Eco Reward

Your codebase is growing rapidly. How do you decide what to do with old code? Should you delete it, archive it, or refactor it?

Reward
Throw Twice

Your service runs 24/7, but traffic is low at night.
How could you optimize resource usage during off-peak hours without affecting availability?

Reward
Go forward 3 spaces

What factors should you consider when deciding whether to compress images and assets before serving them to users?

Reward
Double your throw

When logging application errors, should you log everything or only critical errors? What are the trade-offs of each approach?

Reward

Make another player skip a turn

What are the benefits and potential drawbacks of caching frequently accessed data?

Reward
Go forward 5 spaces

For real-time updates, is event-driven architecture always a better choice than polling?
In what cases might polling be preferable?

Reward
Swap positions with another player

**How important is it to choose a data center powered by renewable energy?
What factors might influence this decision?**

Reward
Reduce another players next throw by 3

To reduce energy consumption, should you batch background jobs or run them continuously?
What scenarios favor each approach?

Reward
Throw Twice

When selecting libraries, how do you balance the trade-offs between lightweight libraries and feature-rich, heavier libraries?

Reward
Go forward 2 spaces

Why is it important to monitor and optimize cloud resource usage regularly?
What are some effective strategies for doing so?"

Reward
Steal a Eco Reward card from another player

When storing data, does archiving rarely accessed data always lead to sustainability and cost savings? When might it not?

Reward
Double your throw

Should you minimize external API calls to save energy, or are there cases where frequent API calls are justified?

Reward
Go forward 4 spaces

Is auto-scaling always a more sustainable option than fixed resources? When might fixed resources be preferable?

Reward
Throw Twice

Should you reduce build frequency in your CI/CD pipeline?
How do you determine when builds are truly necessary?

Reward
Go forward 3 spaces

When developing a new feature, how do you weigh the importance of efficient algorithms against other priorities like time-to-market?

Reward
Make another player skip their turn

Is serverless computing more energy-efficient for unpredictable workloads? What are the potential downsides?

Reward
Steal a Eco Reward card from another player

When managing virtual machines, what are the advantages and risks of powering down unused instances?

Reward
Go forward 5 places

Does lazy loading content always lead to better performance and sustainability? When might it be a disadvantage?

Reward

Place another player 4 spaces backwards

Should you regularly delete or archive obsolete logs?
What are the risks of keeping too many logs, and when might you need them?

Reward
Go forward 2 spaces

Is static site generation the best option for rarely updated content?
What are the trade-offs compared to dynamic rendering?

Reward
Throw Twice

How does minimizing redundant microservices impact sustainability, maintainability, and scalability?

Reward

Place another player
3 spaces backwards

Should you limit the frequency of automated tests in production to reduce resource consumption, or does frequent testing outweigh the cost?

Reward
Go forward 3 spaces

What are the advantages of enabling power-saving modes on servers, and in what situations might it not be ideal?

Reward
Double your throw

Is using smaller, energy-efficient instances always better than over-provisioning? How do you balance cost, performance, and sustainability?

Reward
Go forward 4 spaces

Why should software teams monitor energy consumption metrics? How can this data influence development and operational decisions?

Reward
Make another player skip a turn