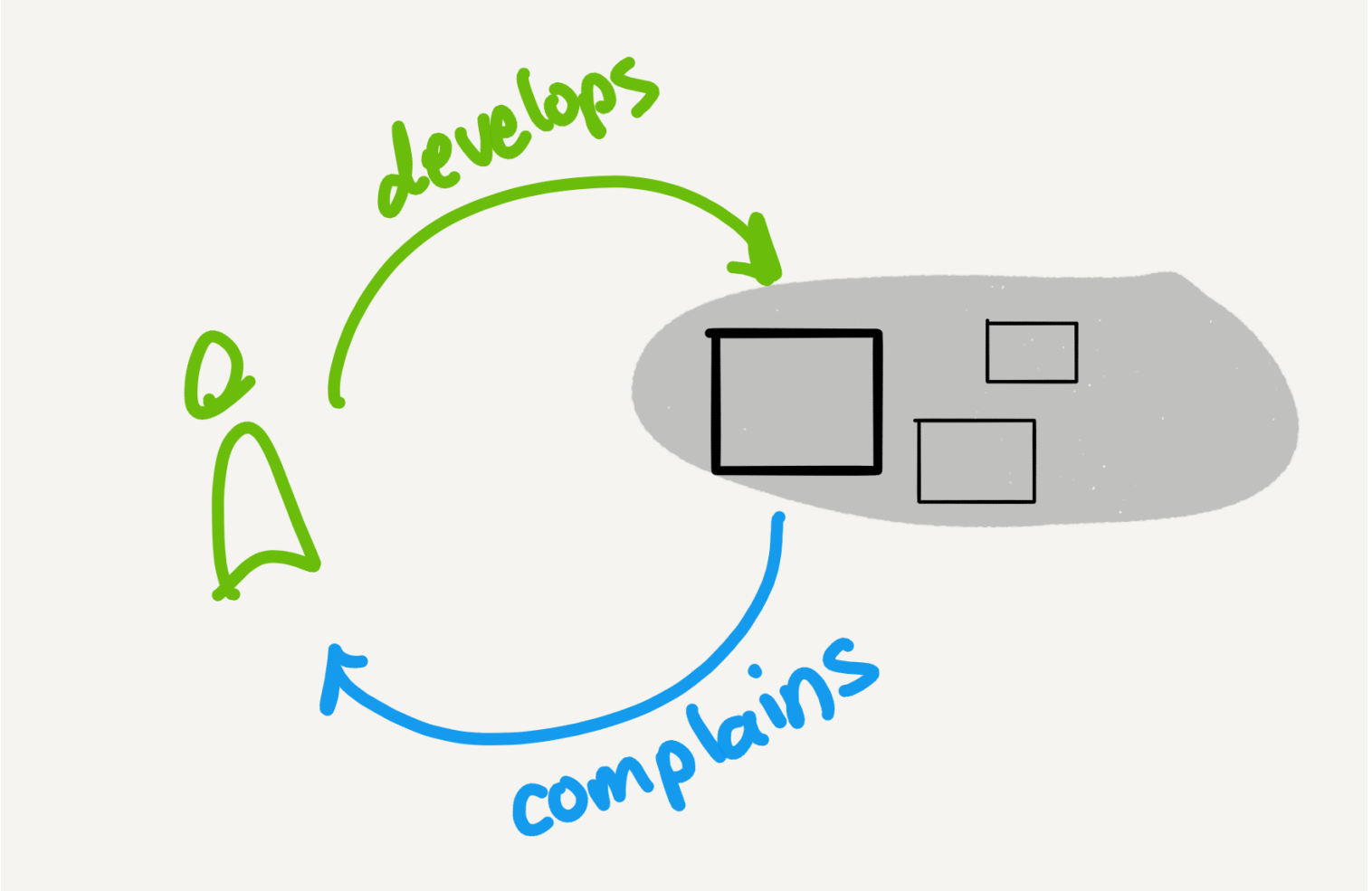
Play a bird

Get 3 food

Lay 3 eggs

Draw 2 bird cards

Engine Building





Engine Building

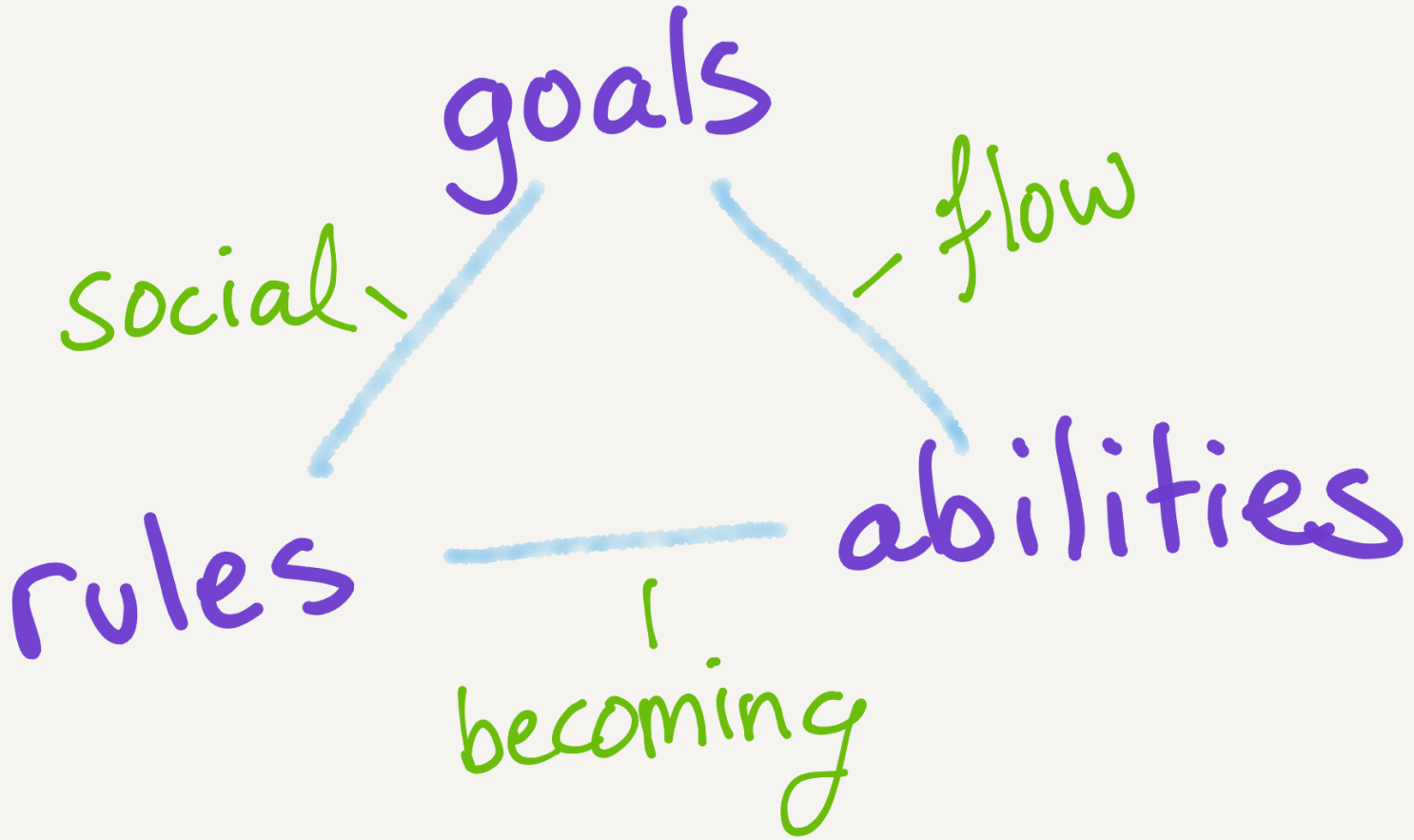
Can our work make us more powerful at our work?

Signs your rules don’t increase your abilities

- Development gets slower all the time
- Realistic estimates sound ridiculous
- “I can’t figure out the problem”

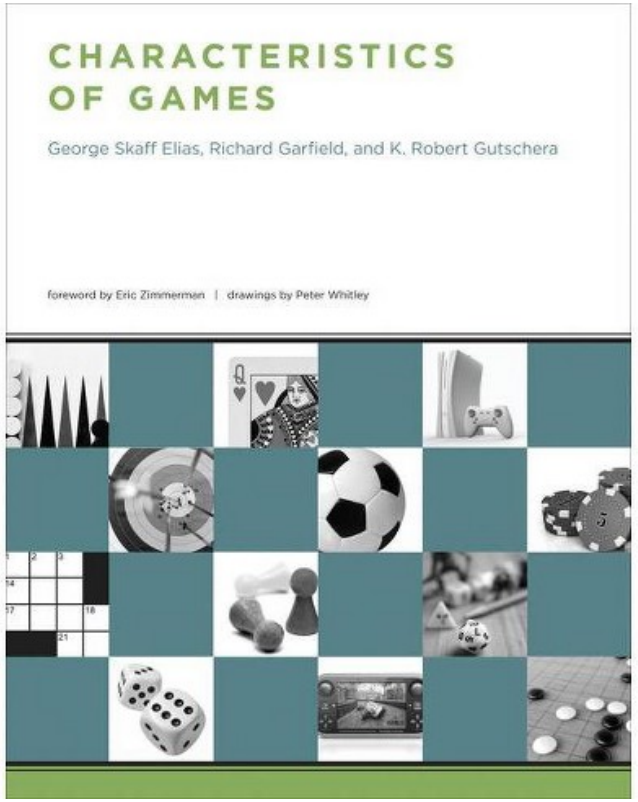


design agency



Game Design is full of insights

- Timespans of play
- Number of players
- Heuristics



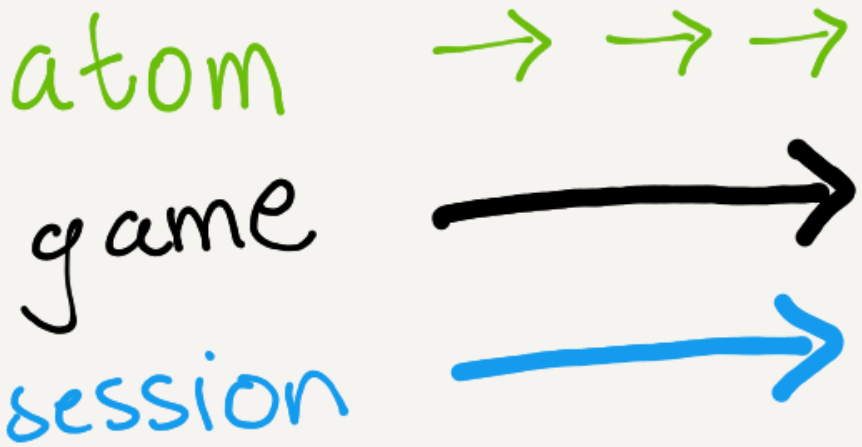


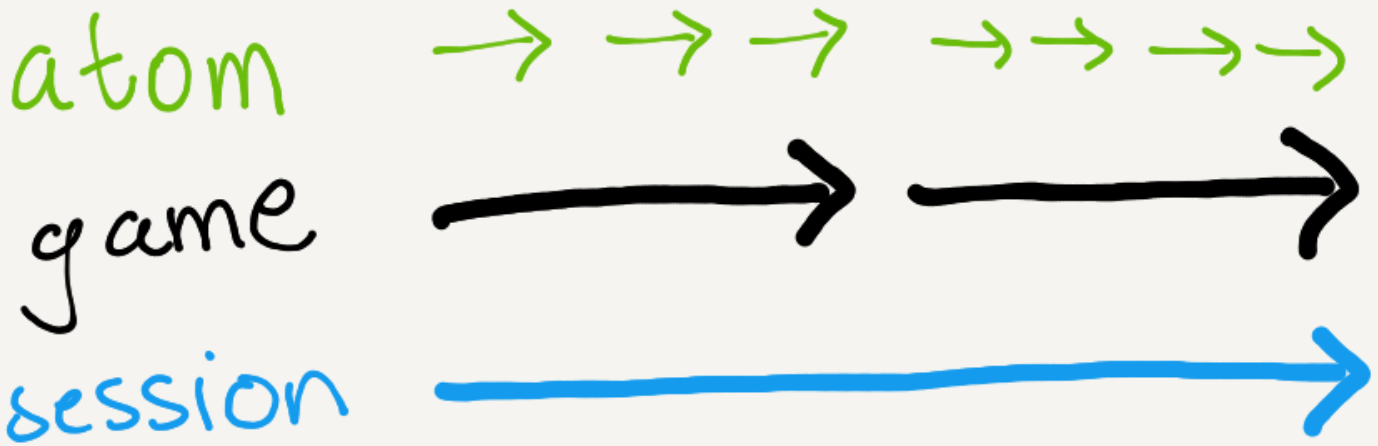
Timespans of play

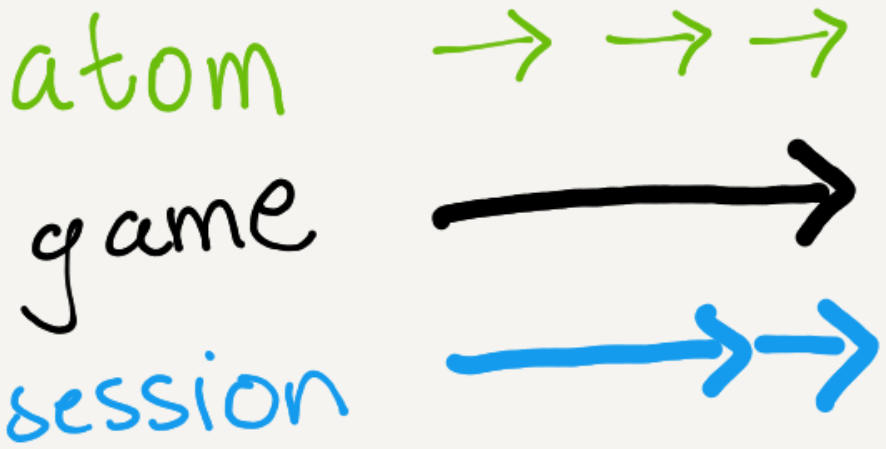
Atom: shortest satisfying experience of play

