Tips, Tricks, and Feedback
From Prior Semesters

- Look ahead at the Quests available
- Don’t wait on Quests you personally need earlier
- Research tutorials or ask for resources when needed
- Pace Yourself

Tips, Tricks, and Feedback
From Prior Semesters

- Source Control merging doesn’t work…
    - So communicate
    - Check in often, Check in smaller changes
    - Test often to catch conflicting work
    - Simulate a “check out” system

Tips, Tricks, and Feedback
From Prior Semesters

- You will underestimate scope...
  - Scope for nuance
  - Don’t underestimate the effort that goes into level design
  - Beware of edge cases
  - Find edge cases through playtesting
  - Frontload work if you know other parts of your semester will be busy

Tips, Tricks, and Feedback
From Prior Semesters

- Regarding Teamwork...
  - Keep in mind teammate tasks will hold up others
  - Create a timeline
  - Establish goals early
  - Make decisions quickly and move on
  - Layout specific tasks, but don’t be afraid to ask for help
  - Stay organized (use folders)

Tips, Tricks, and Feedback
From Prior Semesters

- Regarding Teamwork... (continued)
  - Be careful of ambitious mechanics that bottleneck the project
  - Structure code for division of labor and implementation
  - Take ownership of tasks
  - Discuss changes with others to stay coordinated
  - Consider pair programming
  - Code in reusable/modular components

Tips, Tricks, and Feedback
From Prior Semesters

- Thank small, work your way up
  - Start with an MVP (minimum viable product)
  - Don’t give into the temptation to fixate on your favorite feature before MVP
  - Unreasonable expectations lead to wasted effort on unused work
  - Don’t wait until your plan is perfect.
  - Don’t set goals that are too high or too far away.
  - Beware of the sunken cost mindset

Tips, Tricks, and Feedback
From Prior Semesters

- Pivot and “fail” gracefully
- Be mindful of your art limitations
- Be careful of randomized mechanics
- You WILL throw out code as you become a better developer