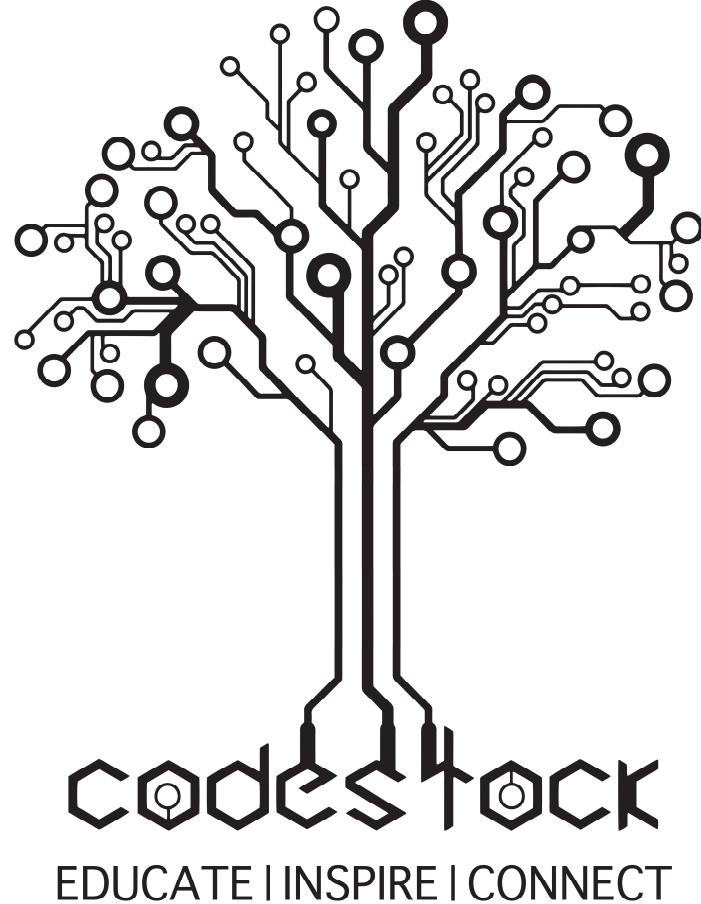


The Dungeons and Dragons Talk

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About Me

 Developer for 8 years

 DPRA

 Government Contractor, Logistics

Inspiration

- ◆ Similarities between Dungeons and Dragons and working on a development team

Dungeons and Dragons? What is that?

- ❖ Collaborative tactical/storytelling game using imagination and chance
- ❖ Cops and Robbers with dice and a referee



Dungeons and Dragons? What is that?

- ❖ Dungeon Master (DM)
 - ❖ Referee, tells the players about the world and how the world reacts to them



Dungeons and Dragons? What is that?

Players

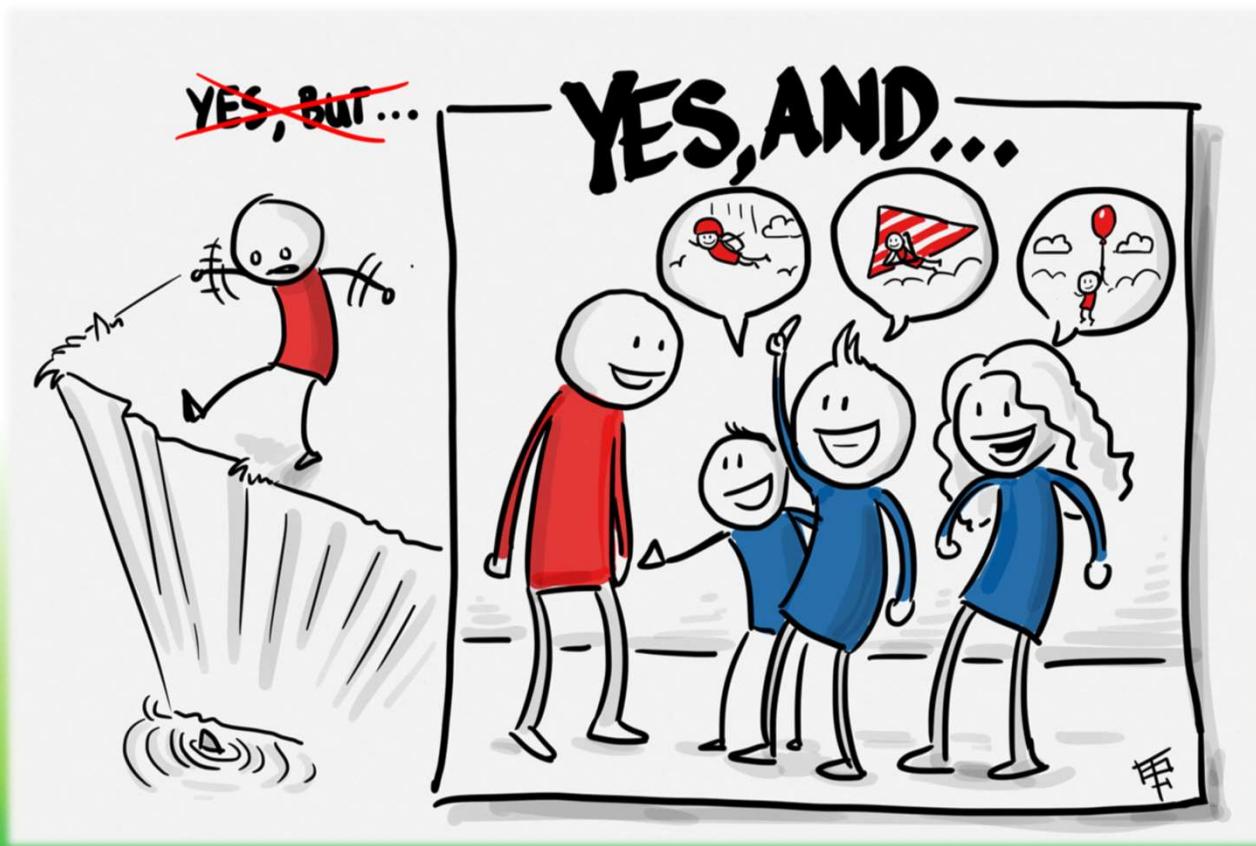
Pretend to be characters they create and interact with the world