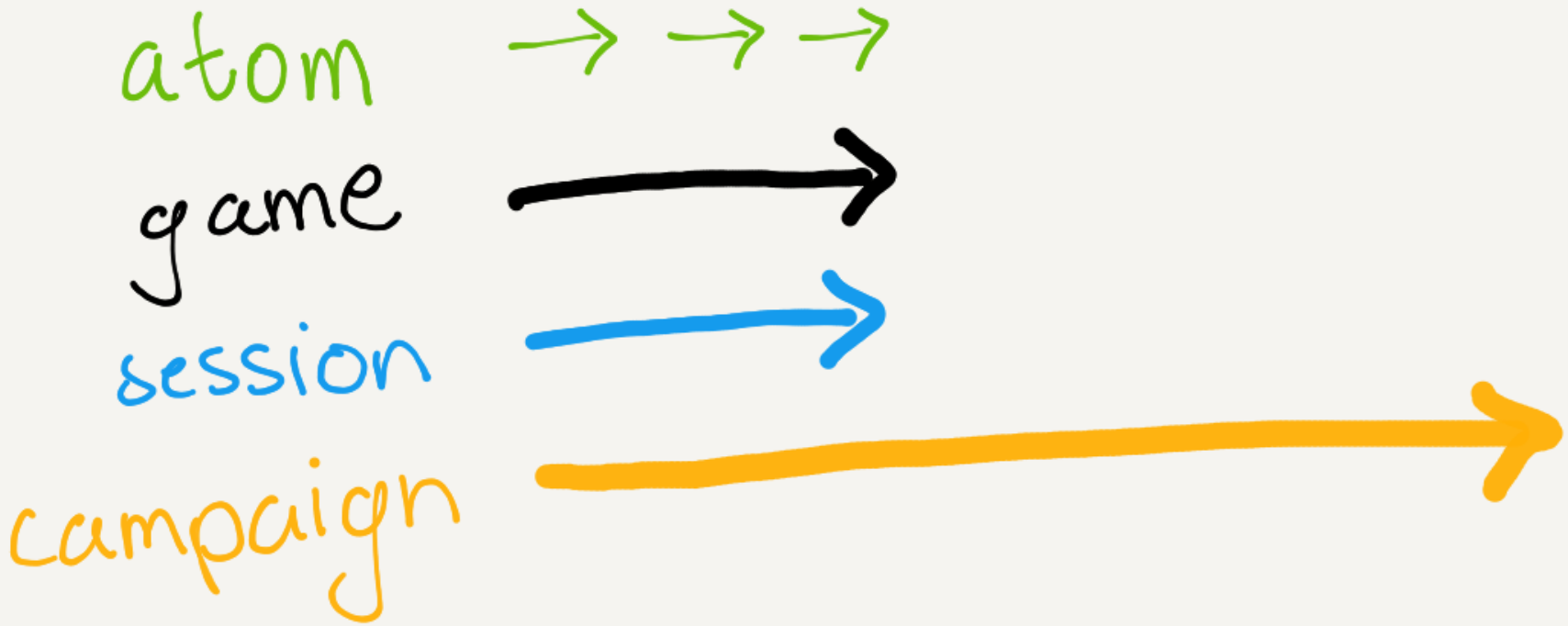
Game

Session


atom
game
session


atom
game
session


atom
game
session


atom
game
session
campaign

Timespans of play

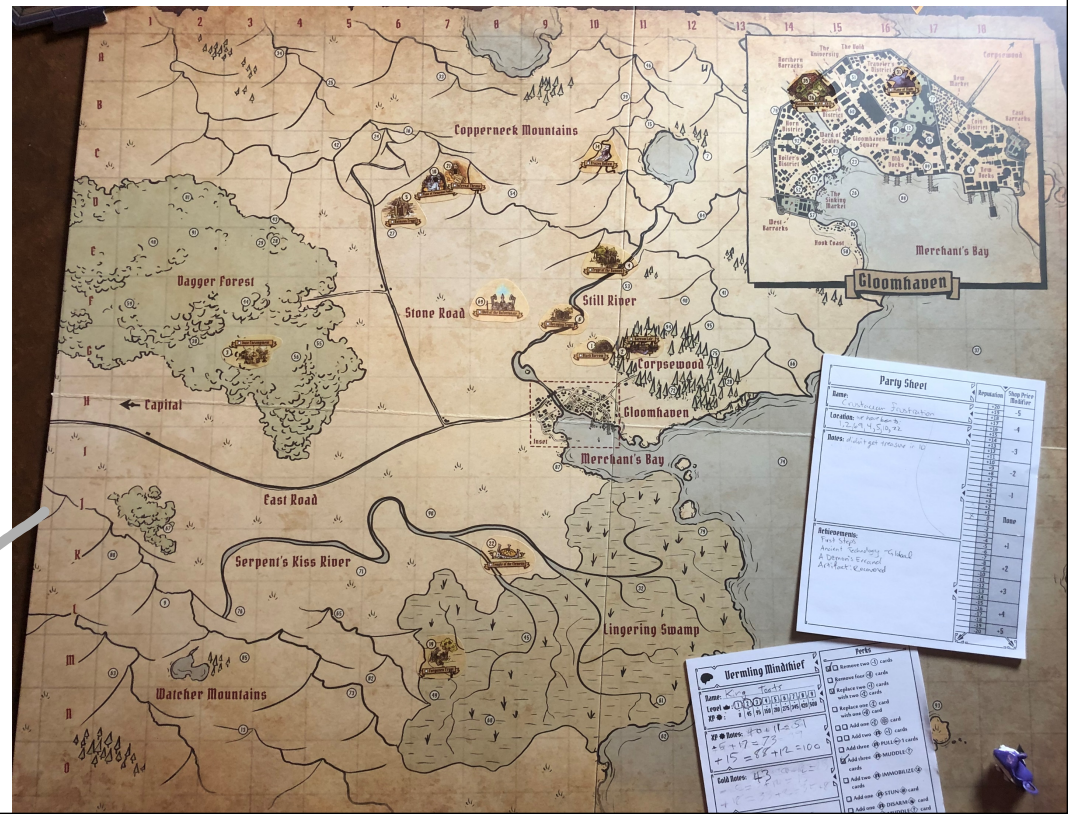


Atom

Game

Session

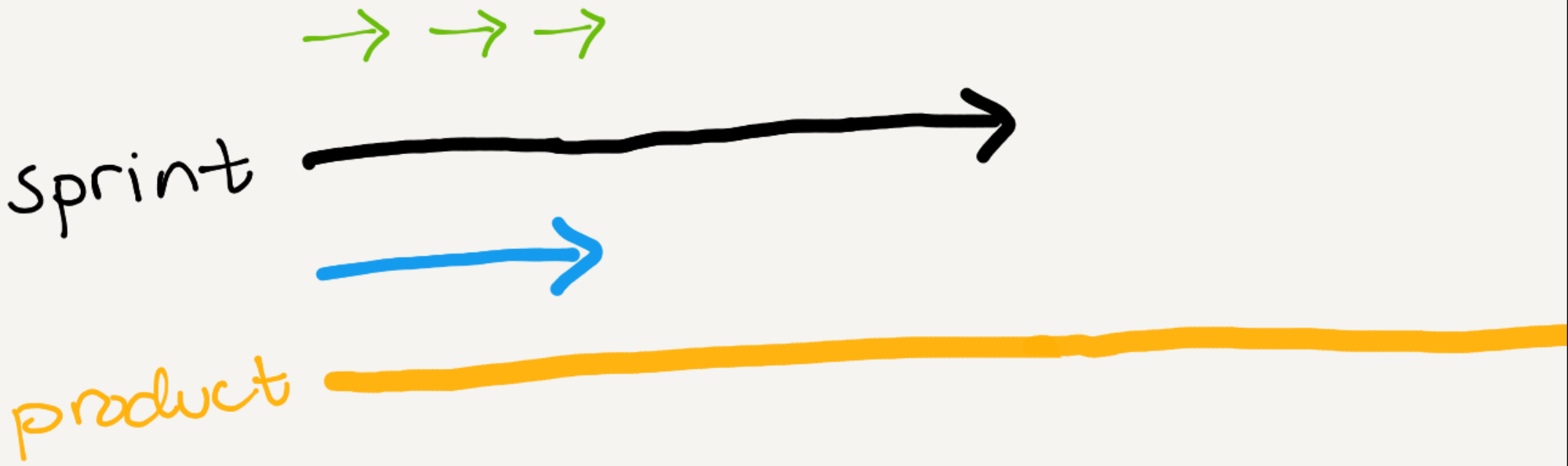
Campaign

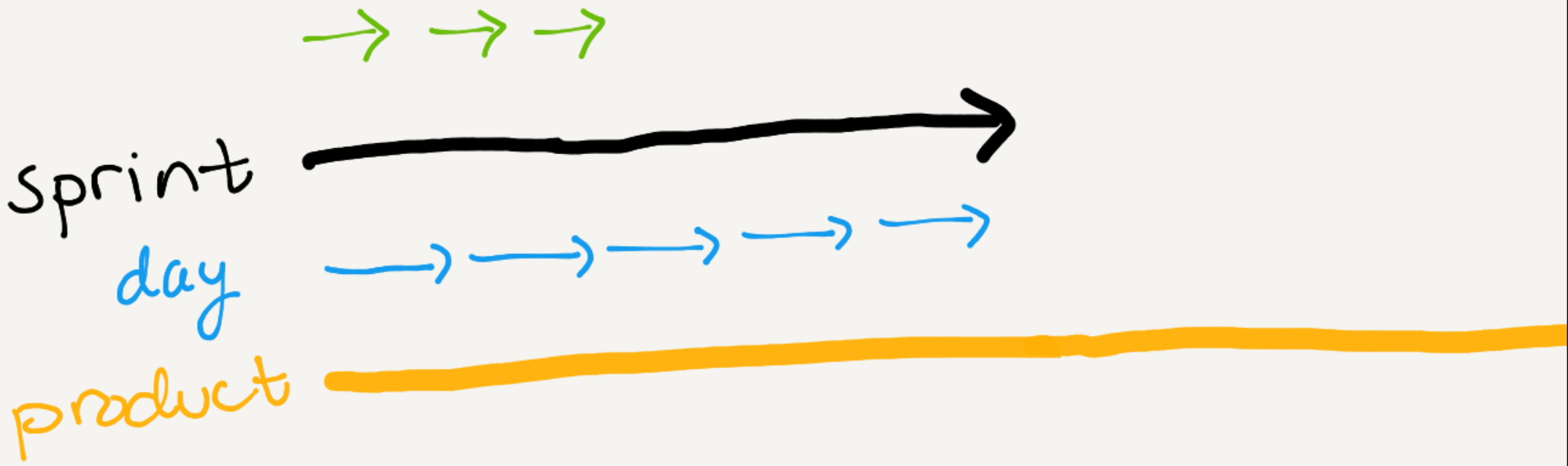


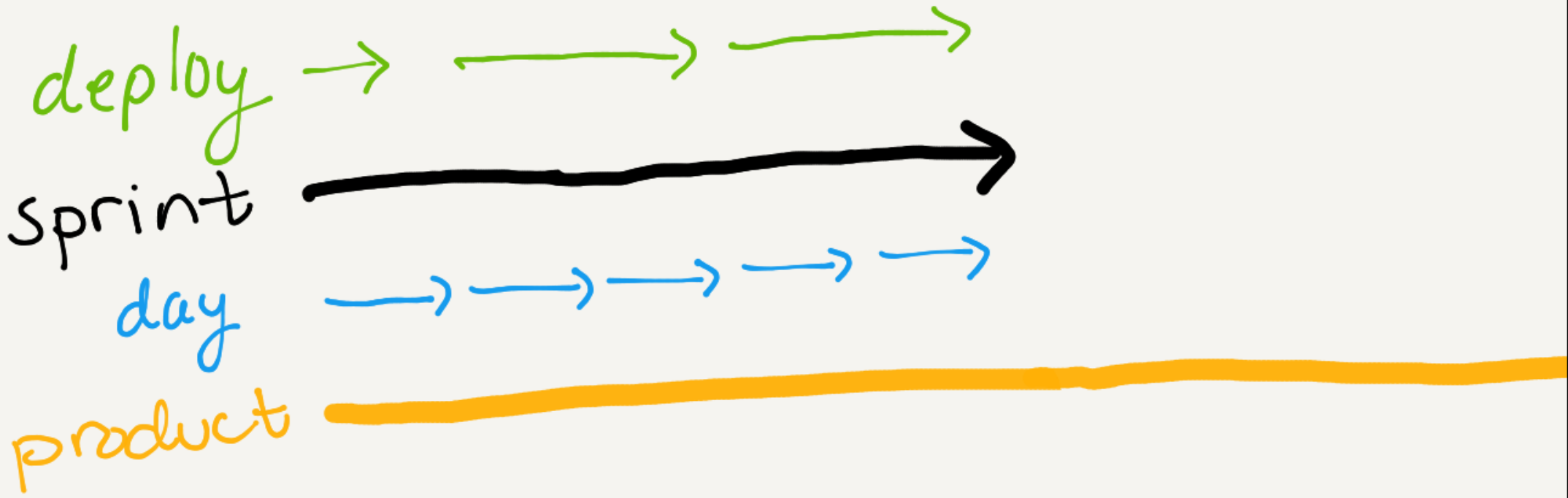
Smaller atoms are more flexible.

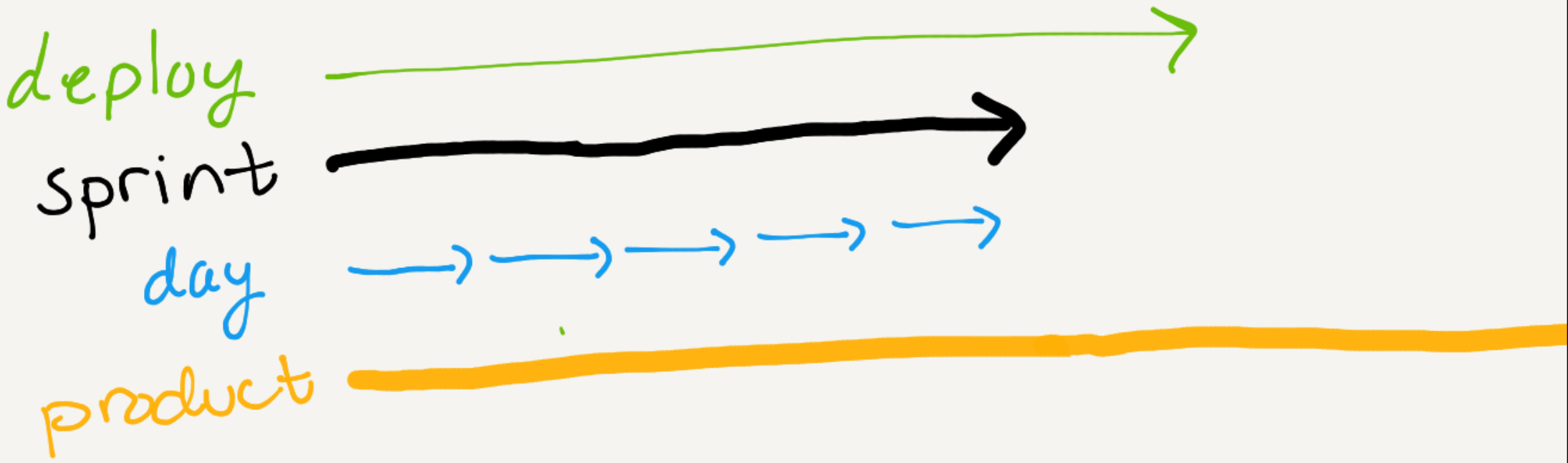


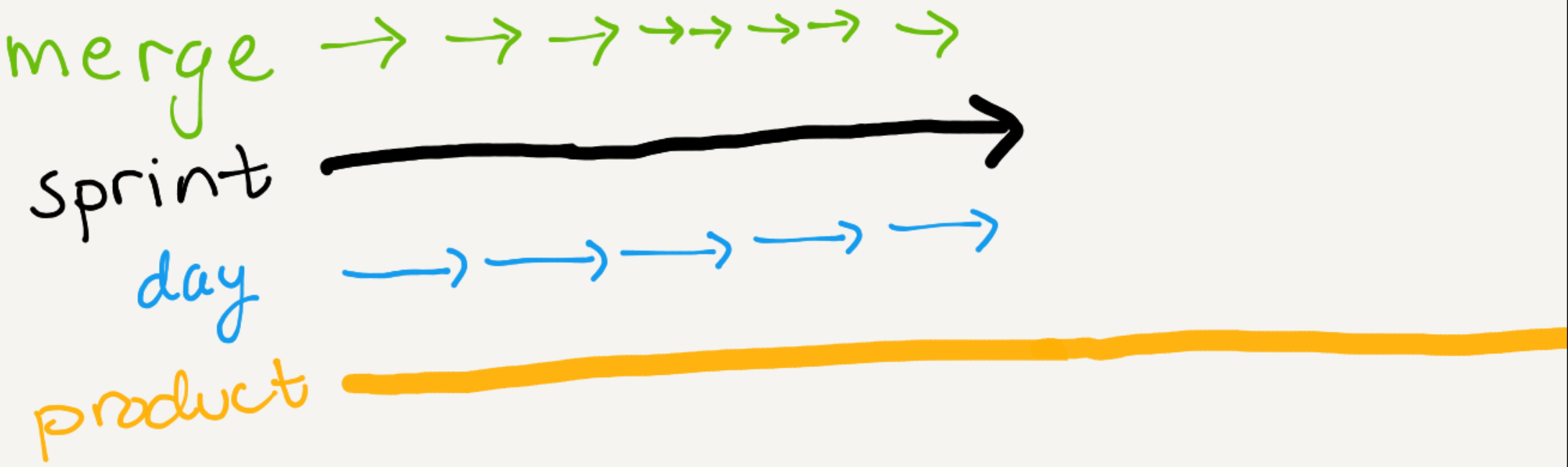


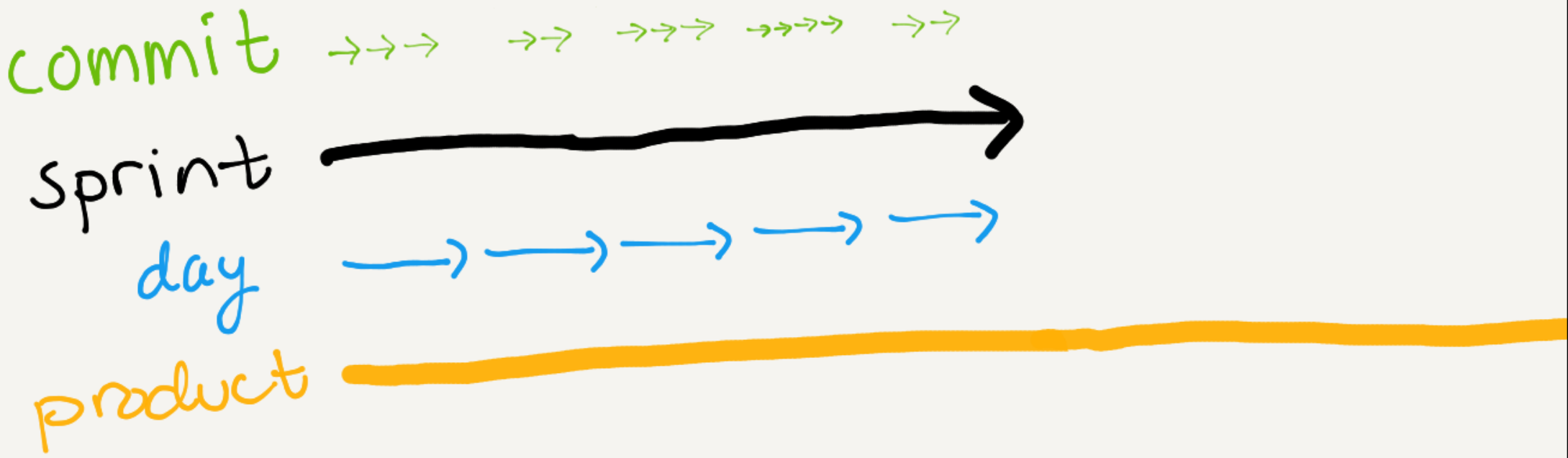

sprint
product

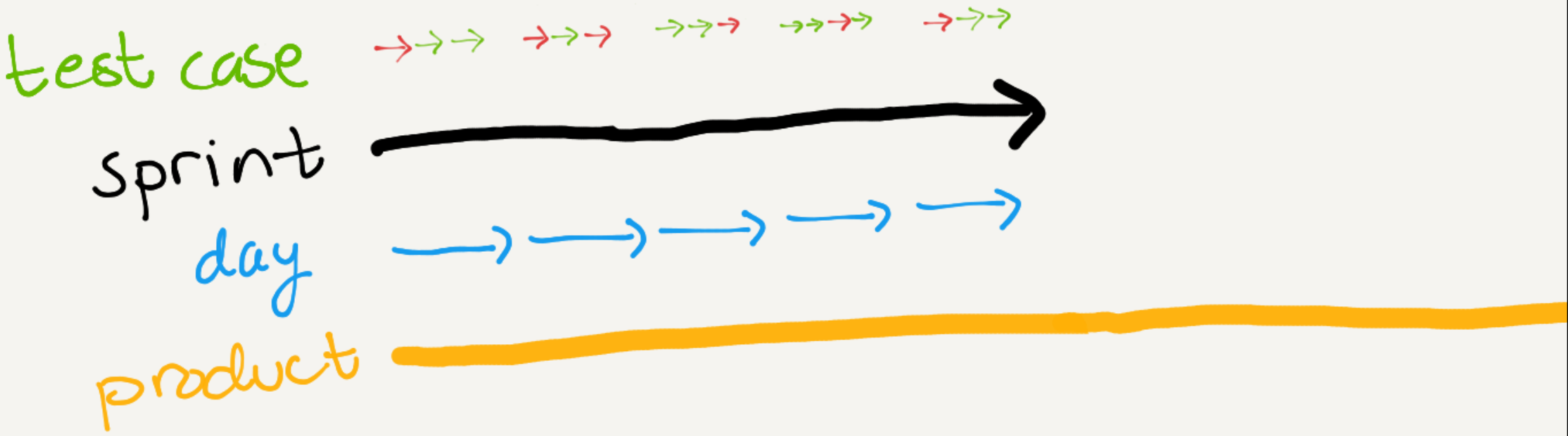

sprint
day
product


deploy
sprint
day
product


deploy
sprint
day
product


merge
sprint
day
product


commit
sprint
day
product


test case
sprint
day
product



Many More Much Smaller Steps

PawCast with GeePaw Hill • By GeePaw Hill • Sep 28, 2021

00:00

@geepawhill



Number of Players

Single-player

Two-player

Multiplayer



Number of Players

Single-player

Two-player

Multiplayer



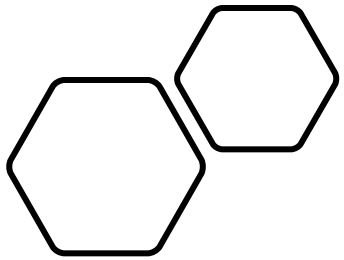
Number of Players

Single-player

Two-player

Multiplayer

How do we make programming a multiplayer game?



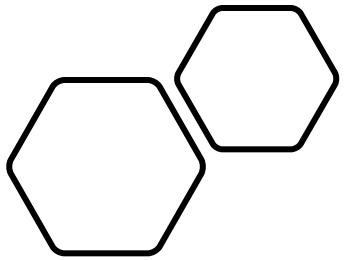
Many people play separately at the same time


GamePigeon
WORDS: 2
SCORE: 0564
01:06
RACE (+400)
S T I K
D D I A
E R F O
C A O E


GamePigeon
YOU LOST!
You
WORDS: 24
SCORE: 8200
AIDER 800
FACED 800
FRITS 800
RACED 800
AIDE 400
AIDS 400
CAFE 400
DITS 400
FACE 400
FITS 400
FRIT 400
KIDS 400
RACE 400
RIDS 400
AID 100
(9 more)
WORDS: 27
SCORE: 9500
1400 STIRED
800 FARED
800 REDDS
800 STIRE
800 TIDED
400 FARE
400 REDD
400 REDS
400 RIDE
400 RIDS
400 ROOF
400 STIR
400 TIDE
400 TIDS
100 DIF
(12 more)

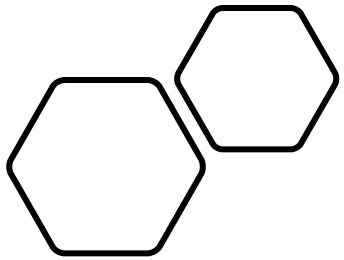


How do we make programming a multiplayer game?



