

DUNGEONS

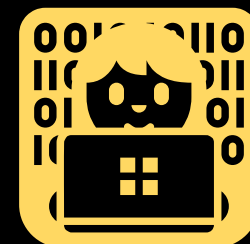


DRAGONS



&

DEVELOPERS





FIRSTLY...



@BRUNTY



JUST SO WE'RE CLEAR...





NAME: MATT BRUNT

AGE: 30

CLASS: NERD

LIKES: JAFFA CAKES

DISLIKES: BEETROOT

STRENGTH: 10

CONSTITUTION: 8

DEXTERITY: 11

WISDOM: 12

INTELLIGENCE: 18

CHARISMA: 14





NAME: MORDECAI SOLOMON

AGE: 80

CLASS: WIZARD

LIKES: BOOKS

DISLIKES: PEOPLE

STRENGTH: 7

CONSTITUTION: 10

DEXTERITY: 15

WISDOM: 12

INTELLIGENCE: 19

CHARISMA: 9





# DUNGEONS & DRAGONS



# DUNGEONS & DRAGONS

ENVIRONMENT

PROBLEMS TO SOLVE



# THE DUNGEON MASTER



OUR STORY BEGINS  
WITH... YOU



YOUR ALIGNMENT



MY ALIGNMENT?  
NEUTRAL GOOD



WIZARDS





## TECHNICAL:

TESTING ★

ALGORITHMS ★★☆☆☆

DATABASES ★★