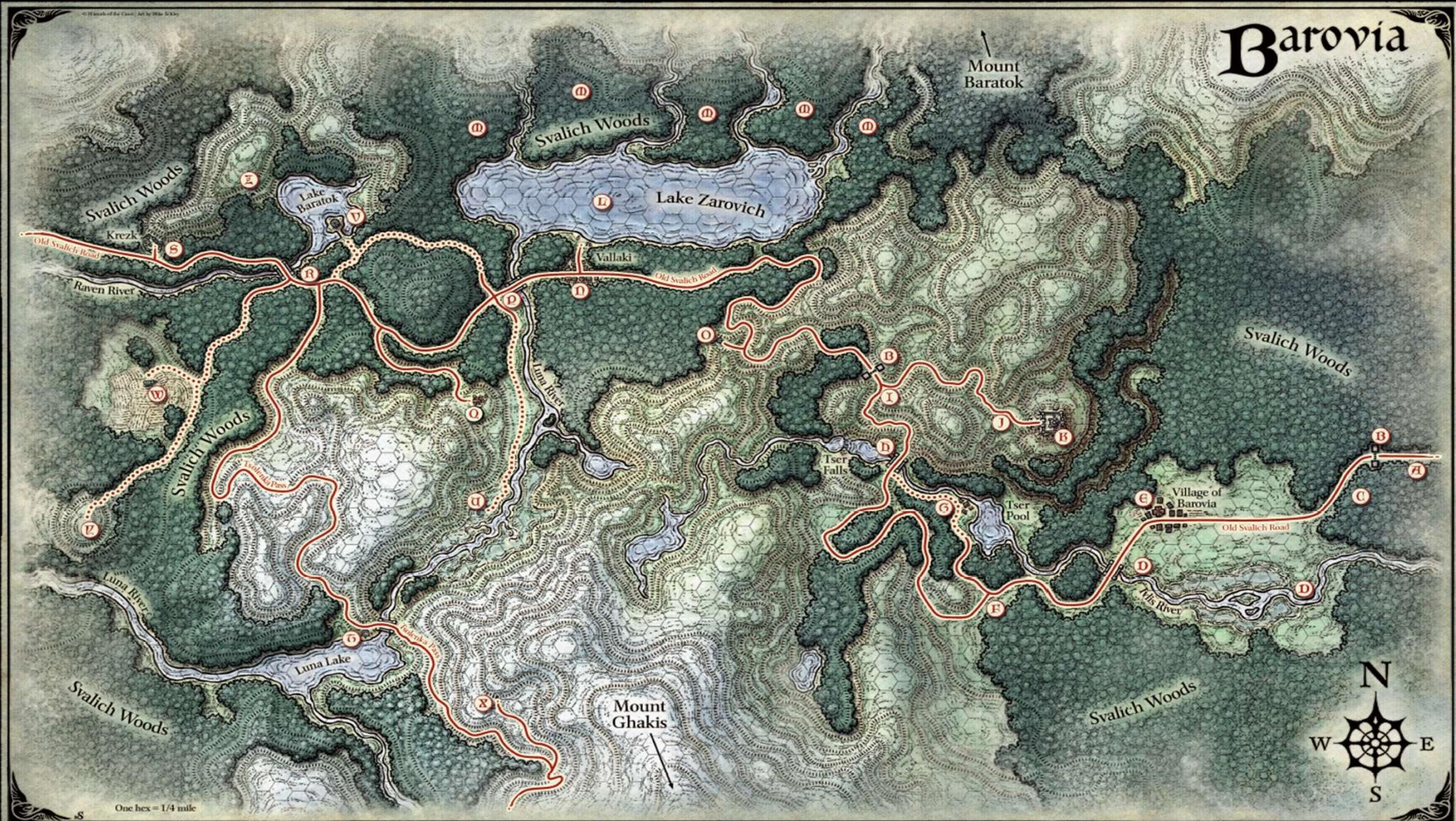
What D&D Has Taught Me

- 🎲 Yes, and...
- 🎲 Know when to speak up
- 🎲 Know when to be quiet
- 🎲 Team work and problem solving
- 🎲 Communication through storytelling

Say Yes, or Yes and...



Barovia



As A Dungeon Master

- Just say yes
- Unexpected stories and situations

As A Developer

- ❖ Working with other developers
 - ❖ Pair programming
 - ❖ Mob programming
- ❖ Trying new ideas

Knowing When to Speak Up



As A Dungeon Master

- Explain a scene to the players
 - When they pull the wrong information out of it
 - When they make bad assumptions based on player knowledge vs character knowledge

