

Mario Aguilera Piceno

Professor Fricke

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Discourse Communities Outline

Discourse Community: Game Programming Club

Agreed Upon Common Public Goals:

- Setting up and modifying an in-game environment and programming the interaction gameplay mechanics for people to use and have fun with when socially connecting amongst each other online through our games is the main part of our common goal. Those of us in the club have access to our work and can make changes whenever needed, with the primary goal of getting our games fun, enjoyable, and "bug free" for the players.

Our Mechanism of Intercommunication:

- Some of the methods we utilize to communicate effectively with each other is maintaining weekly virtual meetings using Discord as the primary application, along with sending SMS messages and or Discord group chat messages whenever we need to cover a question, problem, or change that is needed in our games during development.

Our Use of Communication Mechanisms to Provide Information and Feedback:

- In our club, we focus primarily on utilizing the Discord application's group chat function, but at times can choose one-to-one DM's when providing feedback on a change made by a member. This helps us all stay aware of what we are doing whenever we work on games. In our group chat, we set up a page regarding rules and guidelines that we should rely on when implementing changes to certain in-game features or scripts. This keeps us organized whenever we work on these games.

One or More Genres That Help Further the Goals of the Discourse Community:

- In our club, the sole and important genre that I could think of would be the Discord application, as it is our primary source of communication and reaching out to other people in our community whenever it comes to play-testing some of the games we work on.

Our Specific Lexis (Specialized Language):

- In our group, we utilize a "Specific lexis" when it comes to programming the gameplay mechanics of our games. This language comes in the form of shortening the name of variables by leaving the first letter of the variable name underscored, and then uppercasing the second word in the variable name (if the variable uses more than two words.). The uppercase helps us understand that there is a "space" between the first and second word in the variable name. An example of this would be when we are going to implement a string name for a variable pertaining to a dog's name: `"std::string dogName = 'NAME';"`. This underscore helps us stay organized and keep things clear whenever others go back to make changes on some scripts or look back at variables (data pieces).

Our Threshold Level of Expert Members:

- In our club, expert/OG members are a highly important part of the group. As part of this member-set, whenever we get someone else involved in our projects, we teach them some of the run-arounds and basics of the way we stylize our code, the way we make changes to our games, and of the way that we interact based on our rules and guidelines. This helps the new members ease into our work without much issues. New members also at times bring about great ideas that we usually end up implementing into our rules and or development methods.