## COMPLIMENTARY:

COMMUNICATION ★

EMPATHY ★

CREATIVITY ★★



OUR PARTY



 WIZARD

ALGORITHMS 

 WIZARD

ALGORITHMS 

 WIZARD

ALGORITHMS 

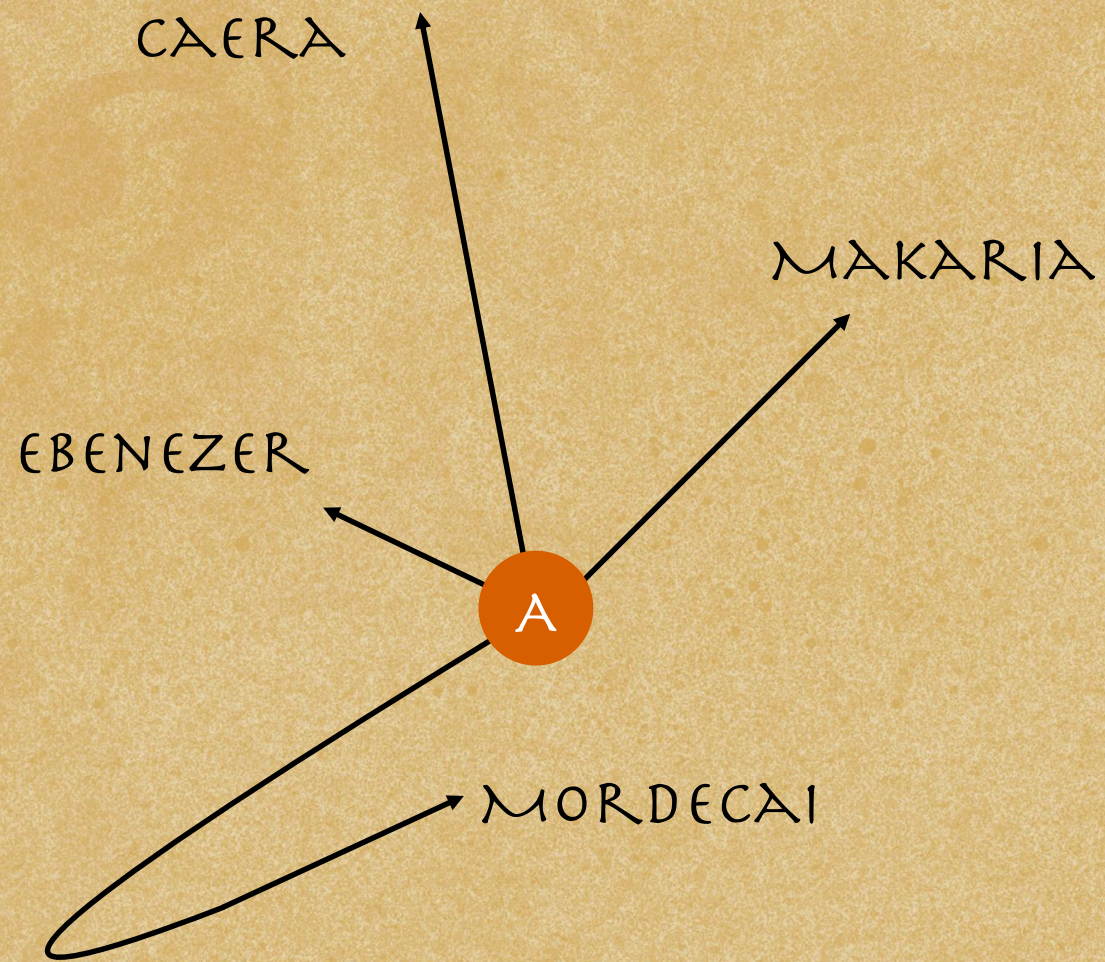
 WIZARD

ALGORITHMS 



# THE QUEST

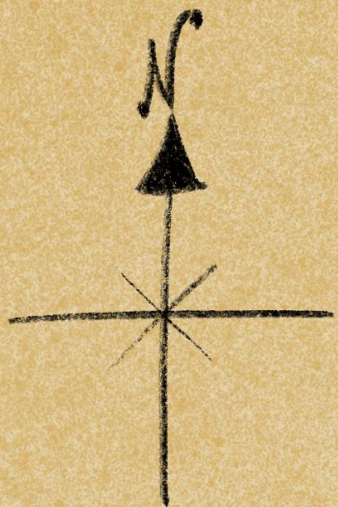




THE GOAL



"I KNOW WHAT I'M DOING!"





SMASH FIRST  
PLAN LATER



SMASH FIRST  
PLAN ~~LATER~~ NEVER



FIND YOUR BALANCE



 FIGHTER

 WIZARD

 ROGUE

 CLERIC

COMMS 

ALGORITHMS 

CREATIVITY 

EMPATHY 



# QUEST REQUIREMENTS



FIGHT YOUR SIDE



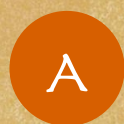
"VALUE TRUST OVER  
CONTROL. IF YOU CAN  
TRUST YOUR TEAM, YOU  
WORRY LESS ABOUT  
CONTROLLING  
EVERYTHING"

—ME



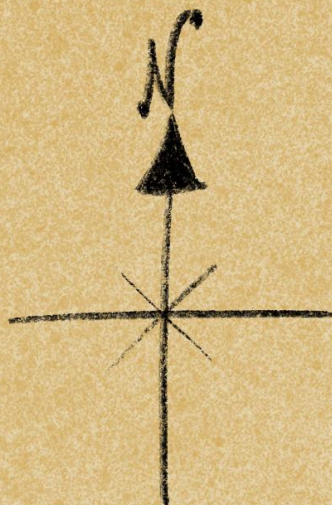
OKAY, LET'S GET GOING!