Many people play separately at the same time

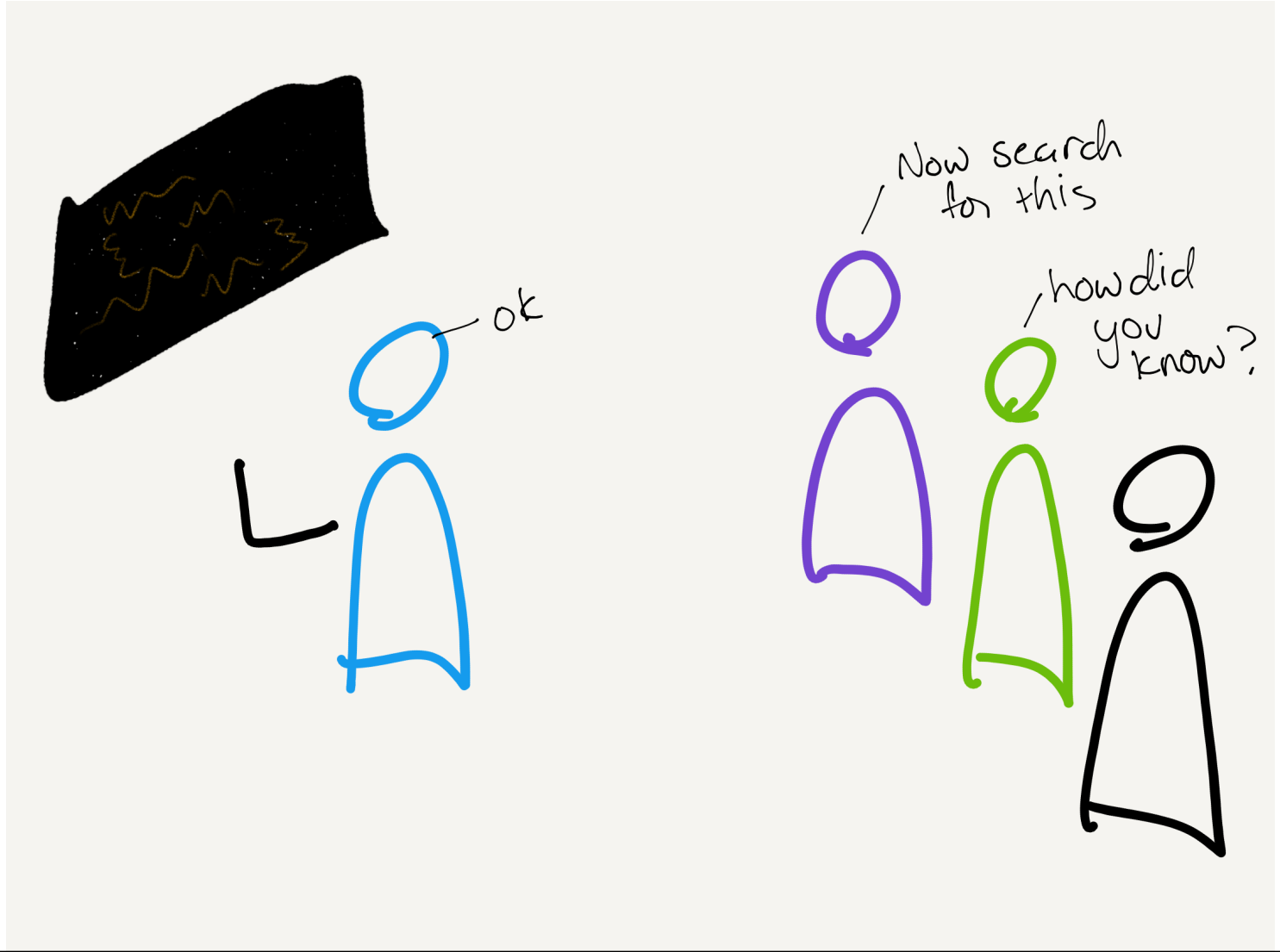
How do we make programming a multiplayer game?



Many people play separately at the same time

Or: change the rules and abilities

Ensemble work is a multiplayer, cooperative game



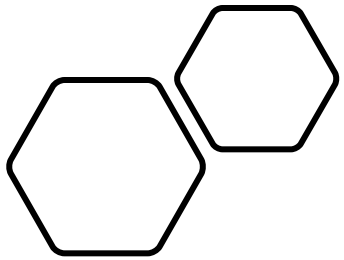


Heuristics

Positional heuristics

Directional heuristics

Heuristics



Rules of thumb to apply when they fit



Positional Heuristics

are we in a better state than before?



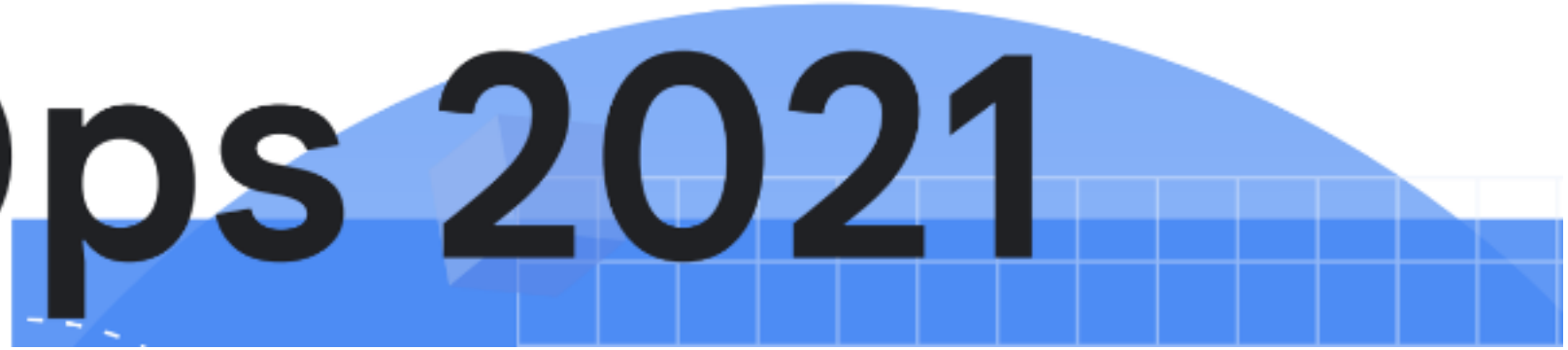
Directional heuristics

What should we do next?

Google Cloud

Accelerate

State of DevOps 2021



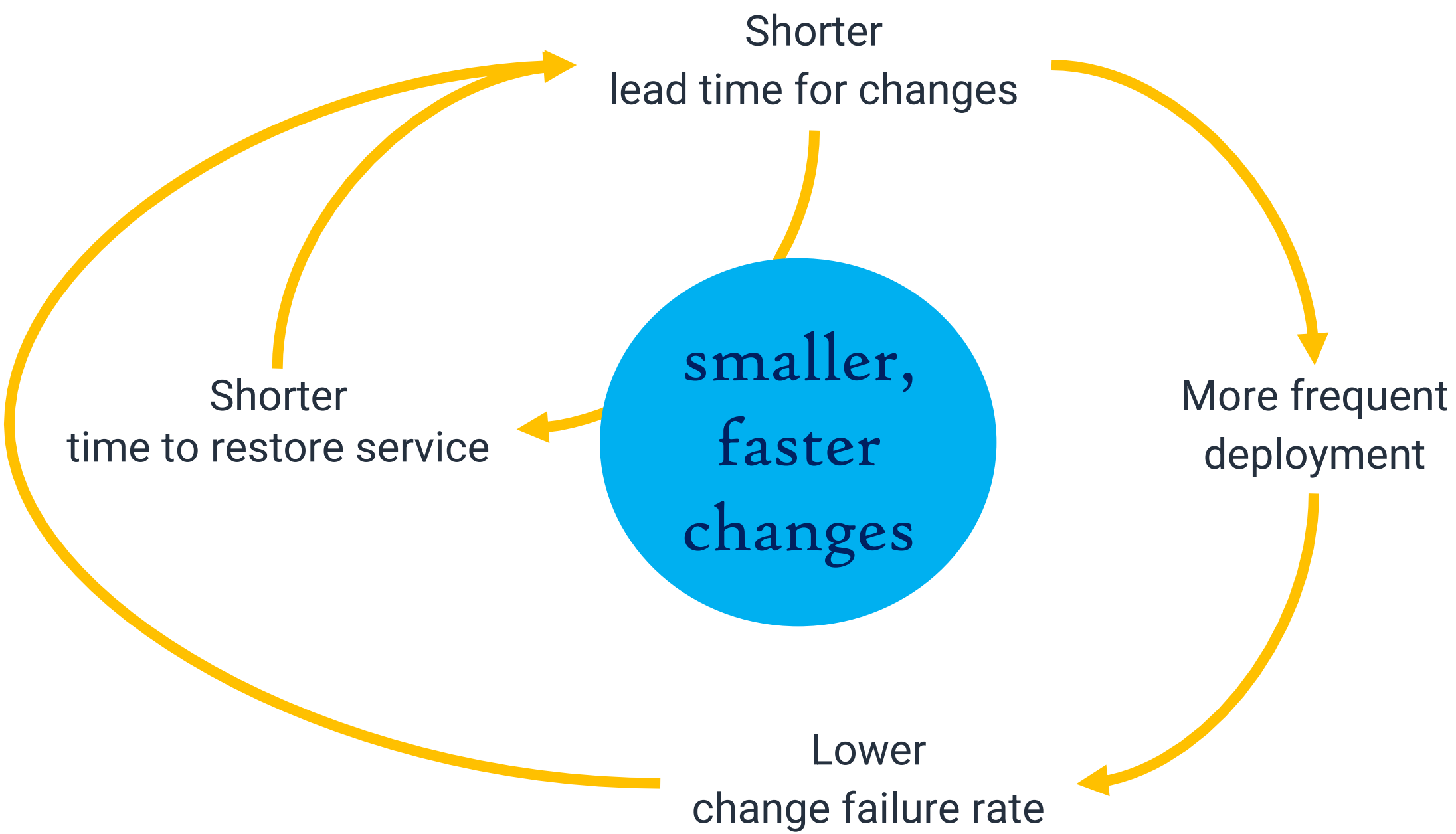
https://services.google.com/fh/files/misc/state-of-devops-2021.pdf

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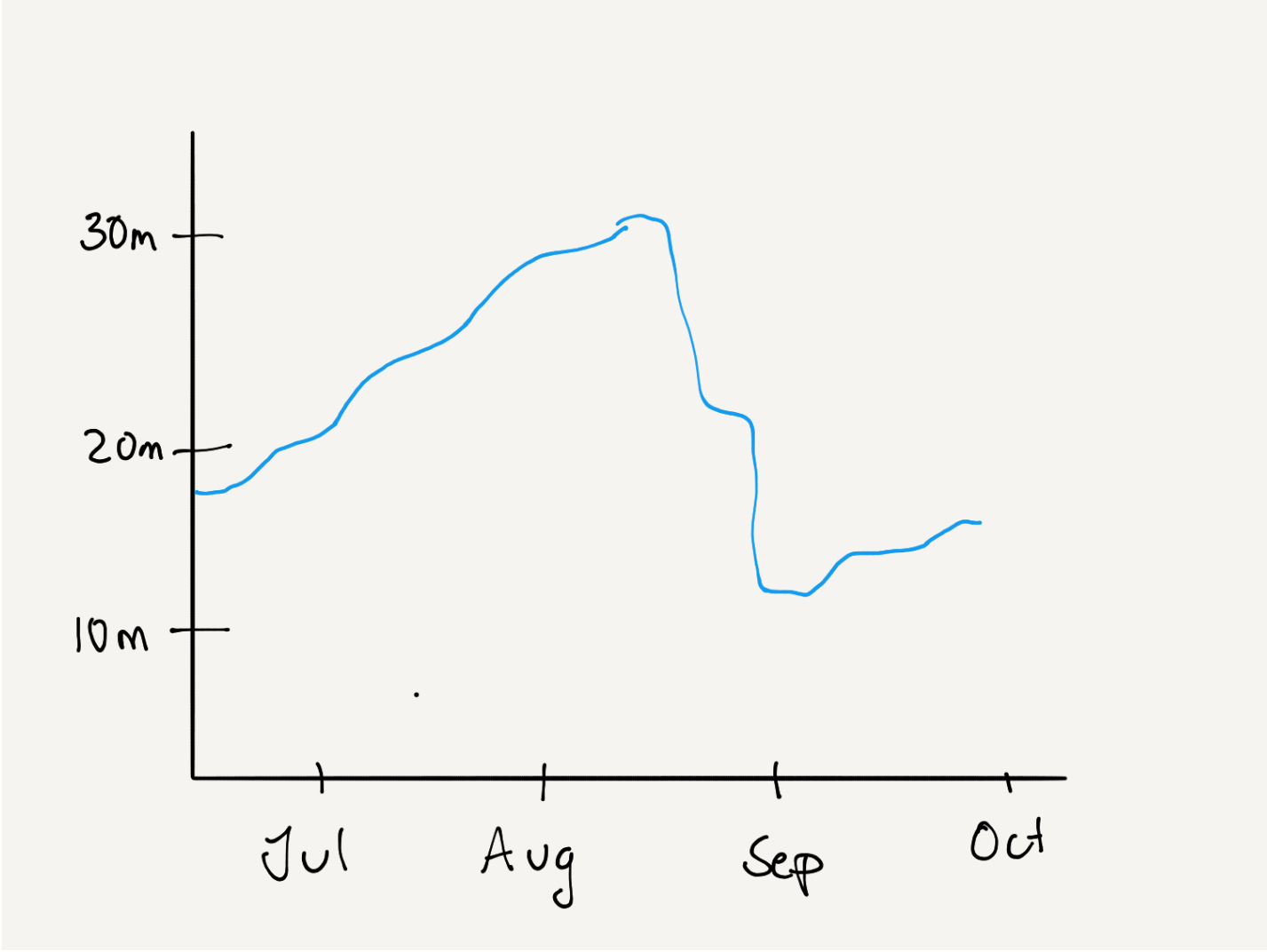
Software delivery performance metric	Elite	High	Medium	Low
Deployment frequency For the primary application or service you work on, how often does your organization deploy code to production or release it to end users?	On-demand (multiple deploys per day)	Between once per week and once per month	Between once per month and once every 6 months	Fewer than once per six months
Lead time for changes For the primary application or service you work on, what is your lead time for changes (i.e., how long does it take to go from code committed to code successfully running in production)?	Less than one hour	Between one day and one week	Between one month and six months	More than six months
Time to restore service For the primary application or service you work on, how long does it generally take to restore service when a service incident or a defect that impacts users occurs (e.g., unplanned outage or service impairment)?	Less than one hour	Less than one day	Between one day and one week	More than six months
Change failure rate For the primary application or service you work on, what percentage of changes to production or released to users result in degraded service (e.g., lead to service impairment or service outage) and subsequently require remediation (e.g., require a hotfix, rollback, fix forward, patch)?	0%-15%	16%-30%	16%-30%	16%-30%

Accelerate: State of DevOps 2021, Smith et al, Google

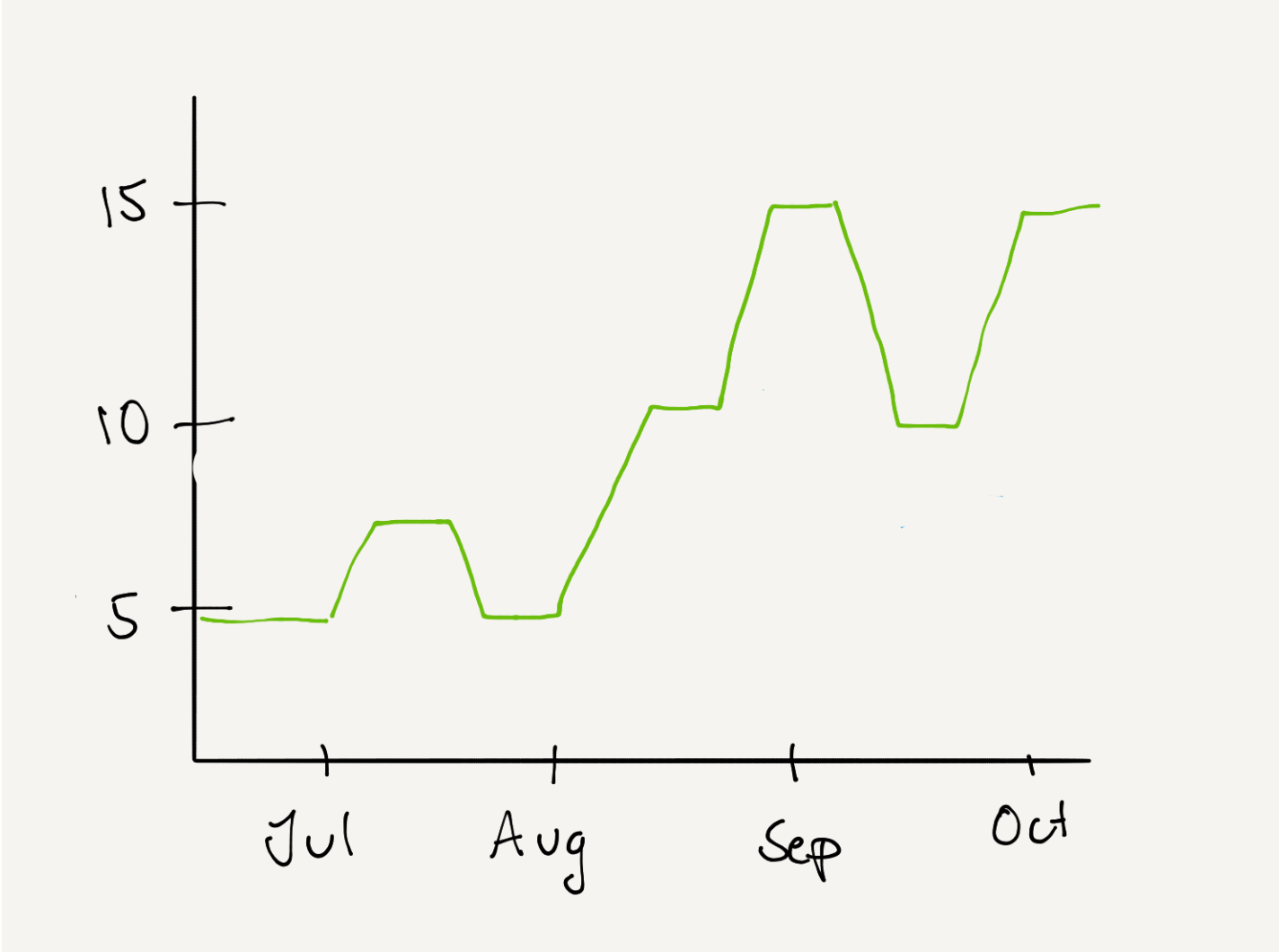
© 2022 Hound Technology, Inc

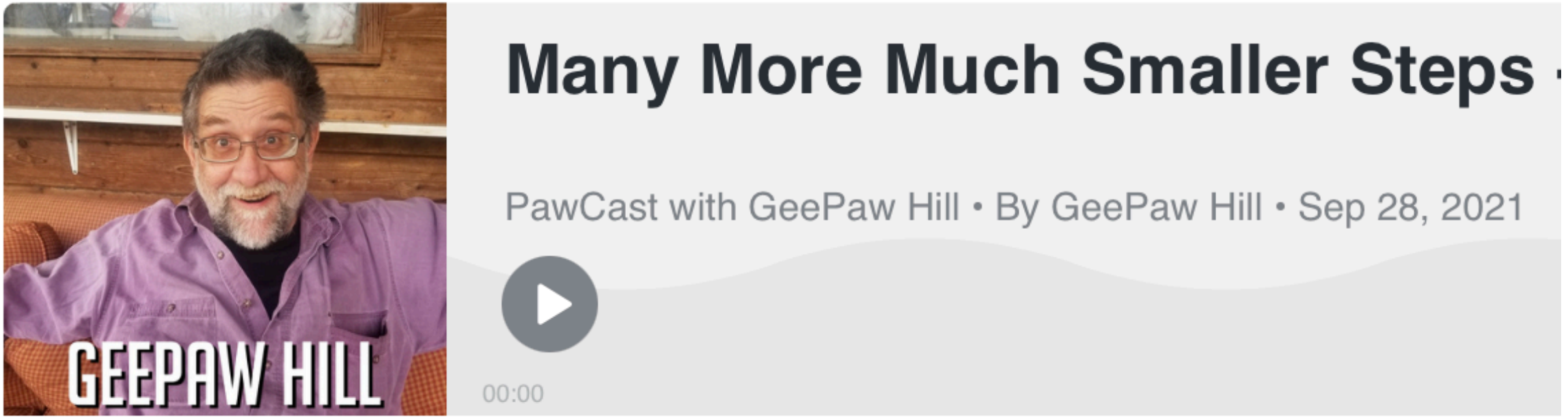

Shorter
lead time for changes
More frequent
deployment
Lower
change failure rate
Shorter
time to restore service
smaller,
faster
changes

Lead time for changes



Deployment frequency
(deploys per week)




GEEPAW HILL
Many More Much Smaller Steps
PawCast with GeePaw Hill • By GeePaw Hill • Sep 28, 2021
00:00

@geepawhill

Heuristics

	Positional
CI	Does the build take longer than it used to?
O11y	Are there any new production errors?
ODD	Is the new feature being used?