As A Player

- 🎲 New player, overwhelmed with options
- 🎲 Big fight lots of enemies
- 🎲 Talk over options
- 🎲 Let her make the decision



As A Developer

- 20 D Pair Programming
- 20 D Perfectionism
- 20 D Premature Optimization



Knowing When To Keep Quiet



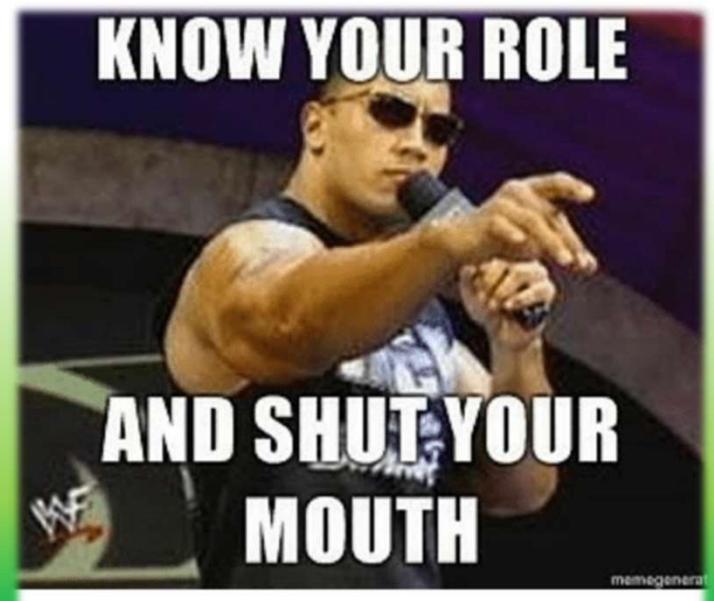
HEY LISTEN!!

As A Dungeon Master

- 🎲 Listen to your players
- 🎲 Use their ideas
- 🎲 Great stories from collaboration

As A Player

- 🎲 I'm a rules lawyer
- 🎲 Don't shout out rules to the Dungeon Master if she changes them
- 🎲 Don't ruin other player's fun