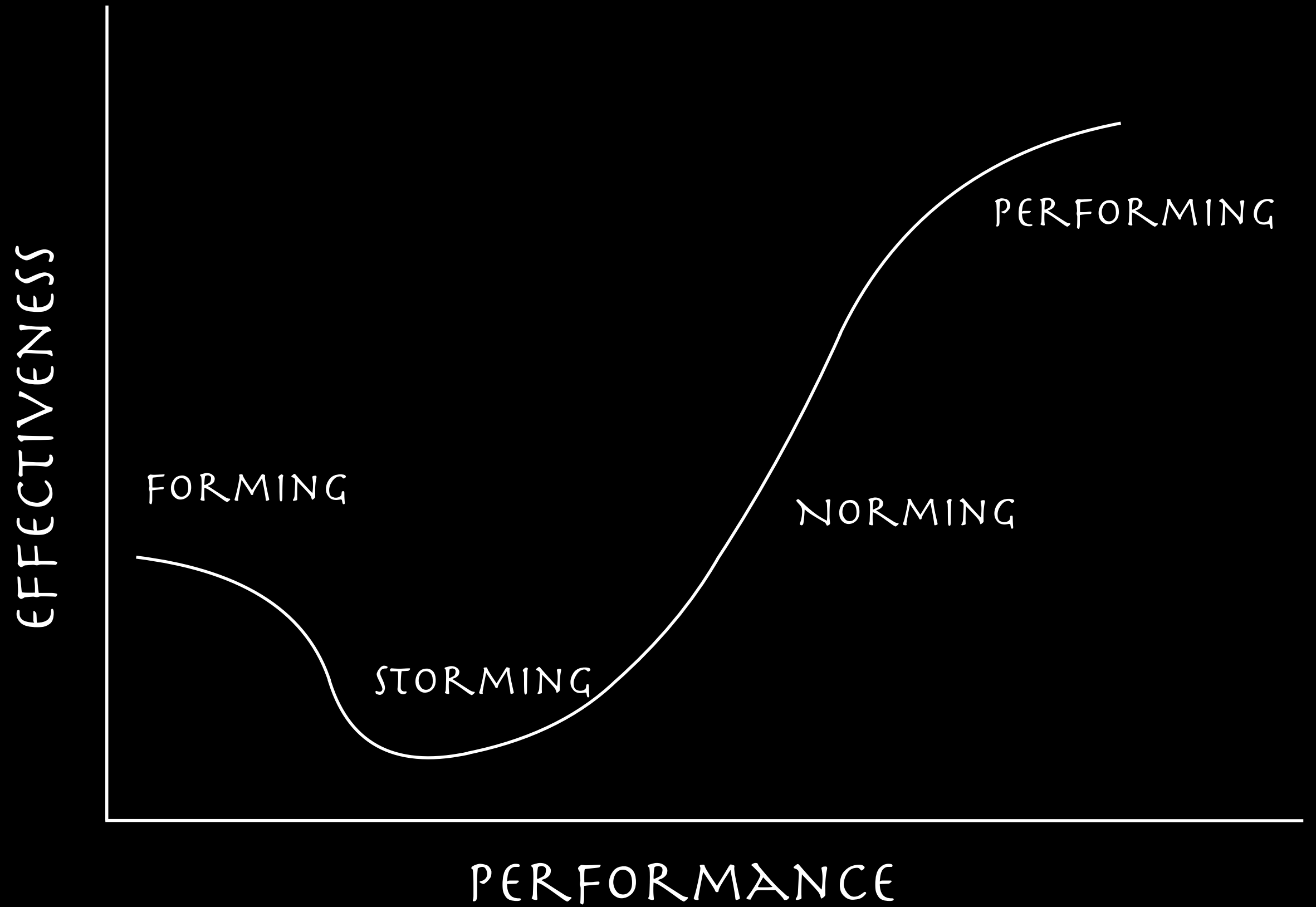


TEAM

THE GOAL









“HEY FOLKS,  
CAN I JOIN YOU?”



