

Dungeons 

Dragons 

&

Developers 

Firstly...



Just so we're clear...



Name: Matt Brunt

Age: 33

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

 Wizard

 Wizard

 Wizard

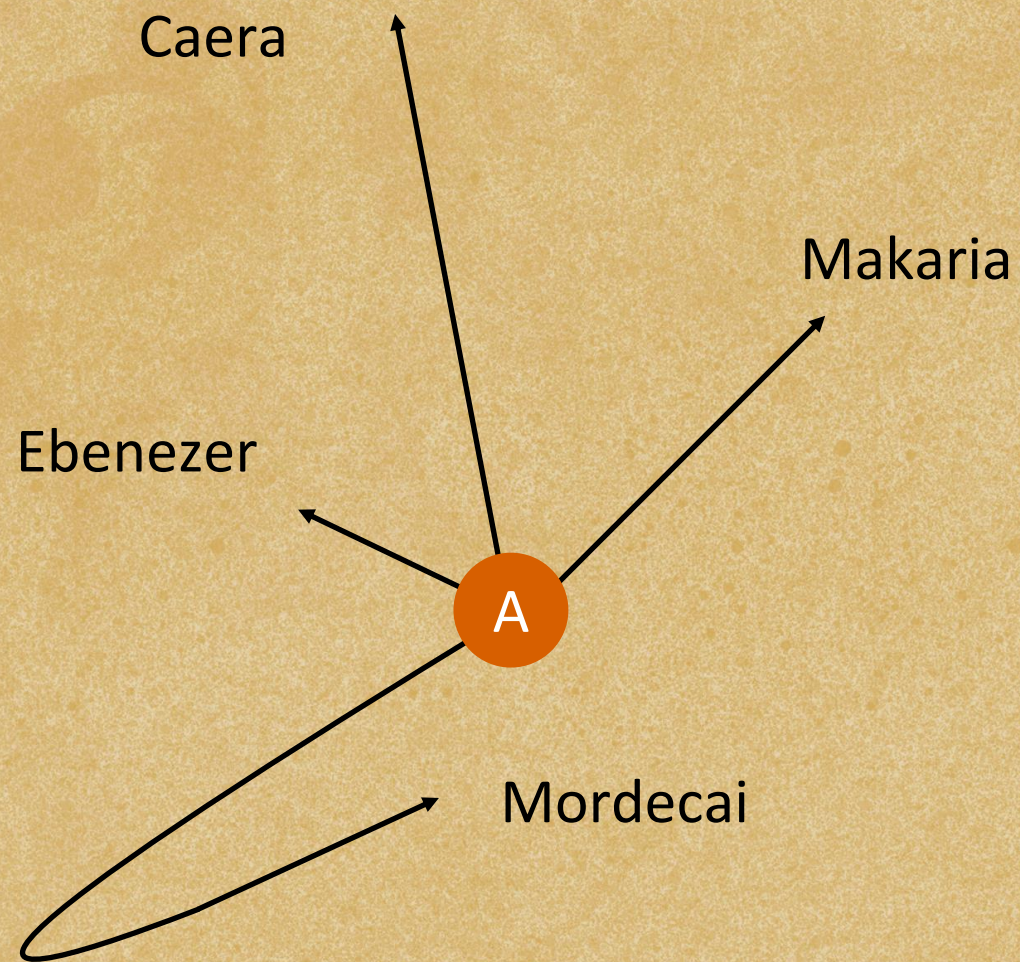
Algorithms 

Algorithms 

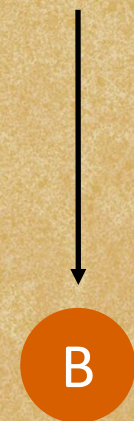
Algorithms 

Algorithms 

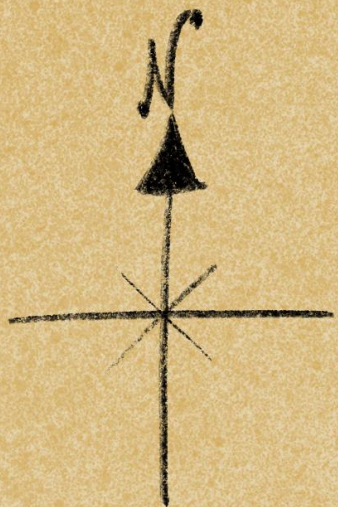
The quest



The goal



“I know what I’m doing!”