As A Developer

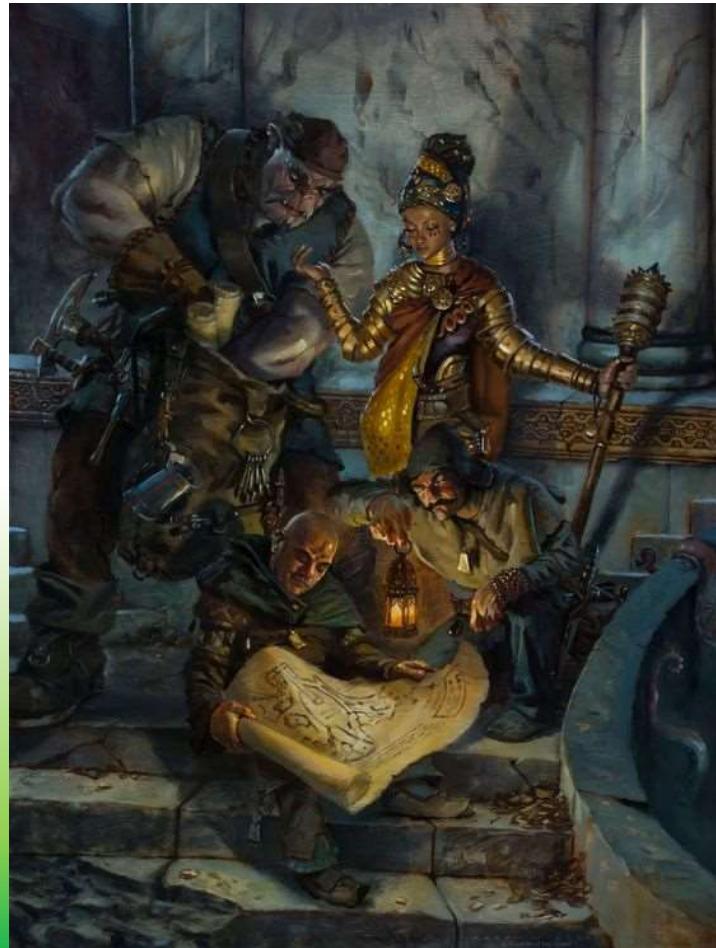
🎲 Pair Programming

🎲 Self teaching

🎲 No nitpicking



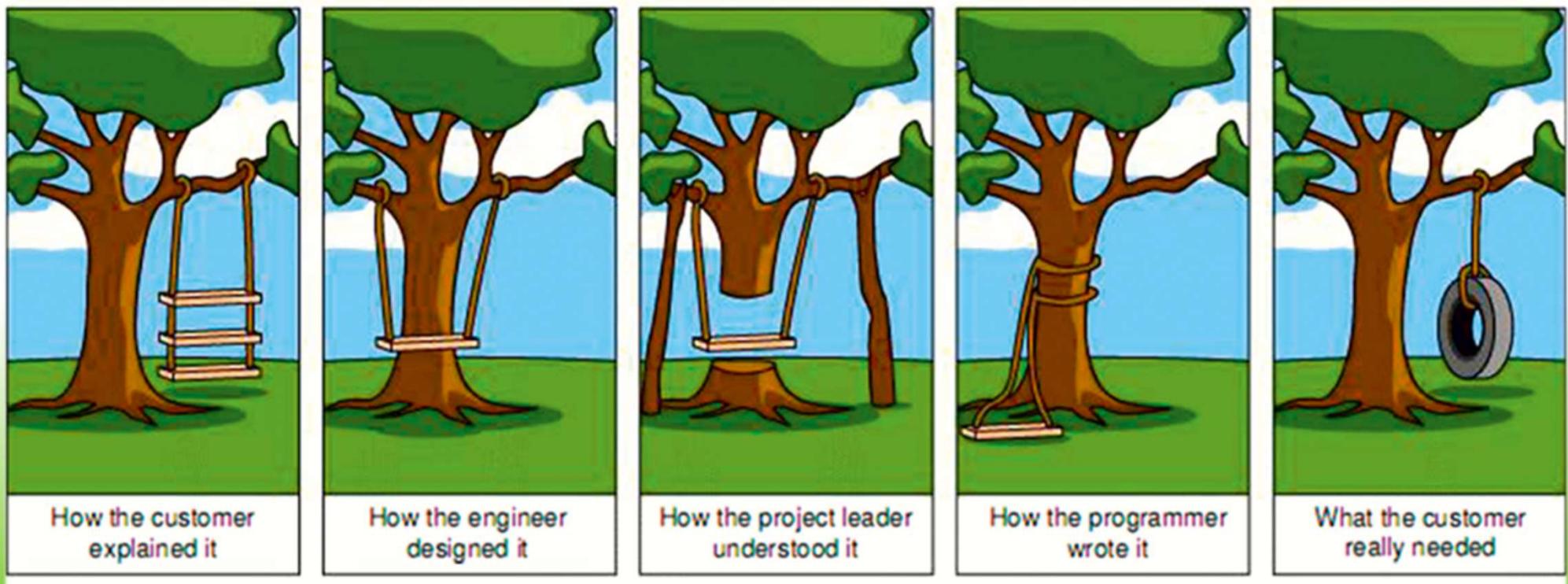
Teamwork







Communication



As A Dungeon Master

- Explain yourself clearly
- Underexplaining
- Overexplaining

Underexplaining



Overexplaining



As A Player

➊ Underexplaining

 Can lead to unintended consequences

➋ Explain action as well as intent



As A Developer

- ➊ Underexplaining
 - ➋ Missed Acceptance Criteria
- ➋ Re-explain back to the customer
 - ➌ Clearly, concisely
 - ➌ Reduces meetings later
 - ➌ Helps get it right the first time

Final Thoughts

- >Your hobbies can influence your career and vice versa
- Use this to your advantage



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WITH
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