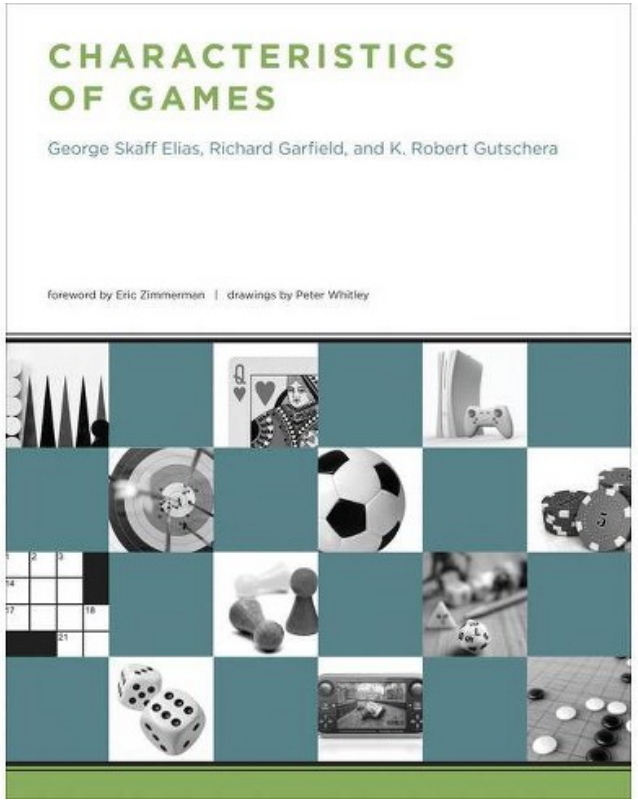
Heuristics



	Directional
TDD	Write a failing test before adding new code.
DRY	Remove duplicate code within a module.
Tidy	When you’re confused, make the code more clear.

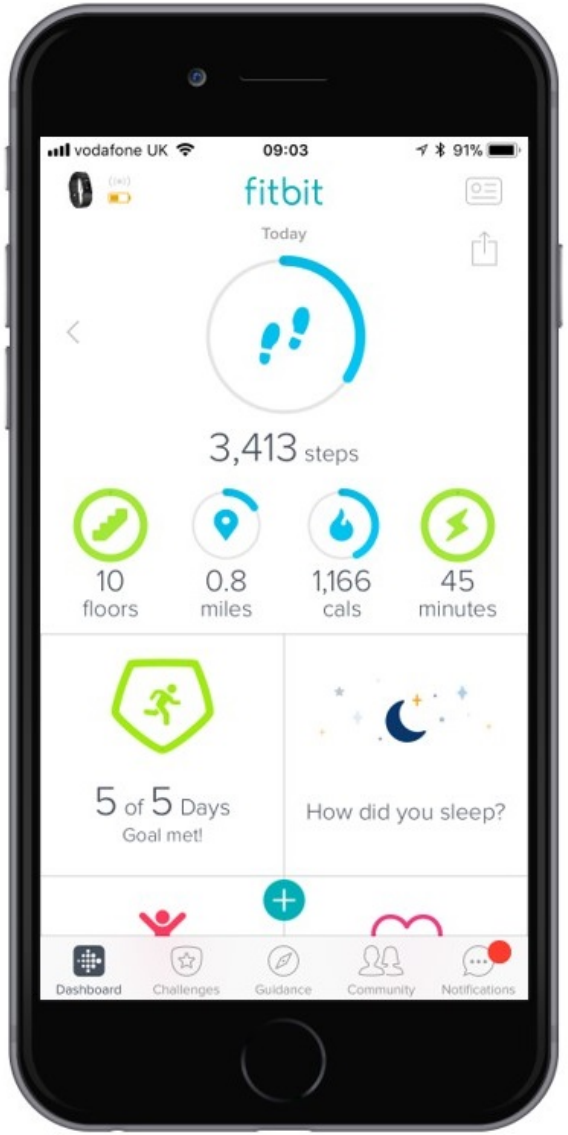
Game Design is full of insights

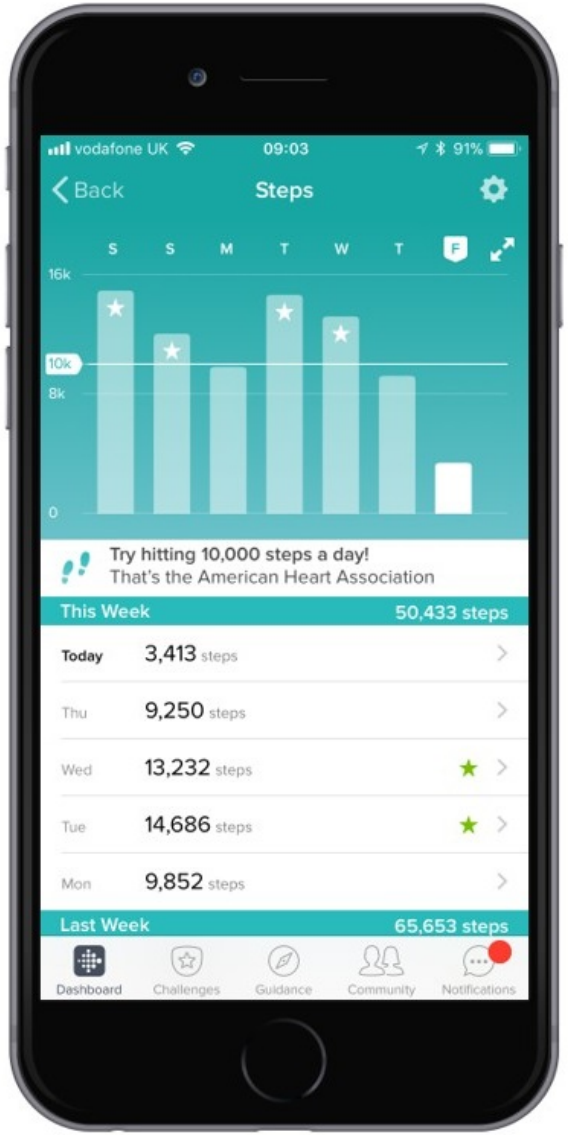
- Timespans of play
- Number of players
- Heuristics




What is missing?
Bracket
GENSHIN
IMPACT


value clarity
Semi
UID 601351138
GENSHIN
IMPACT


vodafone UK
09:03
91%
fitbit
Today
3,413 steps
10
floors
0.8
miles
1,166
cals
45
minutes
5 of 5 Days
Goal met!
How did you sleep?
Dashboard
Challenges
Guidance
Community
Notifications


vodafone UK
09:03
91%
Back
Steps
S S M T W T F
16k
10k
8k
0
Try hitting 10,000 steps a day!
That's the American Heart Association
This Week
50,433 steps
Today
3,413 steps
Thu
9,250 steps
Wed
13,232 steps
Tue
14,686 steps
Mon
9,852 steps
Last Week
65,653 steps
Dashboard
Challenges
Guidance
Community
Notifications

Reach Status through a combination of

Premier Qualifying Points + Flights

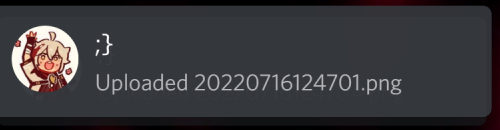



Jessitron
what does this do?
Adventure Rank
57
UID 636886204
Adventure EXP
221643 / 285750
Copy
World Level
8
Birthday
8/29


Semi
BABY ACQUIRED
Adventure Rank
59
UID 601351138
Adventure EXP
39823 / 340125
Copy
World Level
8
Birthday

value clarity: define and measure “good”

value capture: when the heuristic for value becomes what we value.



value capture: when the heuristic for value becomes what we value.


Today
3,413 steps
10 floors
0.8 miles
1,166 cals
45 minutes
5 of 5 Days
Goal met
How did you sleep?
Back
Steps
This Week
50,433 steps
Last Week
65,653 steps

What is the average salary for Software Developer jobs in London?

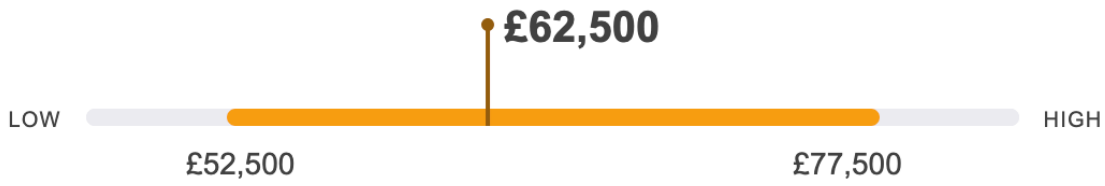
The average salary for Software Developer jobs in London is £62,500.

Read on to find out how much Software Developer jobs in London pay across various industries and compare against other locations in the UK.

AVERAGE

£62,500

Sample size **265**



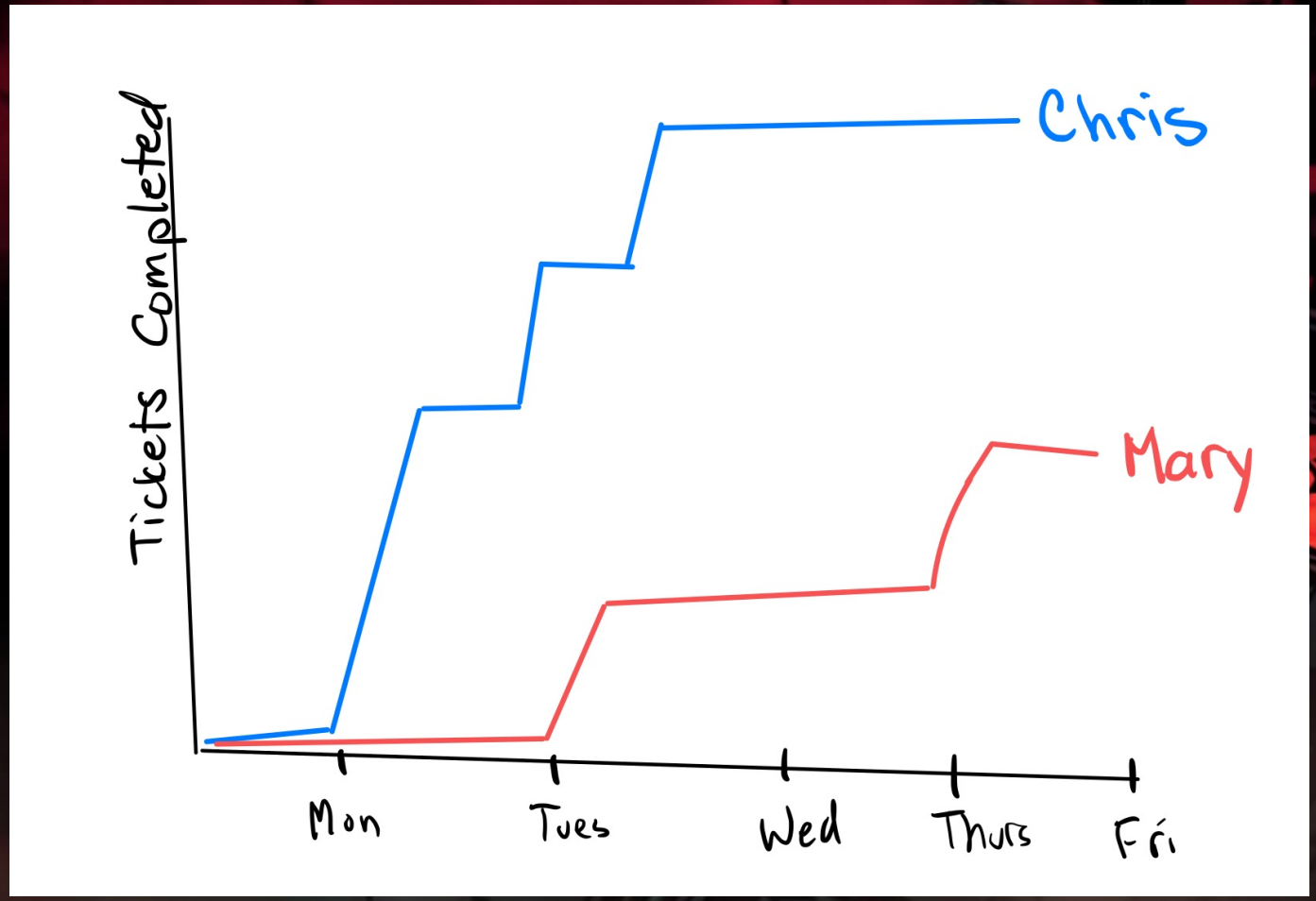
We have 488 jobs paying higher than the average Software Developer salary!

Find my next job

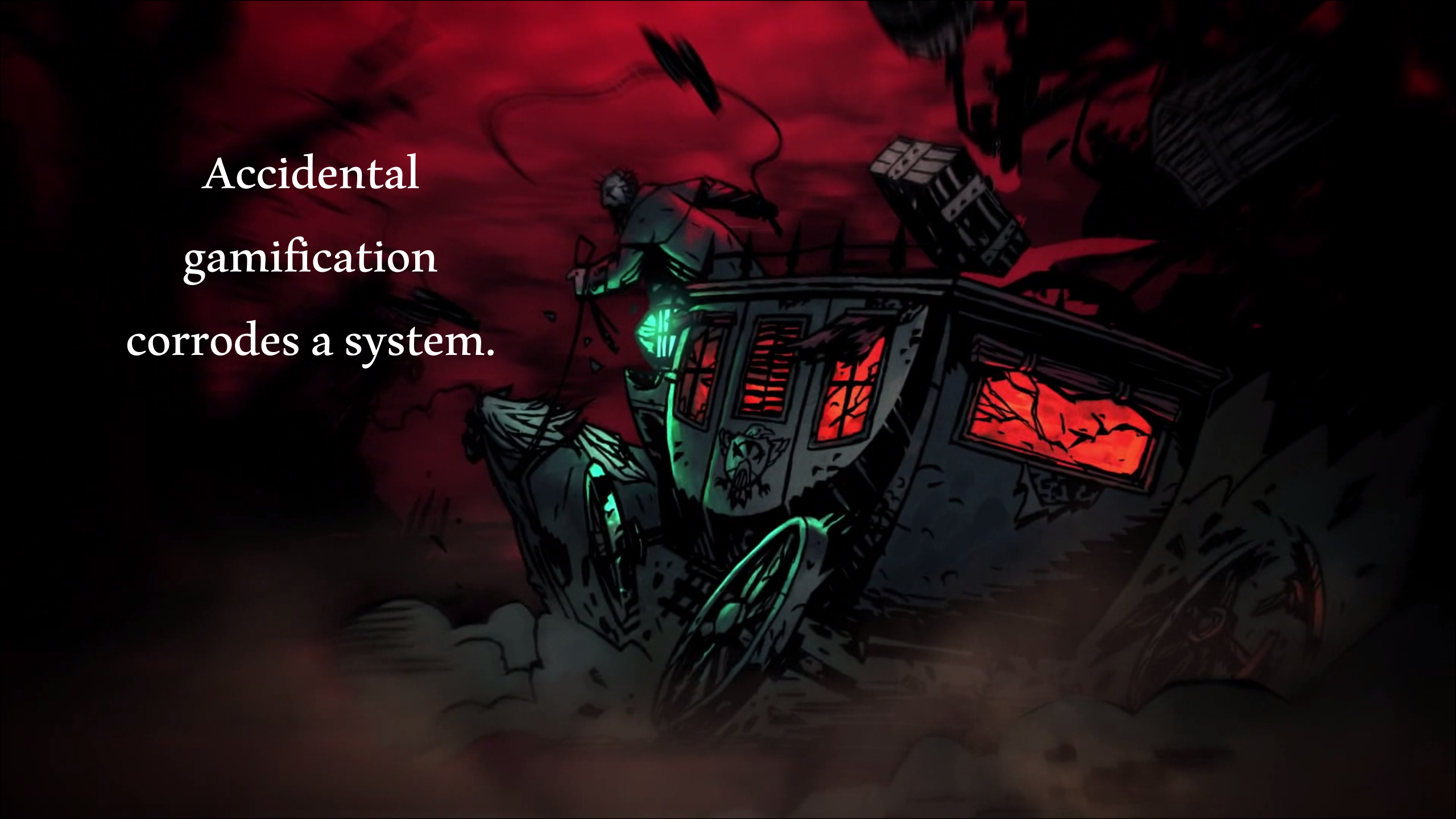
Rank	Name	Total net worth	$ Last change	$ YTD change	Country / Region
1	Elon Musk	$180B	-$462M	-$90.5B	United States
2	Bernard Arnault	$160B	+$221M	-$18.3B	France
3	Gautam Adani	$126B	-$1.42B	+$49.8B	India
4	Jeff Bezos	$117B	-$691M	-$75.6B	United States
5	Bill Gates	$115B	+$161M	-$22.8B	United States
6	Warren Buffett	$110B	+$352M	+$1.06B	United States
7	Larry Ellison	$95.8B	+$86.7M	-$11.4B	United States
8	Mukesh Ambani	$90.7B	+$2.29B	+$706M	India
9	Larry Page	$90.2B	-$865M	-$38.3B	United States
10	Steve Ballmer	$88.0B	-$53.7M	-$17.6B	United States
11	Sergey Brin	$86.3B	-$845M	-$37.2B	United States
12	Carlos Slim	$80.2B	-$422M	+$6.40B	Mexico
13	Francoise Bettencourt Meyers	$72.8B	+$354M	-$20.8B	France

https://bloomberg.com/billionaires


Accidental gamification


Tickets Completed
Chris
Mary
Mon
Tues
Wed
Thurs
Fri

Accidental gamification corrodes a system.