 FIGHTER

 WIZARD

 ROGUE

 CLERIC

 DRUID

COMMS 

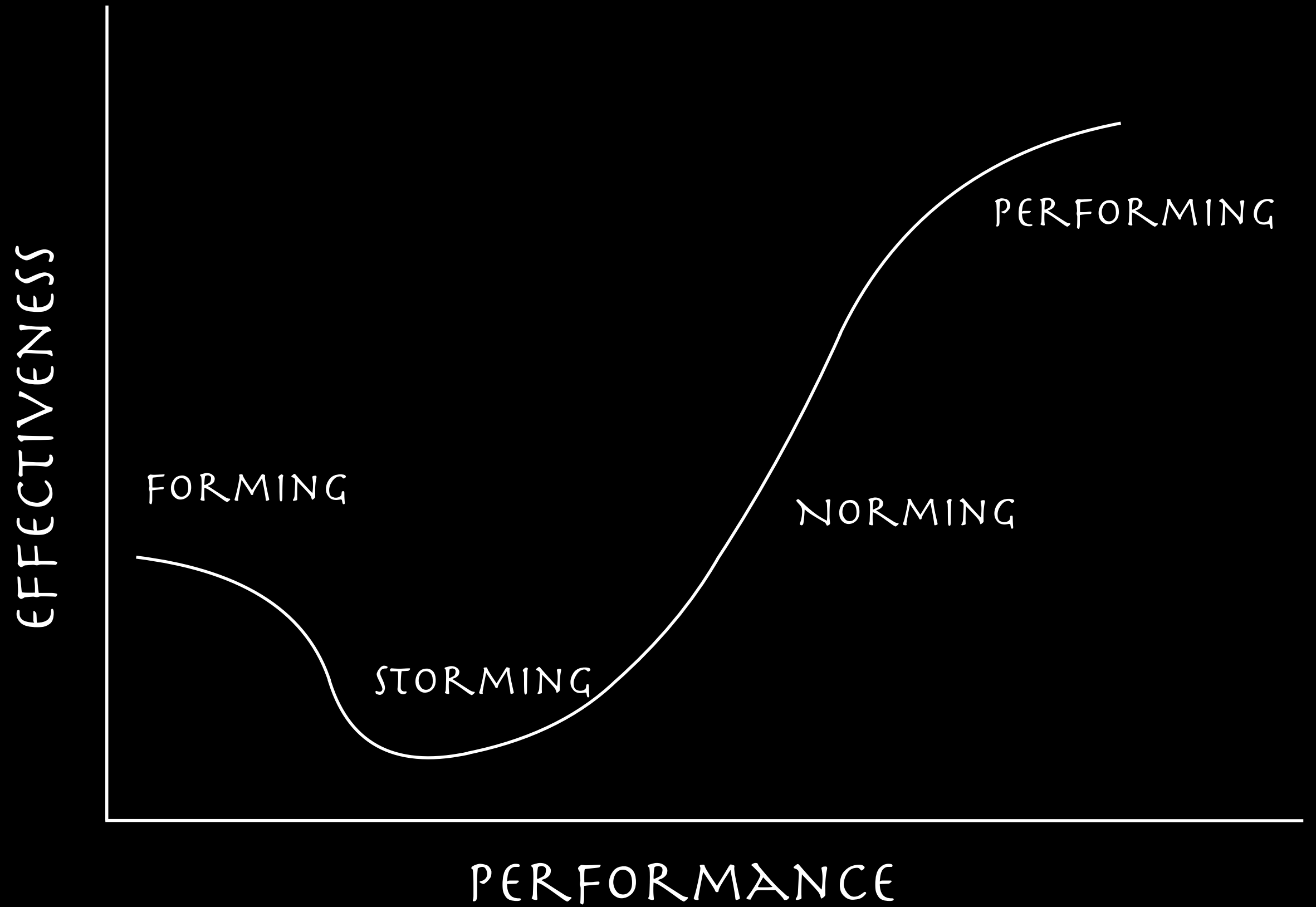
ALGORITHMS 

CREATIVITY 

EMPATHY 

TESTING 







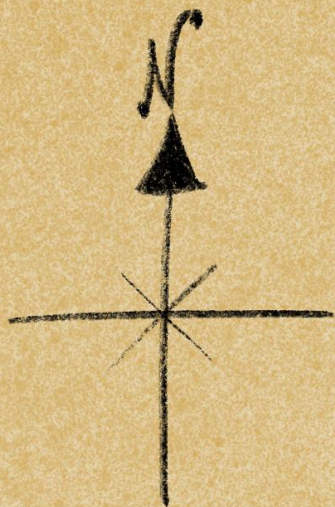
A

ROGUE



TEAM

B





# LOSING THE PATH



CROSSING THE RIVER



**ROPE:** QUICK, ONLY 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, 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



HEY DM, CAN WE  
TRY...?



"RULES ARE A GOOD  
START, THEN BREAK  
THEM"

—SPOTIFY

[HTTPS://MEDIUM.COM/PROJECT-MANAGEMENT-  
LEARNINGS/SPOTIFY-SQUAD-FRAMEWORK-PART-1-8F74BCFCD761](https://medium.com/project-management-learnings/spotify-squad-framework-part-1-8f74bcfcd761)

@BRUNTY



SOMETIMES YOU ROLL  
A NATURAL 20



AND SOMETIMES YOU  
ROLL A NATURAL 1



BE PREPARED



USE PAST EXPERIENCE







"I CAST FIREBALL"



@BRUNTY







# THE FINAL HILL



EXHAUSTION



"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](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](https://twitter.com/crell/status/1015690625155510274)




REACHING YOUR GOAL



VICTORY & REWARD



# 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



THANK YOU





#WIZARD #FIREBALL

#DUNGEONSANDDRAGONS

#AGILEANDFRAGILE

#SPACEFORAGOODWIZARD