Do first
Plan later

Do first
Plan ~~later~~ never

Find your balance

 Fighter

 Wizard

 Rogue

 Cleric

Comms 

Algorithms 

Creativity 

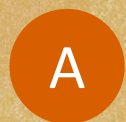
Empathy 

Quest requirements

Defend your side

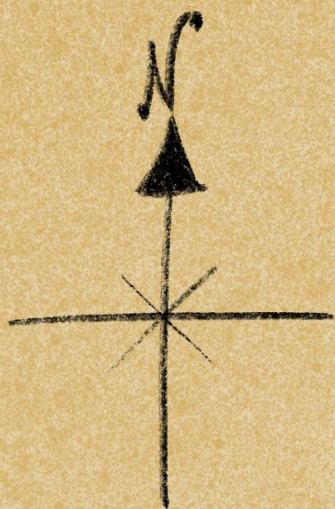
Value trust over control. if
you can trust your team,
you worry less about
controlling everything

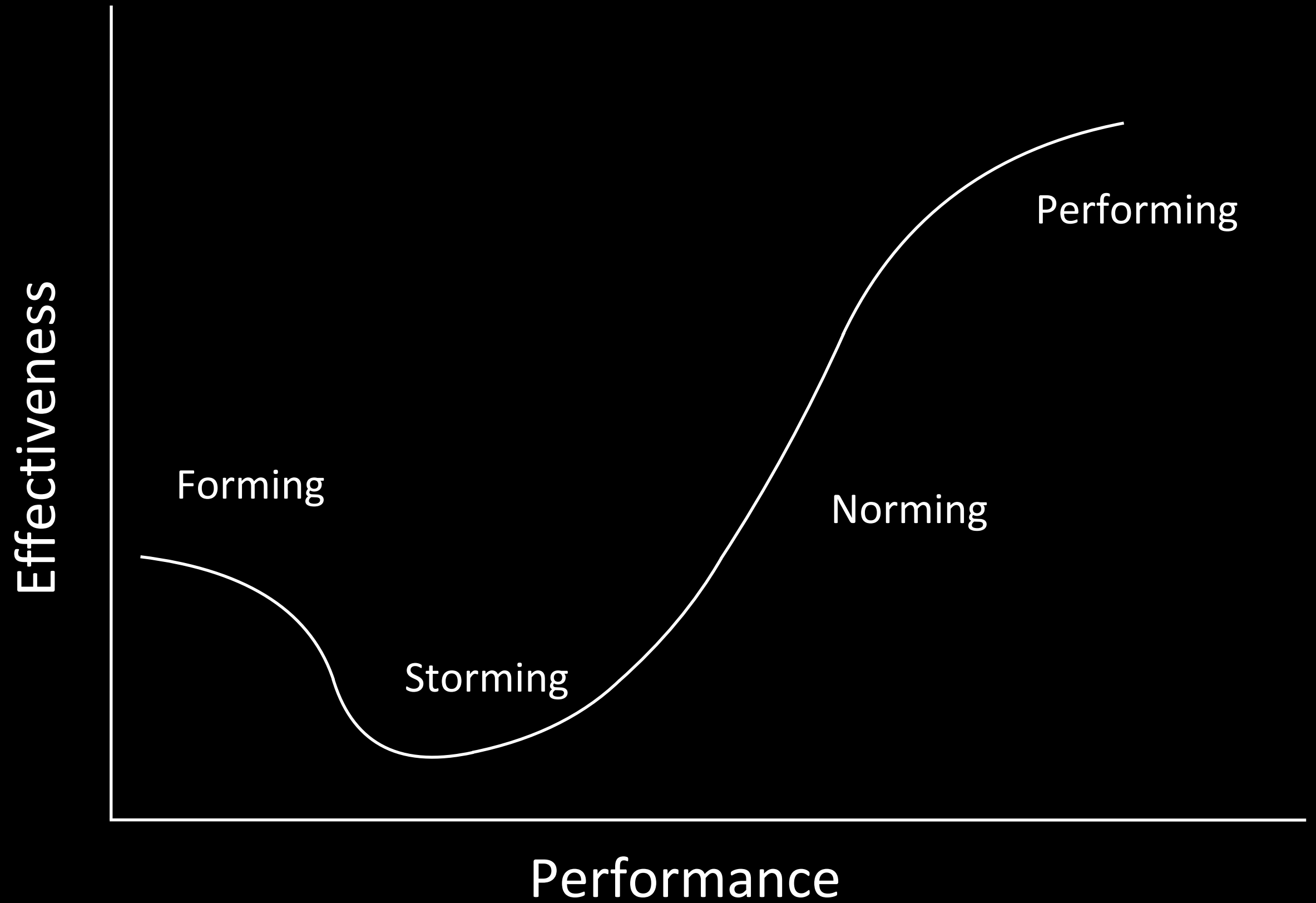
Okay, let's get going!



Team

The goal





“Hey folks,
can I join you?”