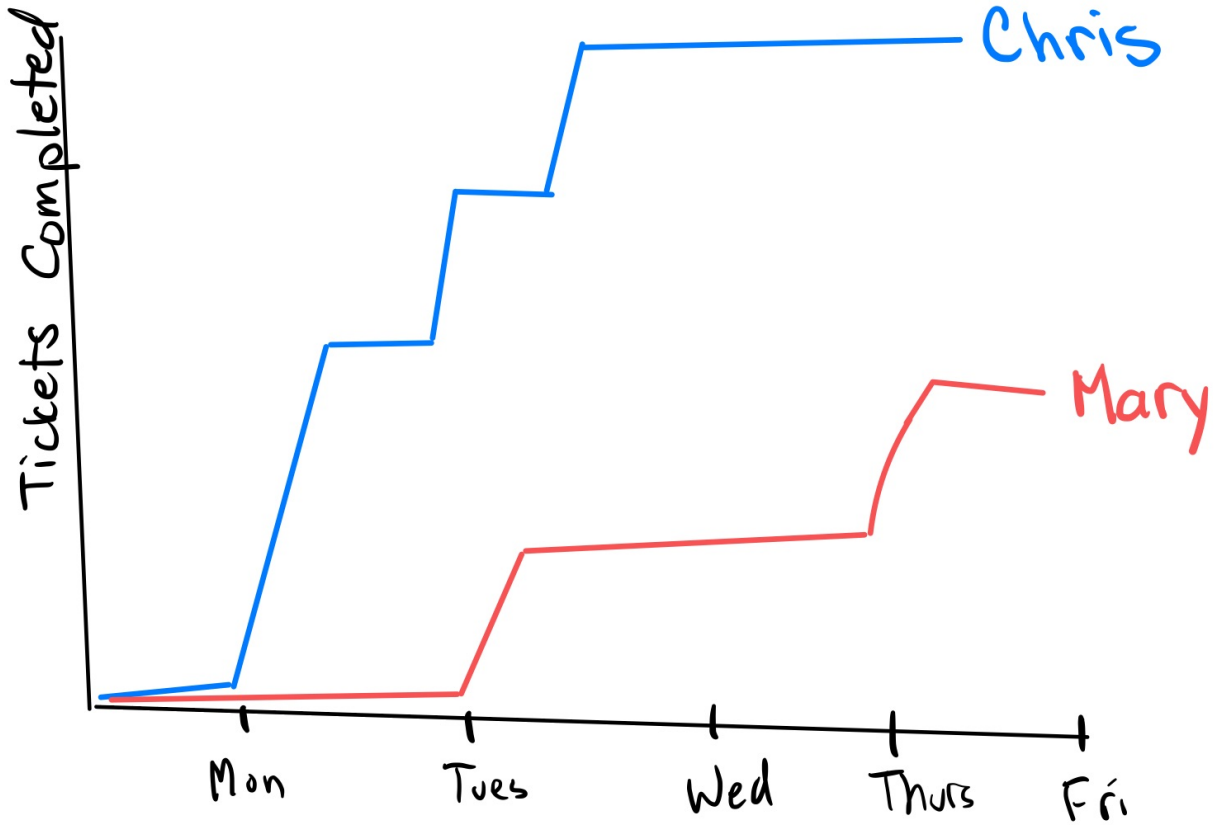
Accidental gamification corrodes a system.

value clarity: define and measure "good"

value capture: when the heuristic for value becomes what we value.

Competition

Higher = better



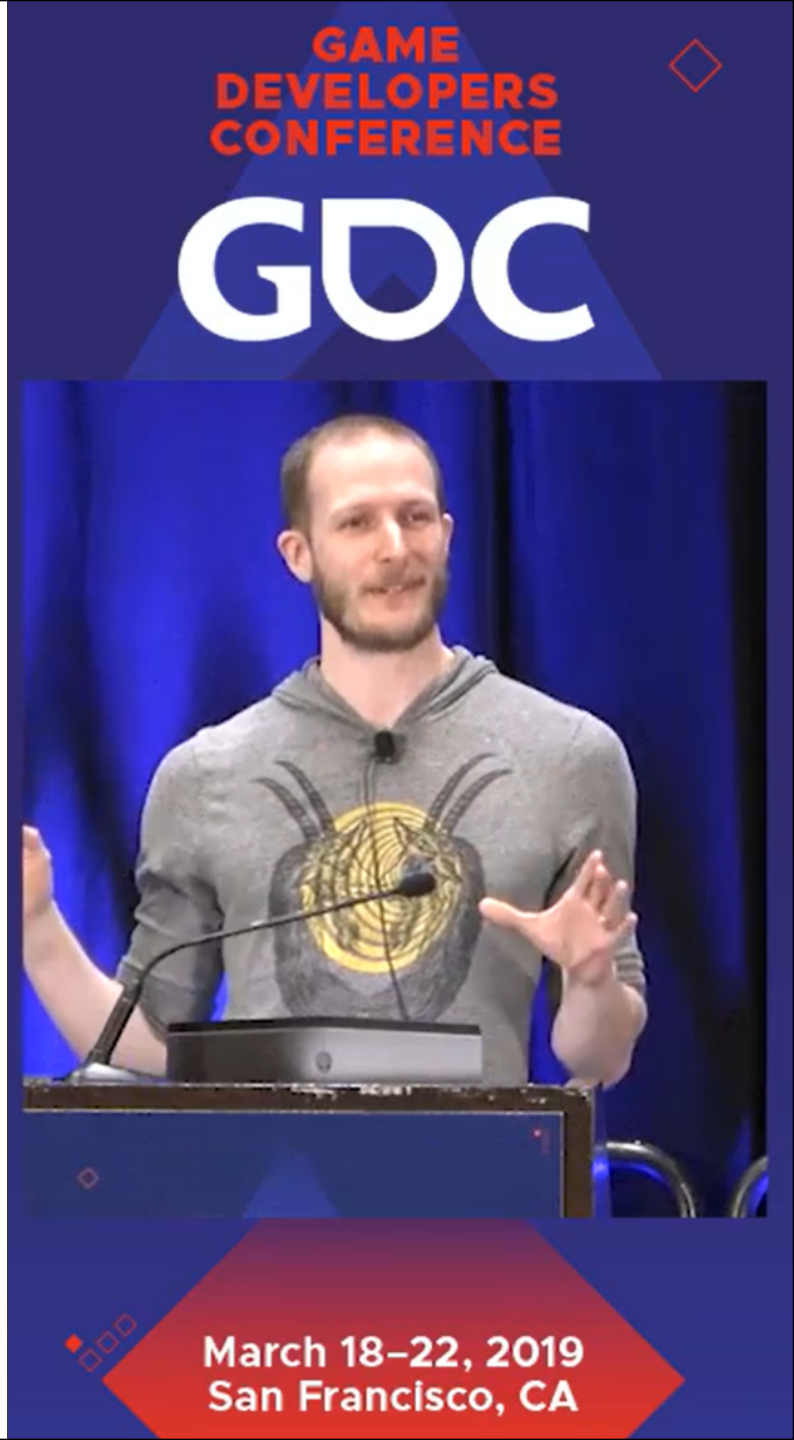
Our best score is not our best work.



“Extrinsic goals tend to subsume intrinsic goals.”

- Alex Jaffe, Cursed Problems in Game Design

https://gdcvault.com/play/1025756/Cursed-Problems-in-Game




OKRs
Semi
UID 601351138
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Objective and Key Results

Objective and Key Results

Objective: get more users

Key Results:

(events) moar signups

(sales development) contact signups within 1 hour

Objective: improve experience for large customers

Key results:

activity history loads within 2s, 95% of the time

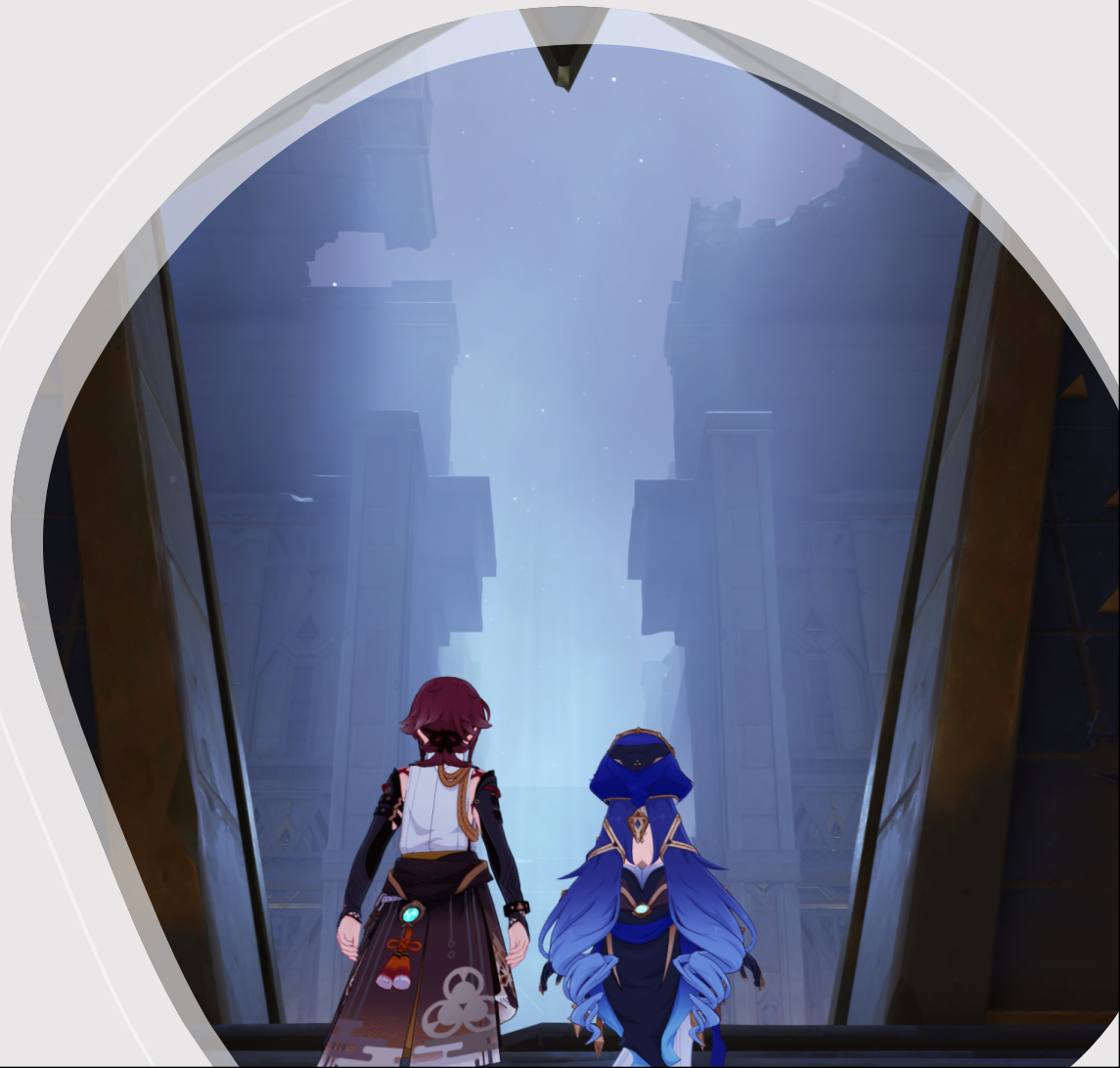
Accidental gamification corrodes a system

Prioritize objectives.

Key results are heuristics.


Accidental
gamification
corrodes a system

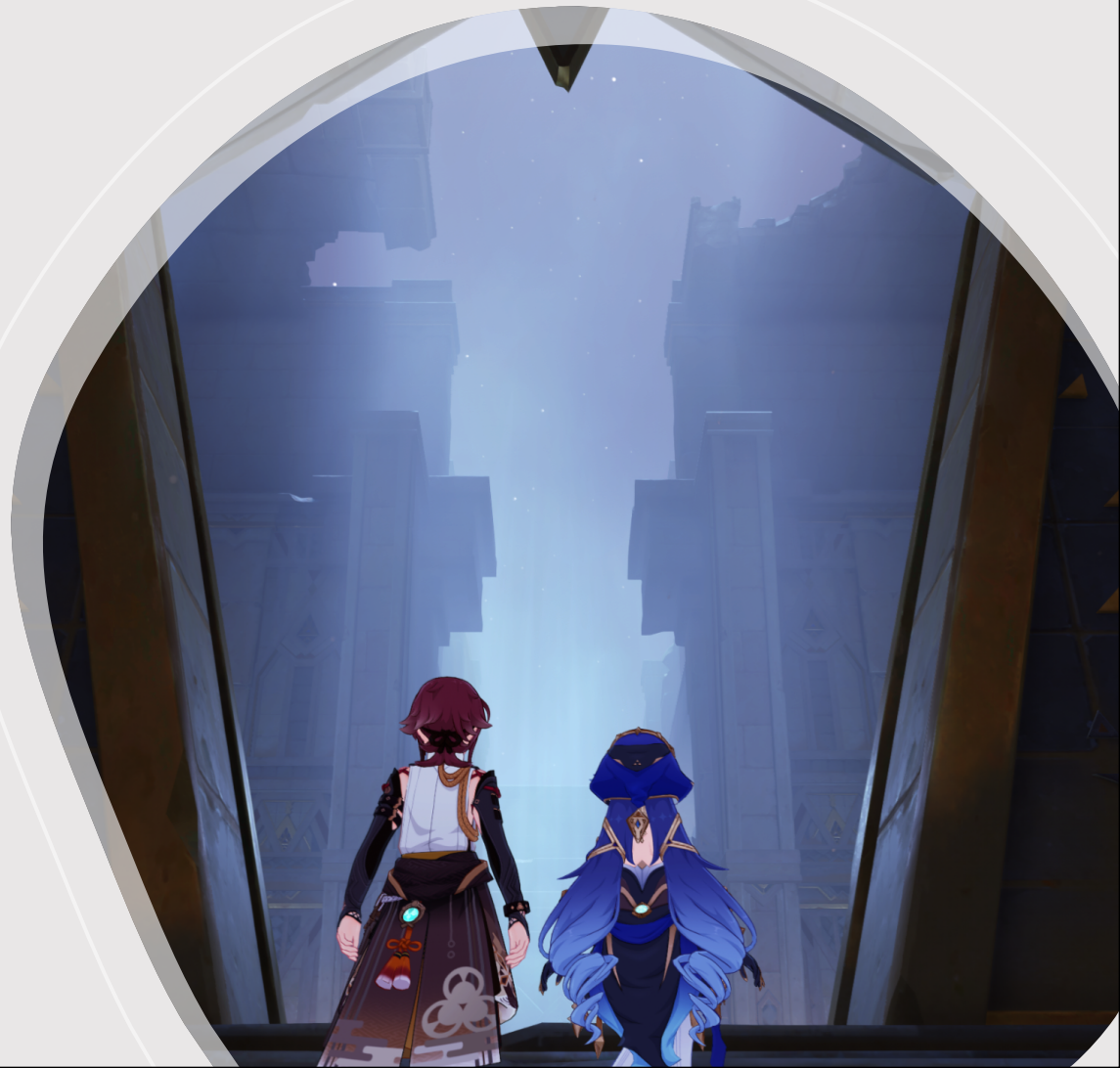






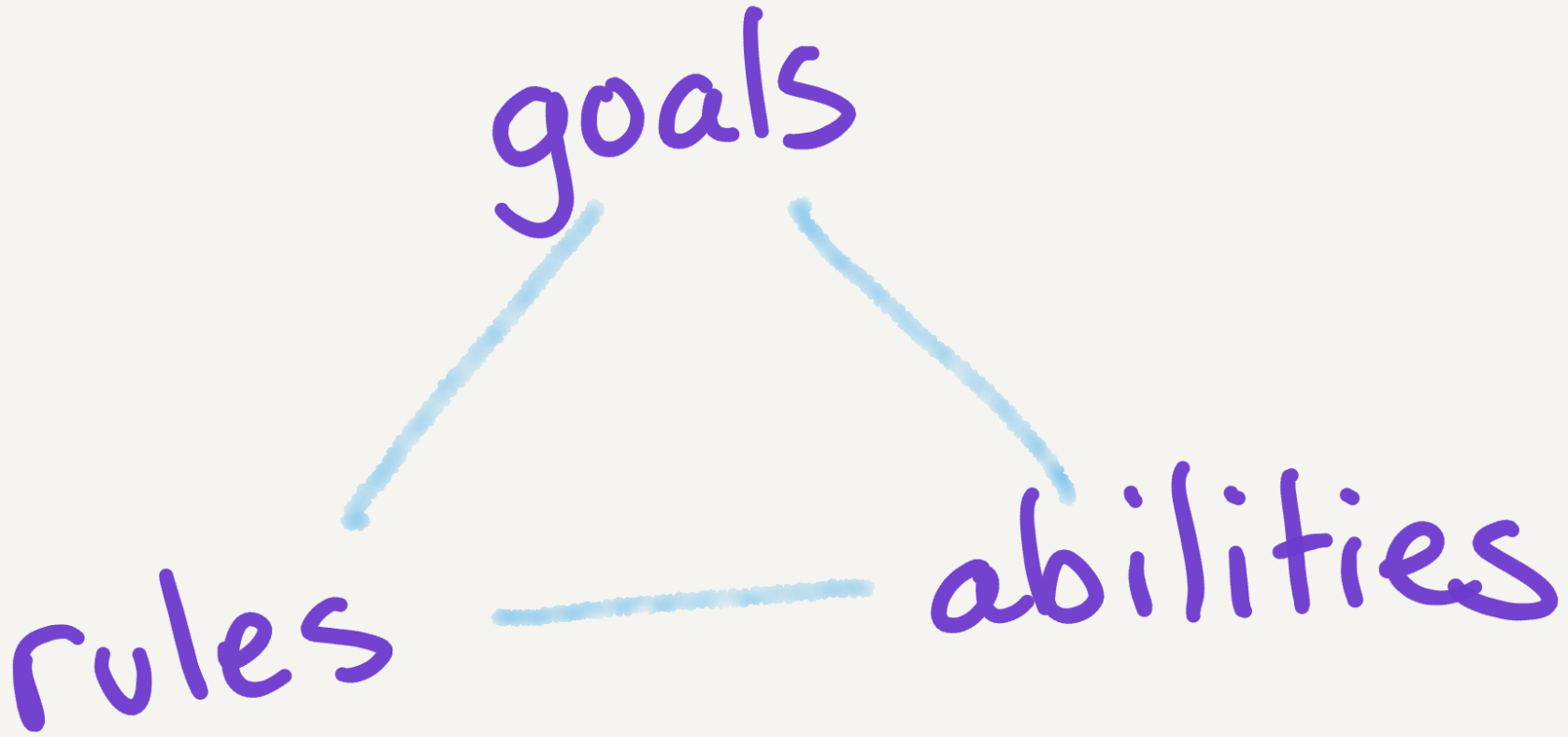
Gamify

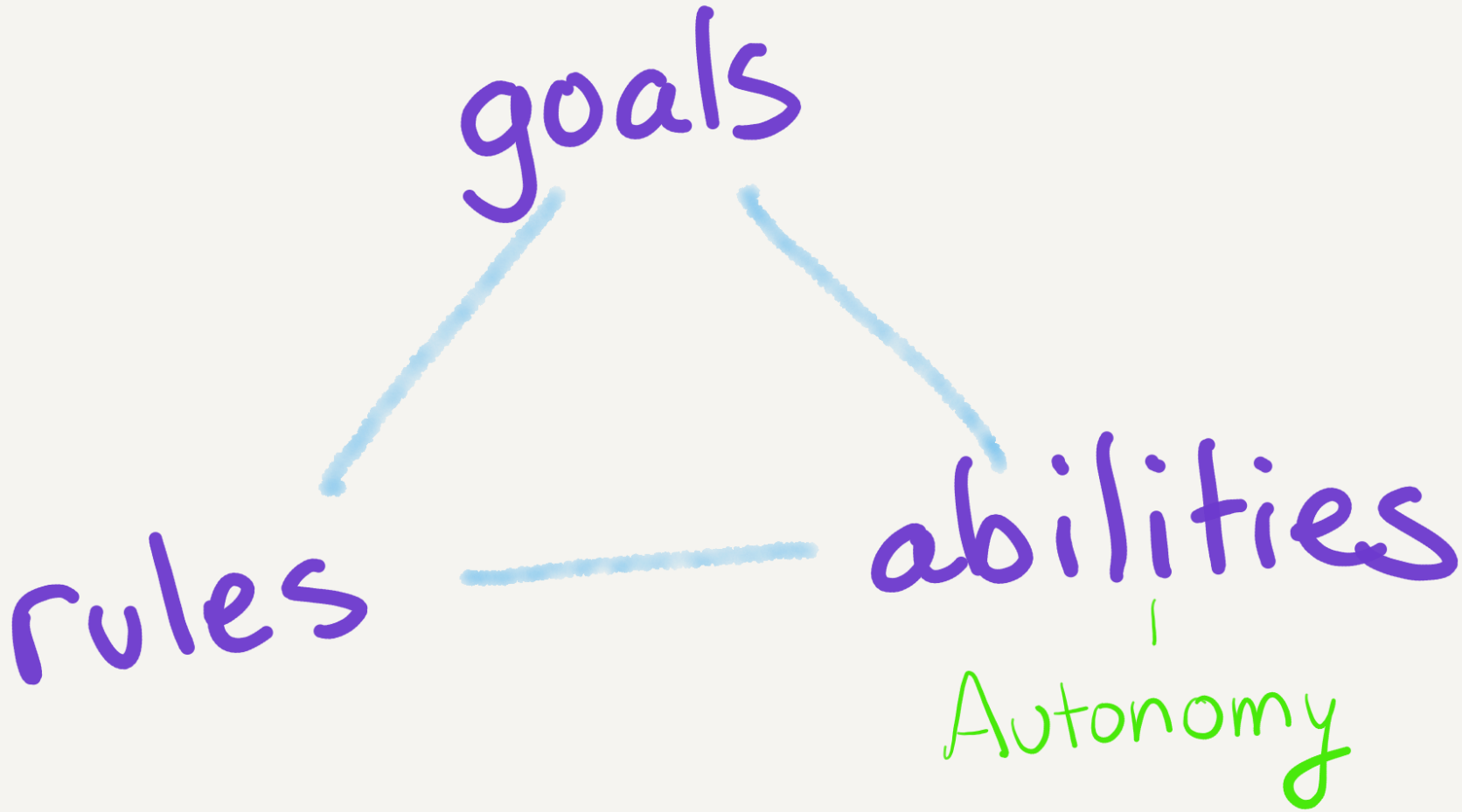
design agency

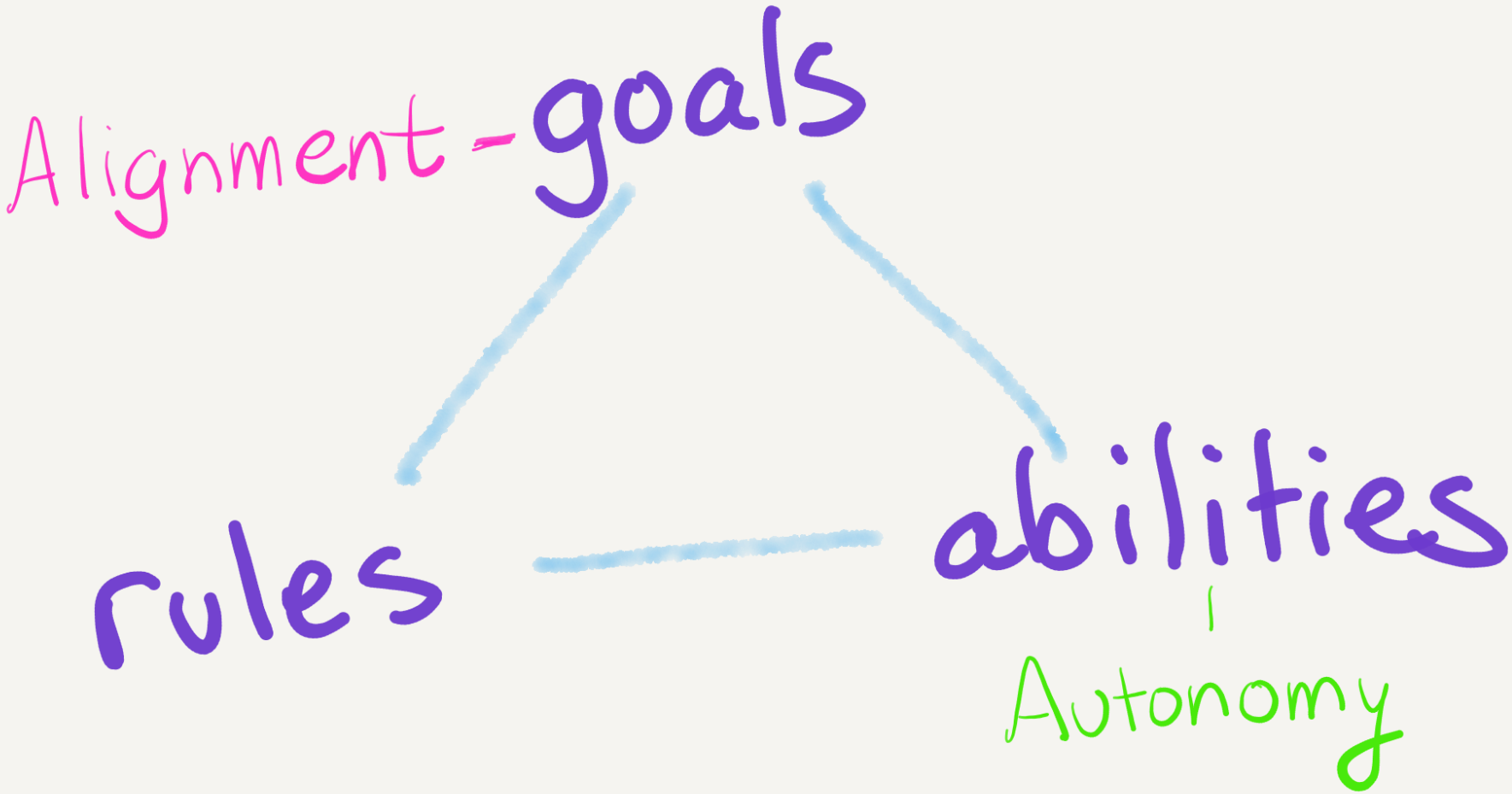




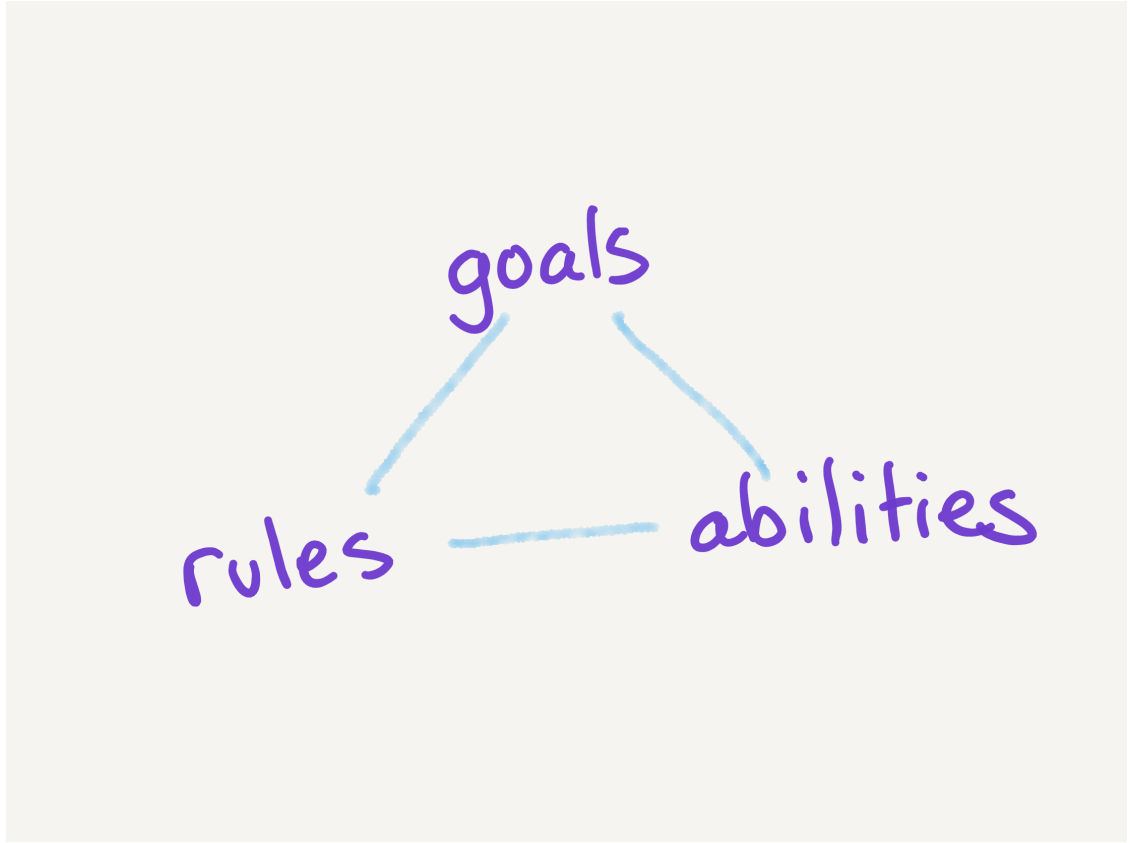
Games show that we can design agency.

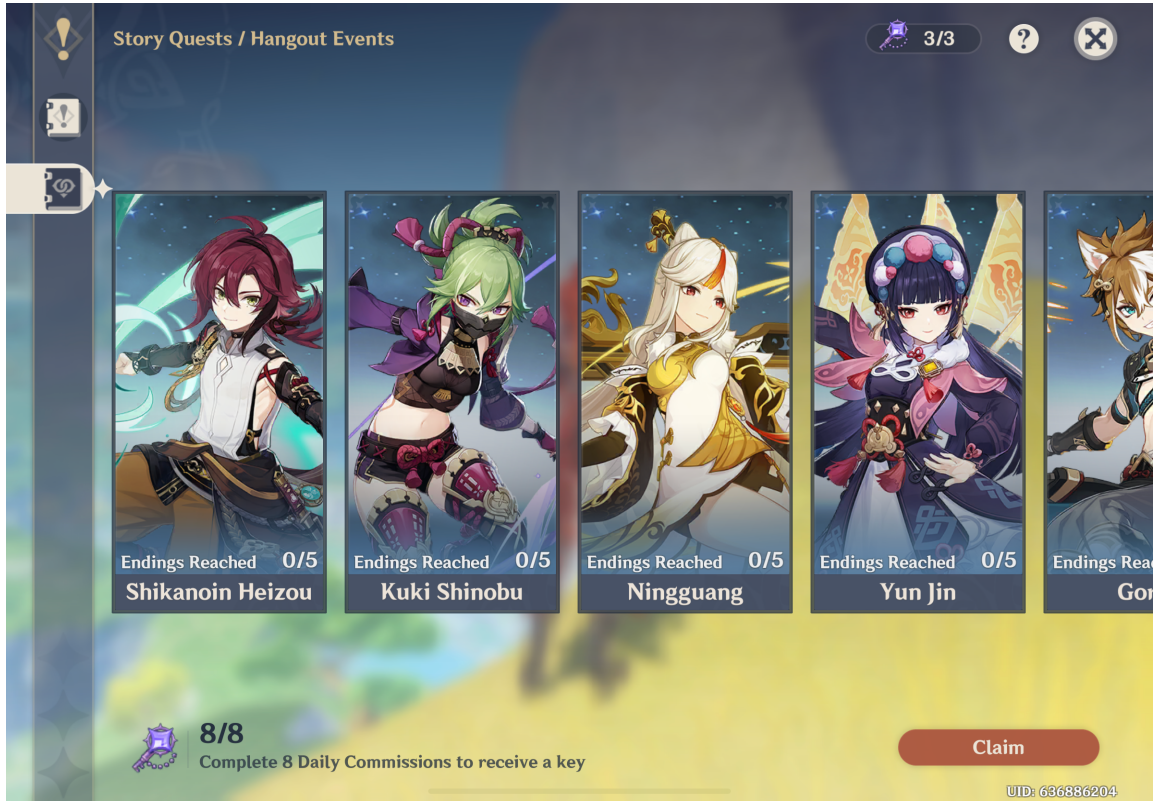

goals
rules
abilities


goals
rules
abilities
Autonomy

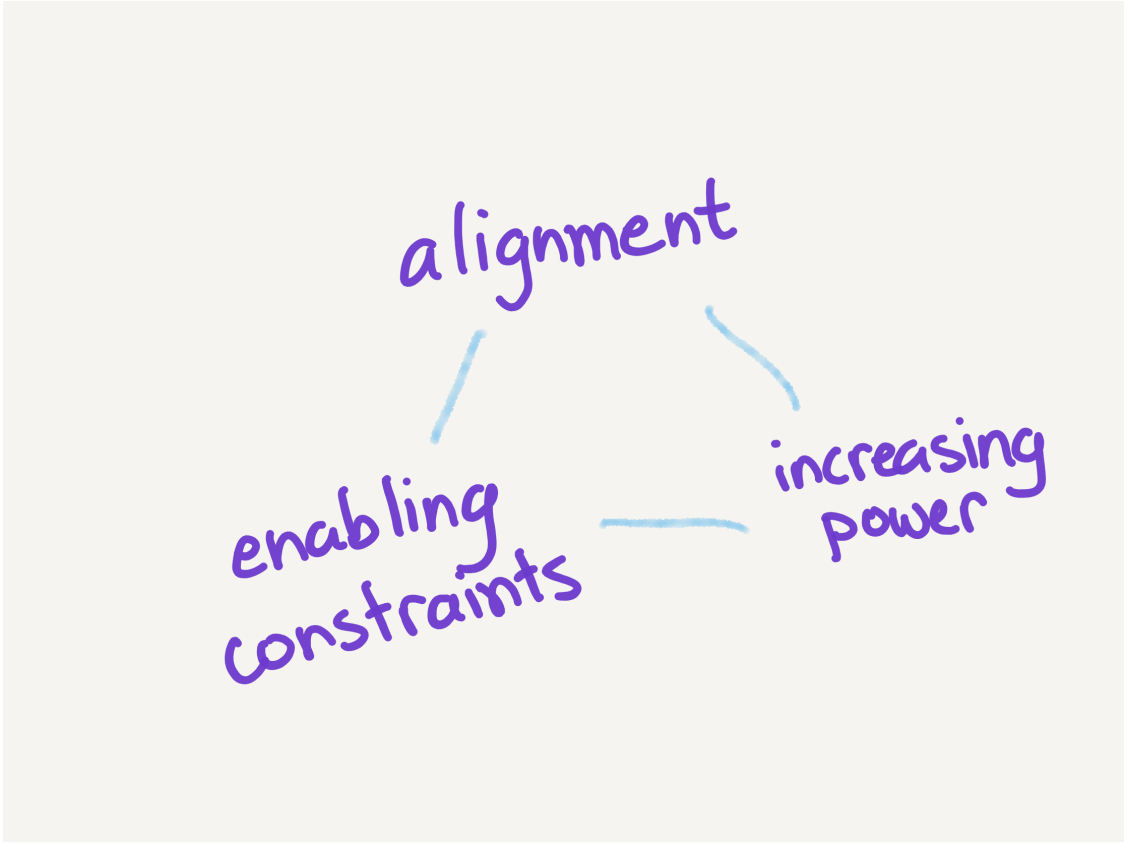

Alignment - goals
rules
abilities
Autonomy

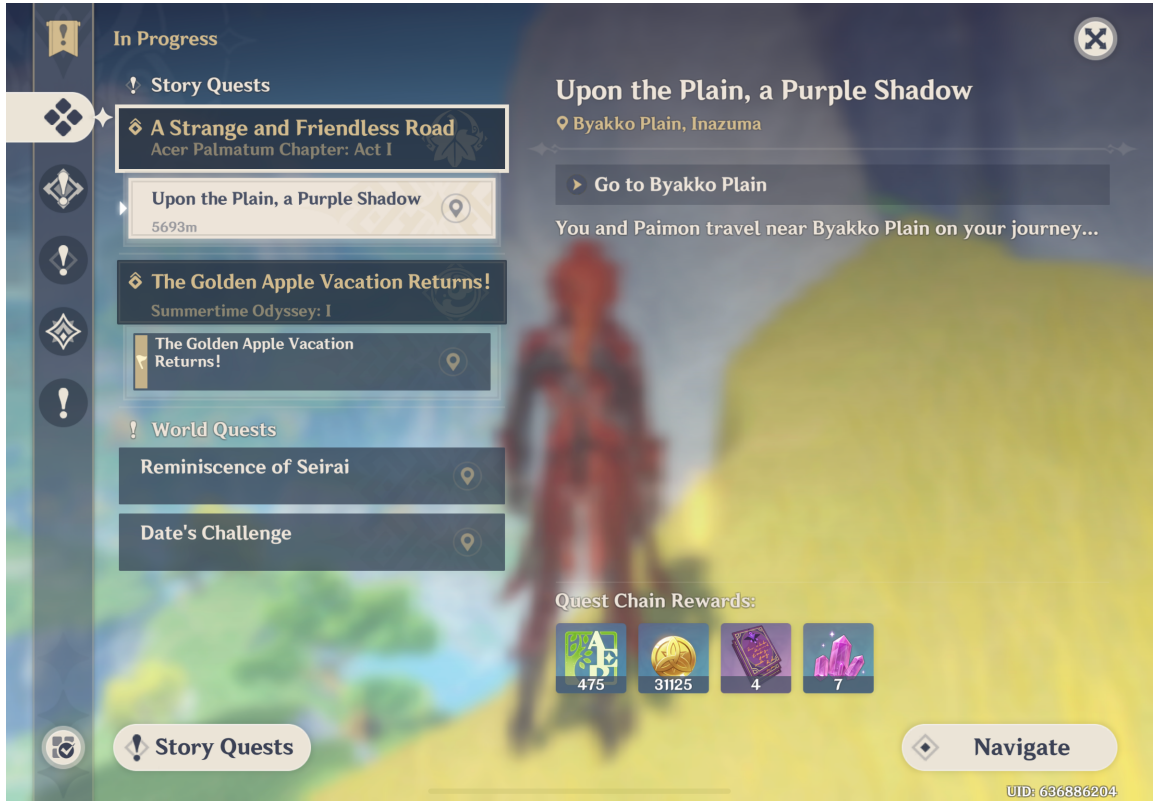
Every team functions within an agency offered it.