 Fighter

 Wizard

 Rogue

 Cleric

 Druid

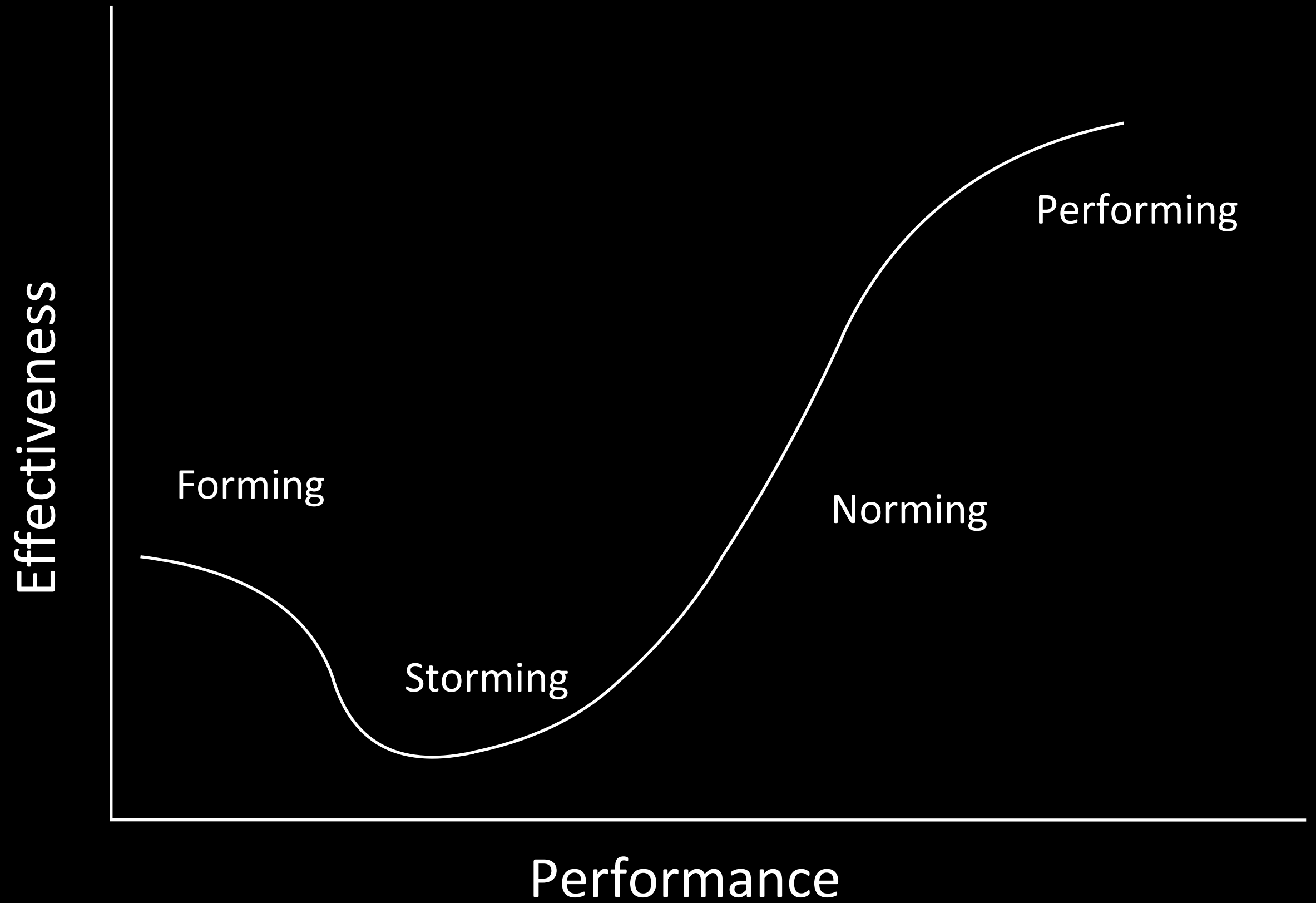
Comms 

Algorithms 

Creativity 

Empathy 

Testing 



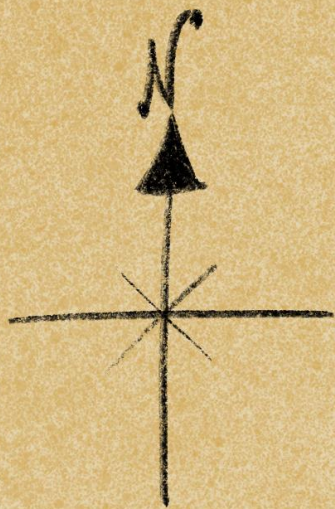
A

Rogue



Team

B



Losing the path

Crossing the river

Rope: Quick, temporary, but needs rope.

Build a bridge: Slow, needs lots of materials, but reusable 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

Hey DM, can we try...?

“Rules are a good start, then
break them”

–Spotify

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

@Brunty

Sometimes you roll
a natural 20

And Sometimes you roll a
natural 1

Be prepared

Use past experience

“I cast fireball”



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>

“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

Victory & reward

- 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
- Don't be sloppy even to the end of your task

Thank you