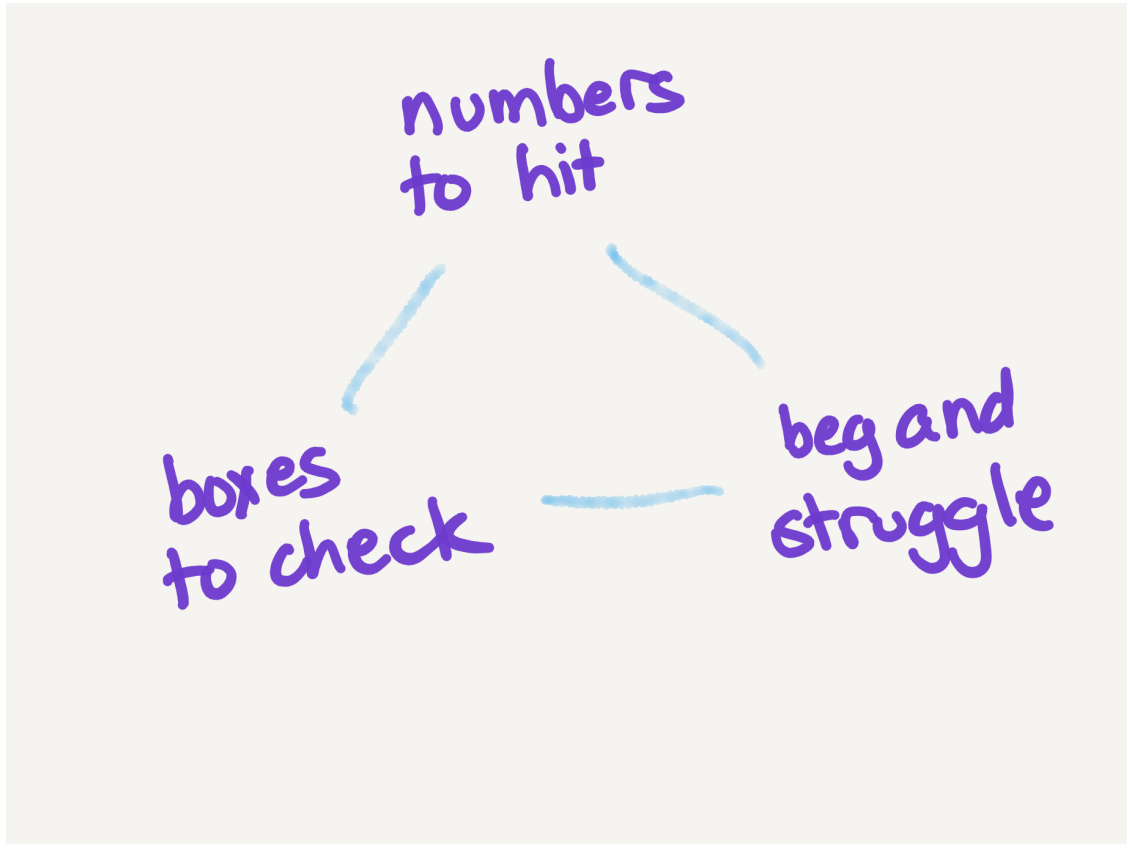


Every team functions within an agency offered it.

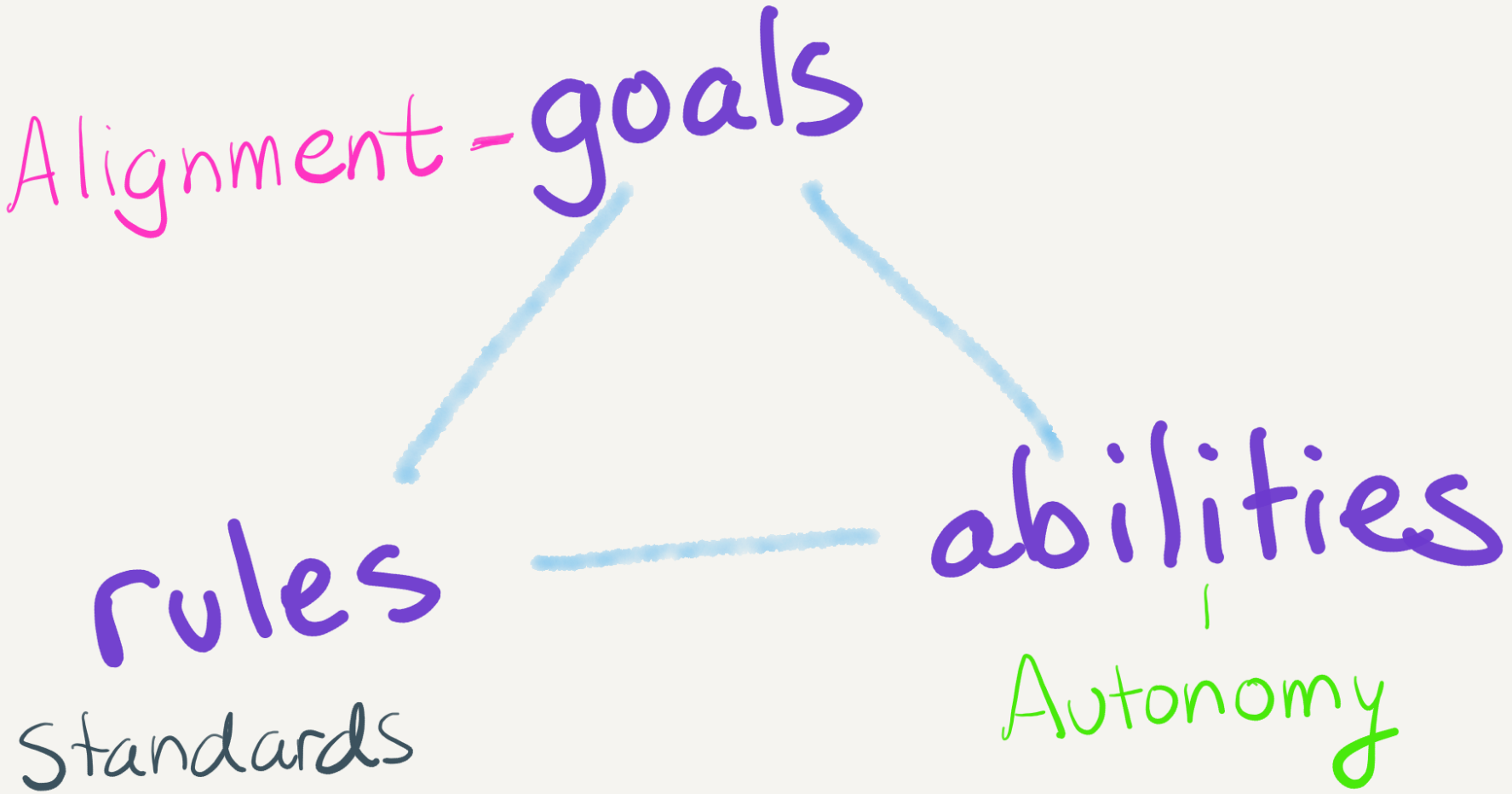


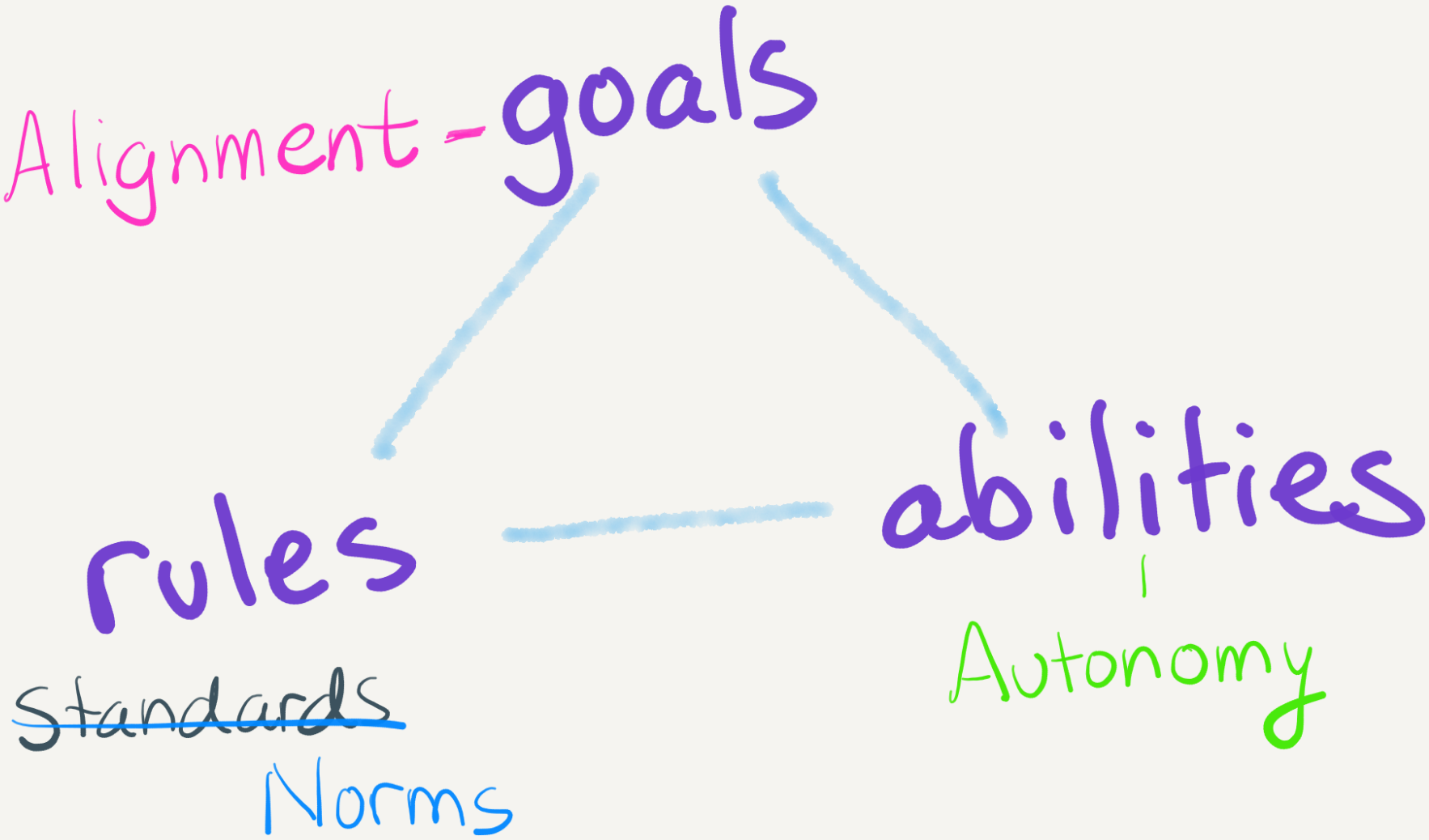


Every team functions within an agency offered it.






Alignment - goals
rules
Standards
abilities
Autonomy


Alignment - goals
rules
~~Standards~~
Norms
abilities
Autonomy

team agency

We are going to improve this software

given knowledge, tools, access

keeping it reliable, secure, malleable



We choose which agencies to adopt



Bracket

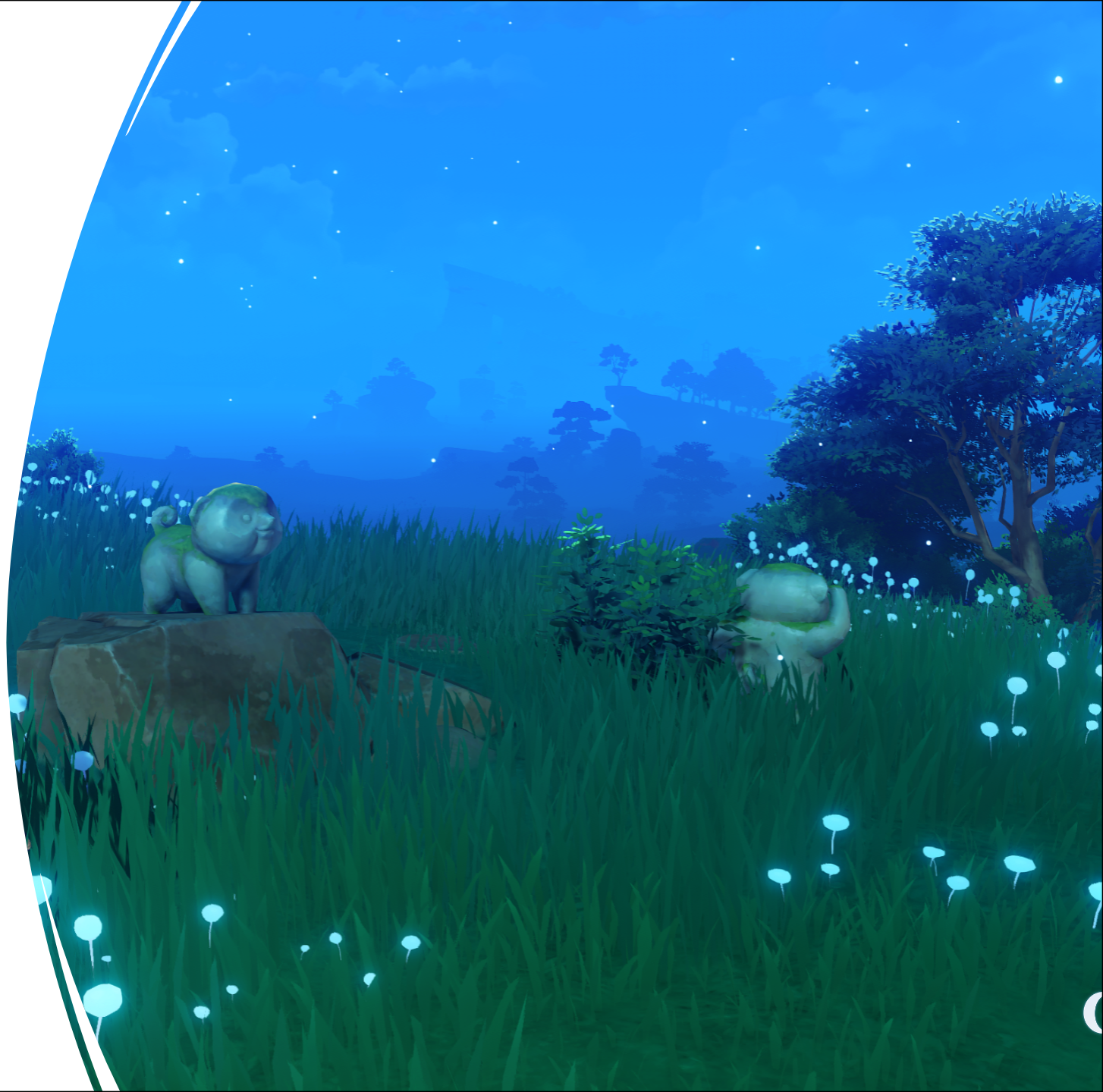
UID 731326475

GENSHIN IMPACT

Game design gives us clues about designing team agency.

play games;
notice your experience

work in your team;
notice your experience





In a well-designed game,

players appreciate the

experience

and score more points

next time.


appreciate the experience
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IMPACT

Striving Play

We choose to aim

for the game's

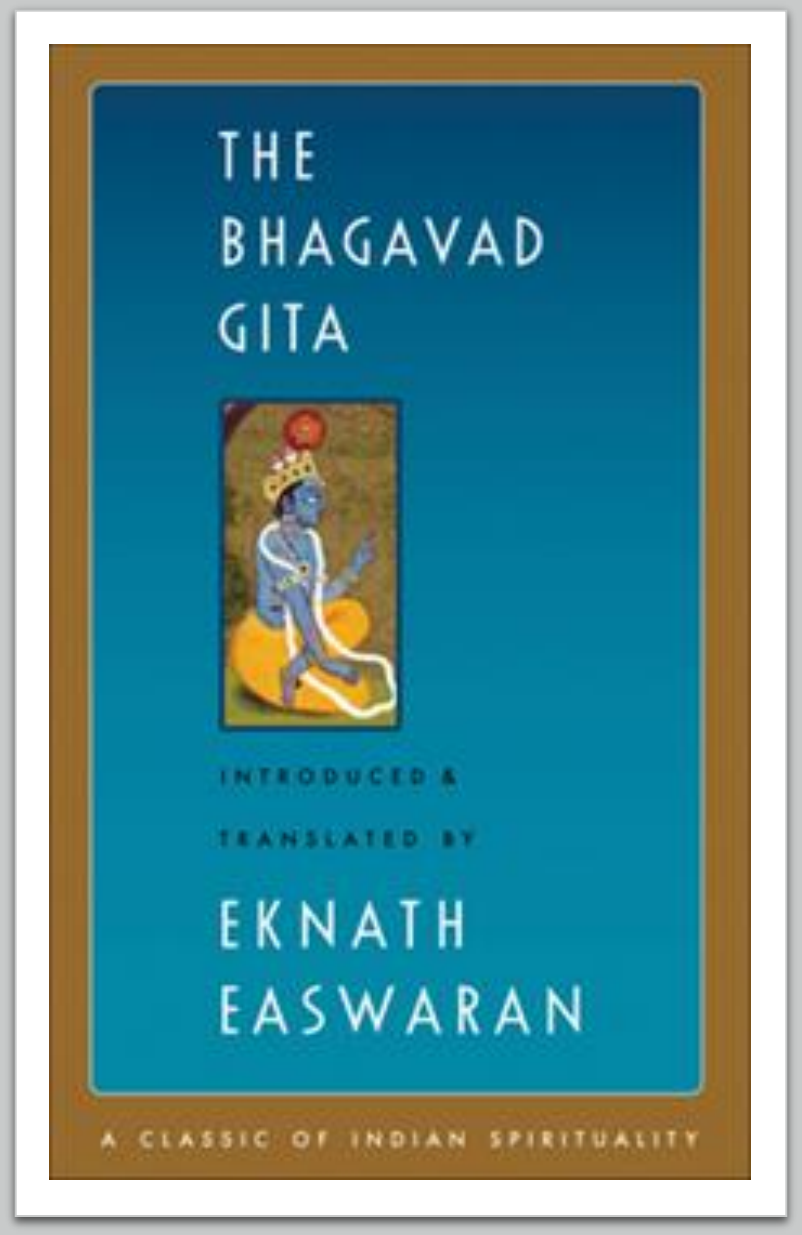
victory condition

to get the

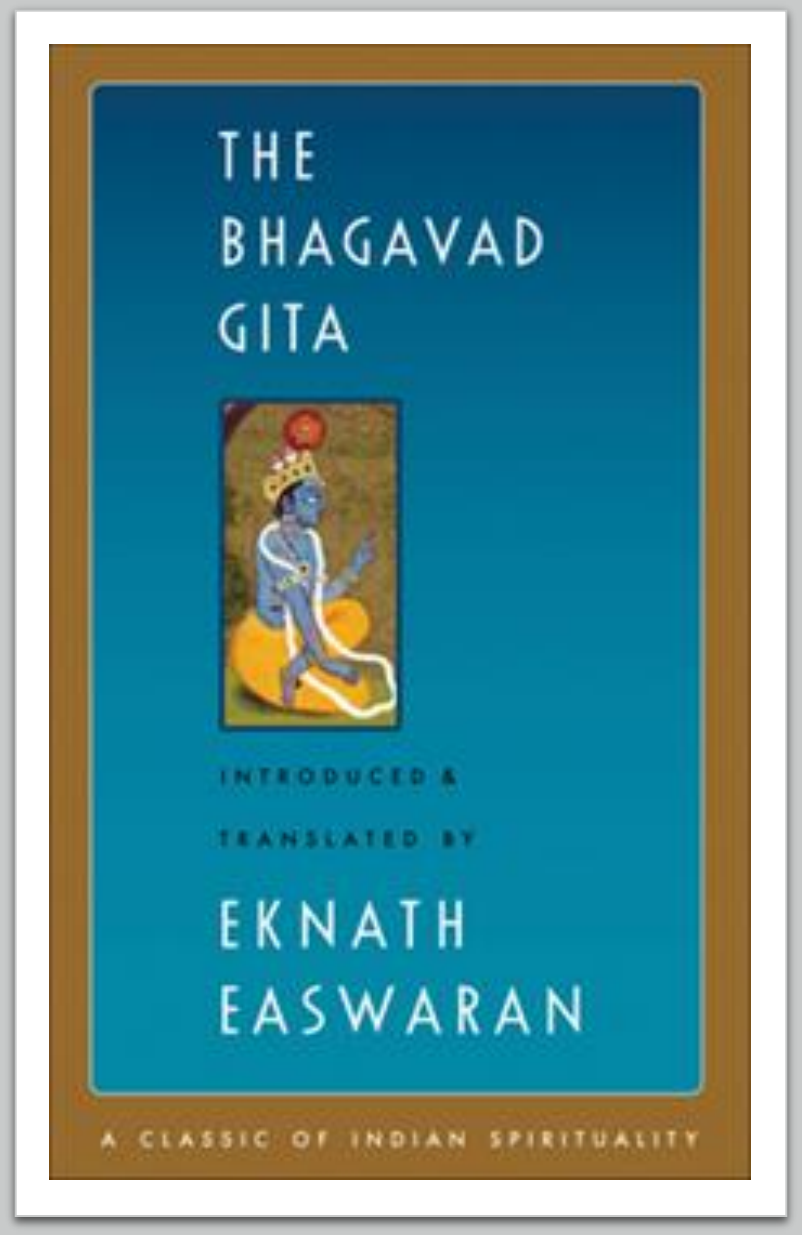
experience of

playing.





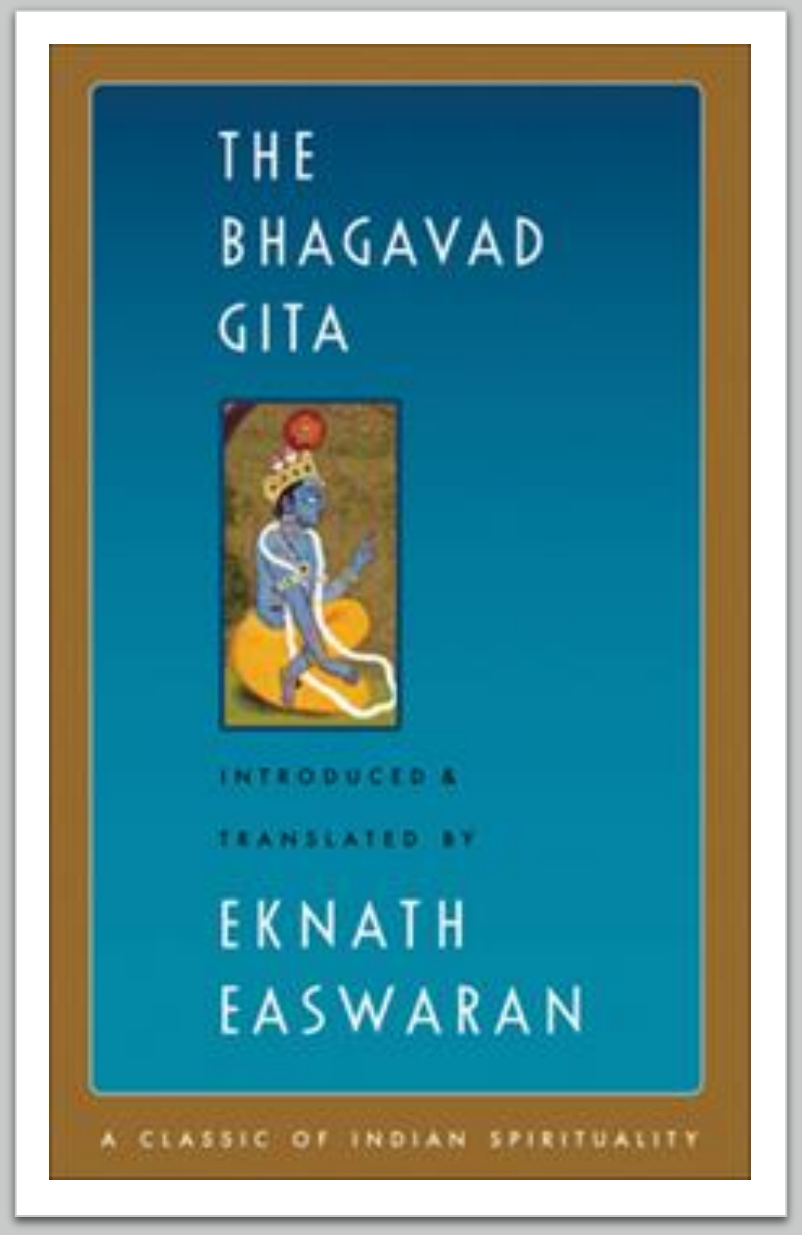
"You have the right to work,
but never to the fruit of work.
You should never engage in action
for the sake of reward,
nor should you long for inaction."



He who is ever brooding over result:

- loses nerve in the performance of his duty.
- He becomes impatient and then
- gives vent to anger and
- begins to do unworthy things…
- he is ever distracted

as interpreted by M. K. Gandhi



To reach self-realization, be:

without attachment to the result

and yet wholly engrossed in the due fulfillment of the task

as interpreted by M. K. Gandhi


Beware winning at all costs.


Do our best work, together.
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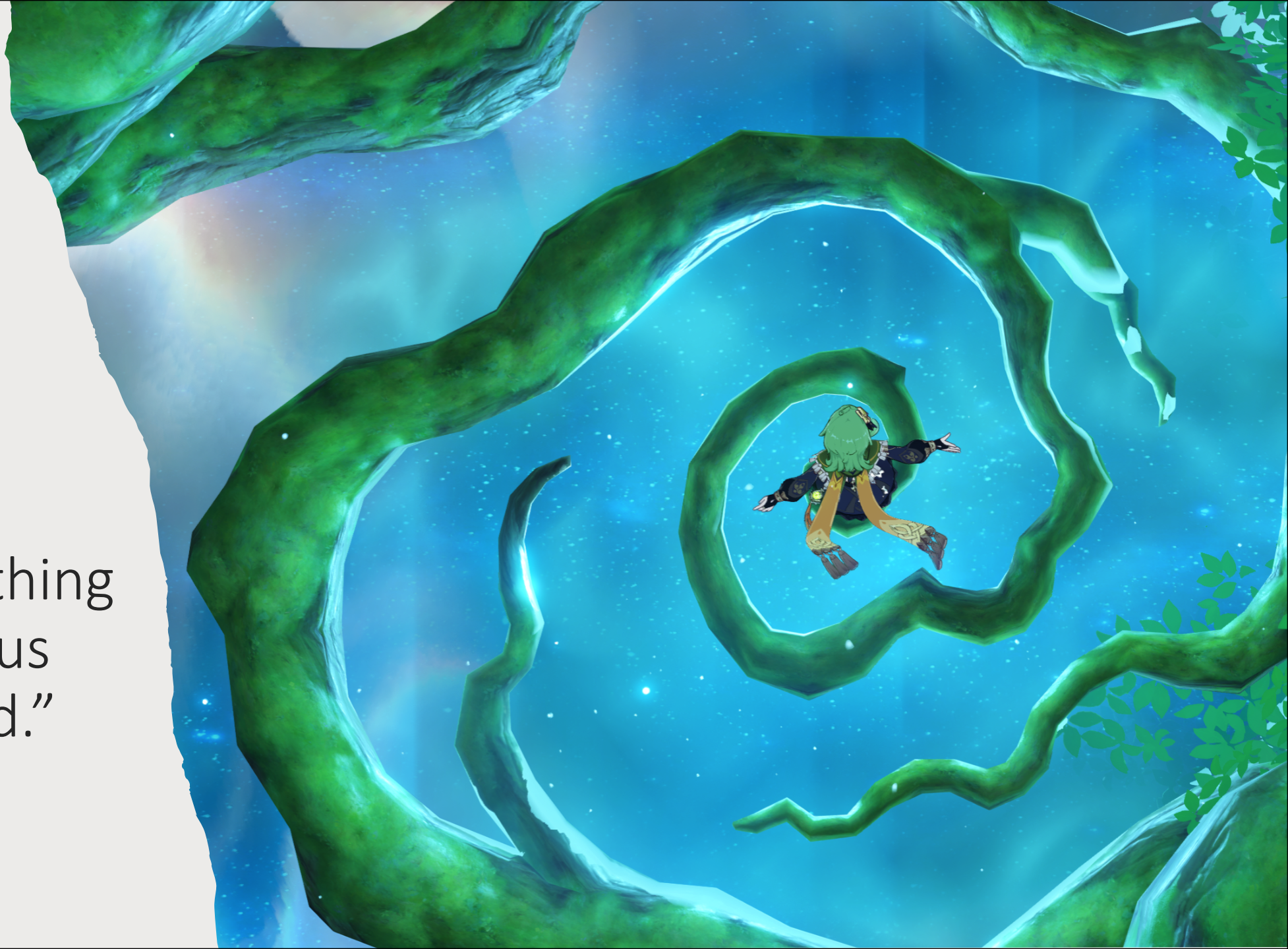


Numbers make useful positional heuristics.

GENSHIN IMPACT


Beware value clarity.

There is nothing unambiguous about “good.”



We choose agencies:
do it wisely

We design agencies:
do it well

(and remember: an agile team is always in beta)



@jessitron
@hachyderm.io

C. Thi Nguyen @add_hawk

if you read one thing:

"How Twitter Gamifies Communication"

Thanks to:
@greyhathackr
@drmaciver
@wyvri
@bethcodes
@kentbeck
@avdigrimm
;}



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UID 601351138

GENSHIN IMPACT



Games show that we can choose agency.

Striving Play

We **choose** to aim for the game's victory condition

And follow the rules for how to get there

(and how not to get there)

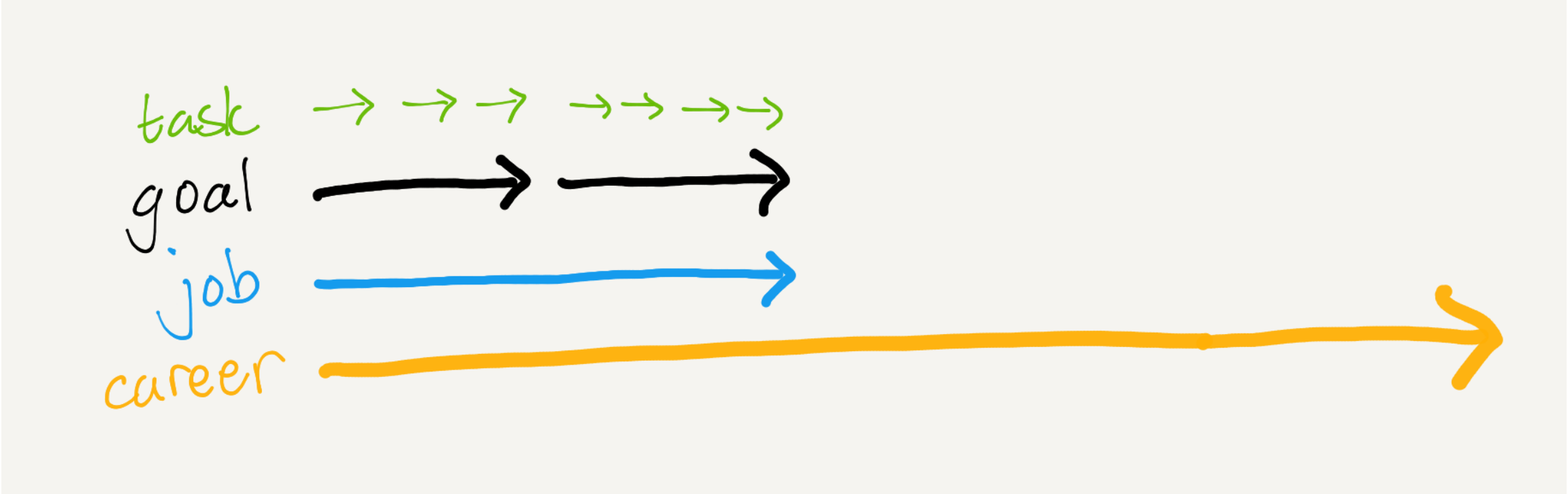
to get the experience of playing.




25

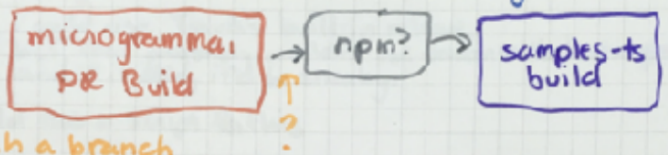


We occupy layers of agency.



A cascading test.

make samples-ts report build results to microgrammar.



can I push a branch to a new npm module?

- default publish is private
- there is an unpublish!

try it in a build!

branch in microgrammar

edit build script, push

raise PR

#waitforBuild

wait for Travis. What will fail?

the push?! PR succeeded? WAT

add NPM_TOKEN. What will fail? X

it had one. revert.

it thinks it is a PR.

"false" is probably truthy

also, quotes around orig name

ok, push not doing it

PR Not doing it

on the PR, branch=master. hmm

#waitforBuild

shit, I'm gonna need to bump the version

can I list versions?

npm view WTF it doesn't return valid JSON

ah, --json

TRAVIS_PULL_REQUEST_BRANCH

start at 1.0 ? ... or existing version, sure

yeah, npm version

I'll need to try.

auth rejected

token not good enough?

what token does it have? dd helps :)

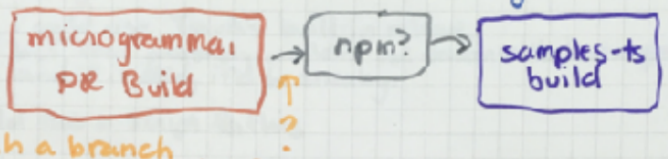
replace w/ mine

adding to script.

still struggle w/ travis

A cascading test.

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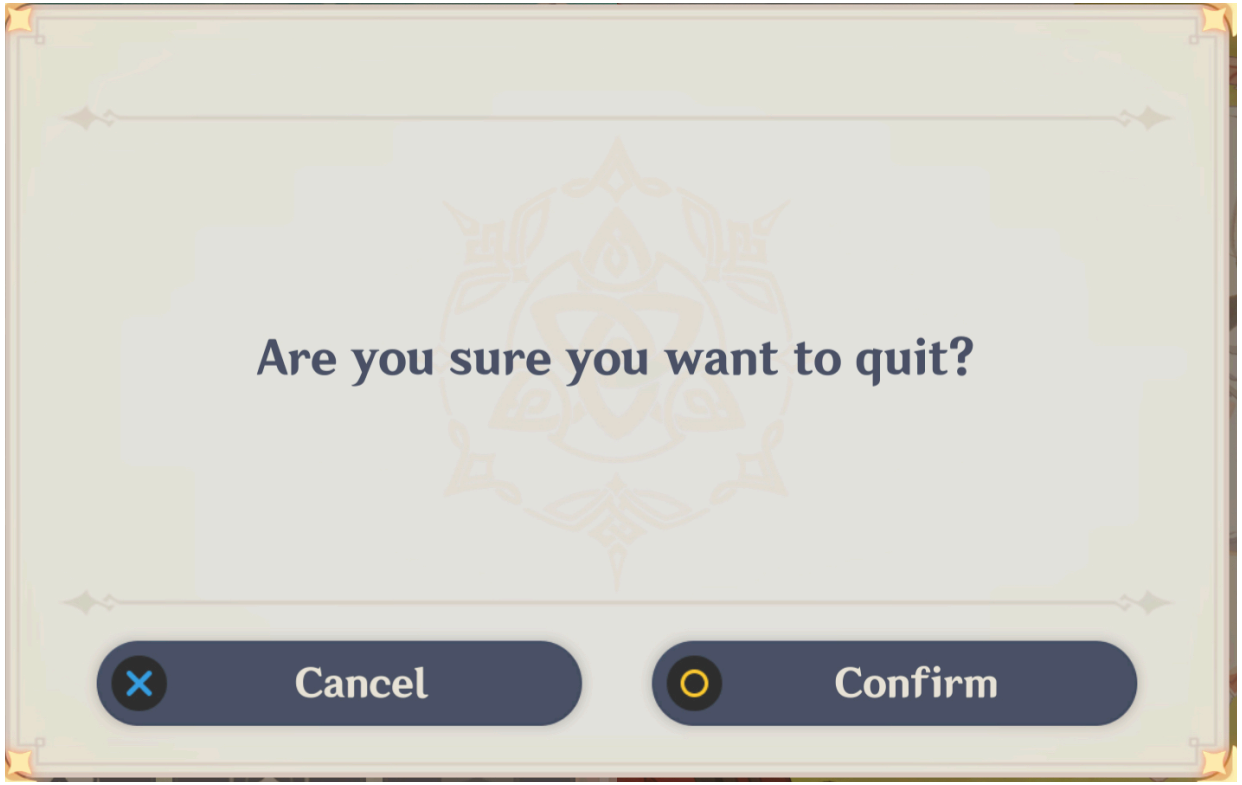
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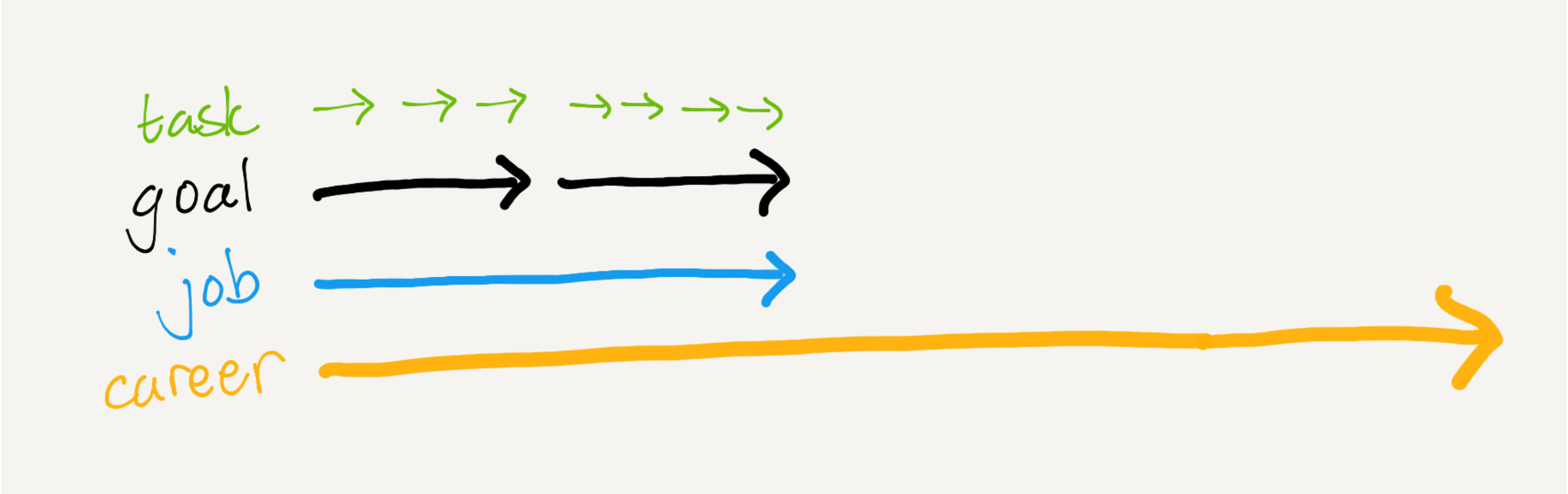
adding to script.

still struggle w/ travis

We can always stop playing.



Choose which agencies to adopt.



“Chasing the next promotion is at best a marker on a mass-produced treasure map, with every shovel and metal detector recovering the same patch. Don’t go there”

— Will Larson
https://lethain.com/career-narratives/



We choose which agencies to adopt



Bracket

UID 731326475

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