

How World of Warcraft made me a better Programmer

It's just a game bro, or is it?

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Disclaimer

- Views expressed are solely mine.



Explain about the disclaimer.

It should be clear that what you are saying is from personal experience and not a generalization.

Some mild language use is expected.

Explain the presentation is mostly like a story and more or less pictorial.

The conclusions that I make may be obvious to some, but I hope it is valuable to see the path that I followed while reaching them.

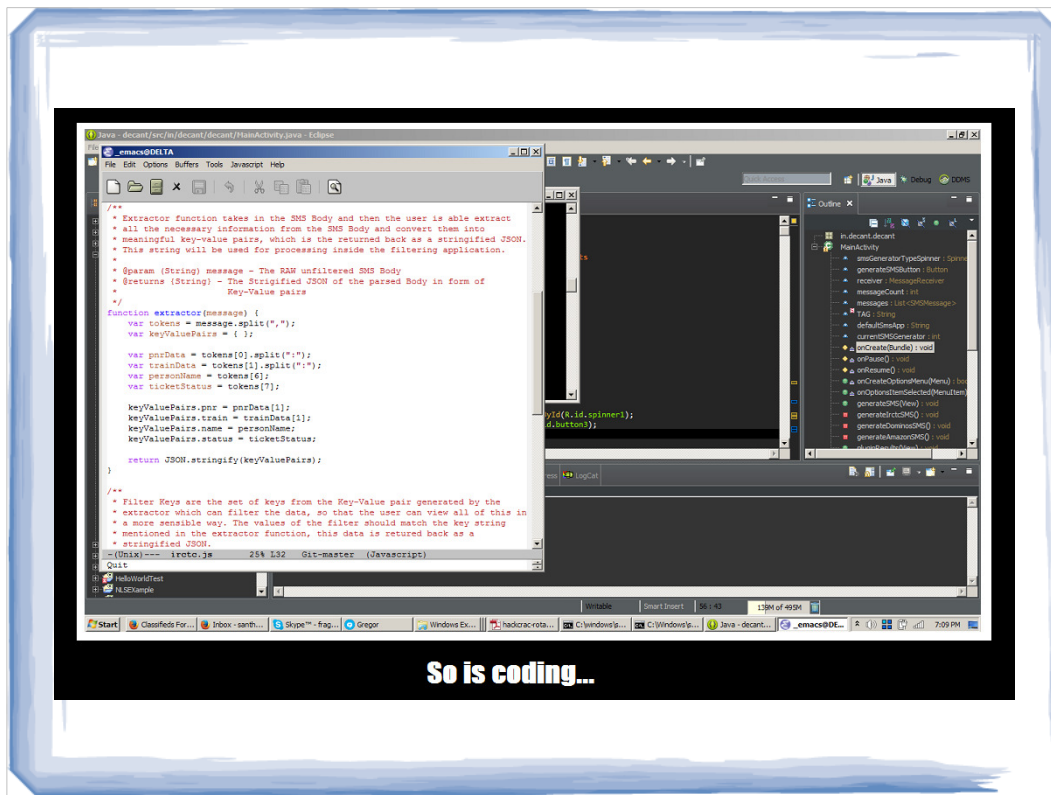
The Raid Environment

Here we try to provide an analogy
between Raid Environment and
Work Environment.



Make the audience overwhelm.

Give them a moment to absorb it.



Make a relation of the previous slide with this trying to say coding is similar.

Tell the audience that this is “recreation” of what would have been my “work environment” 6 years back.



Explain how this is a typical layout when you are raiding.

Contrast with the cluttered layout on the Slide 5.

Discipline in Raids

This is about how discipline in Raiding is critical and how it translates to discipline in programming.

Give a hint about AT&T crash in July, 1991 which was caused by one faulty line of code.



Raid boss fights cannot continue forever, there are specific time limits for every fight and making a line was a critical part in our strategy.

Also raids can be done only once a week. Make sure you mention this.

“We made a line”, tell them there is a story behind this. This was taking after our 100th Lich King kill.



Explain a bit of the fight, explain why it is necessary to stand in line.

Explain the 3 Red arrow marks you have put on the picture and explain what it is about.



Explain the right and left panes.

Left is Code that you wrote in 2005
and Right is the very same code that
got modified over a period of time.

Explain the organization of code and
the explanation.

How Raiding Is Done!

Give an introduction to getting into a raid.

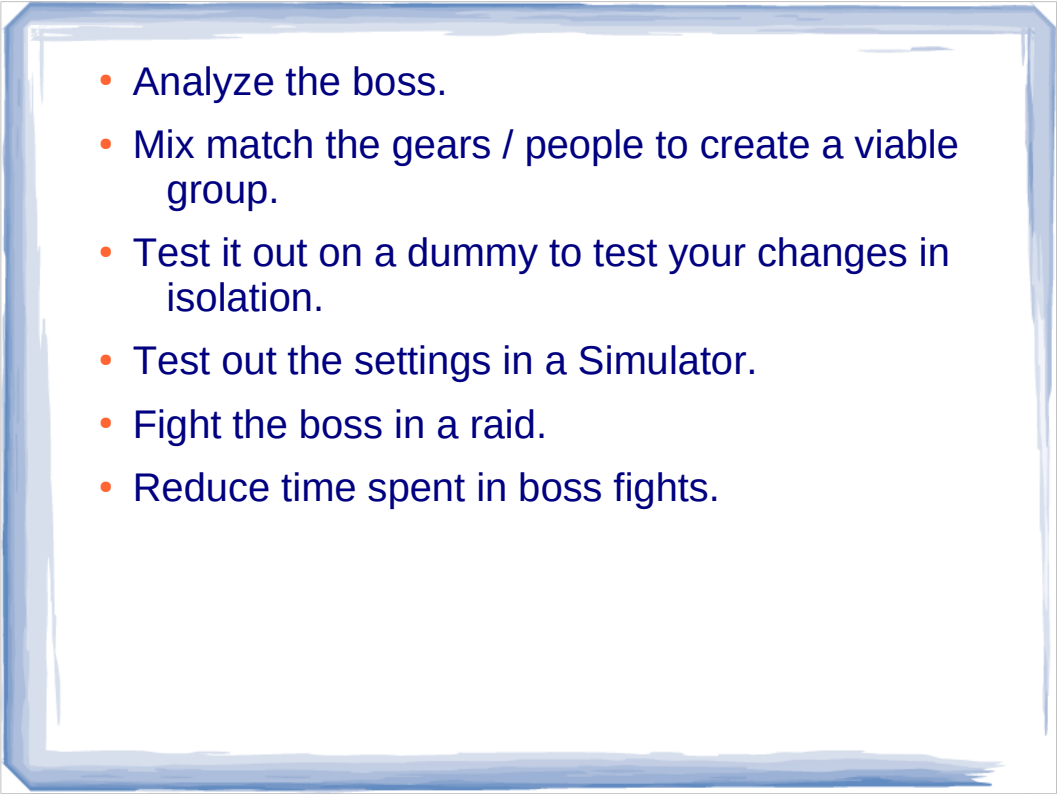


People think, raiding is all about going into a boss fight and killing it.

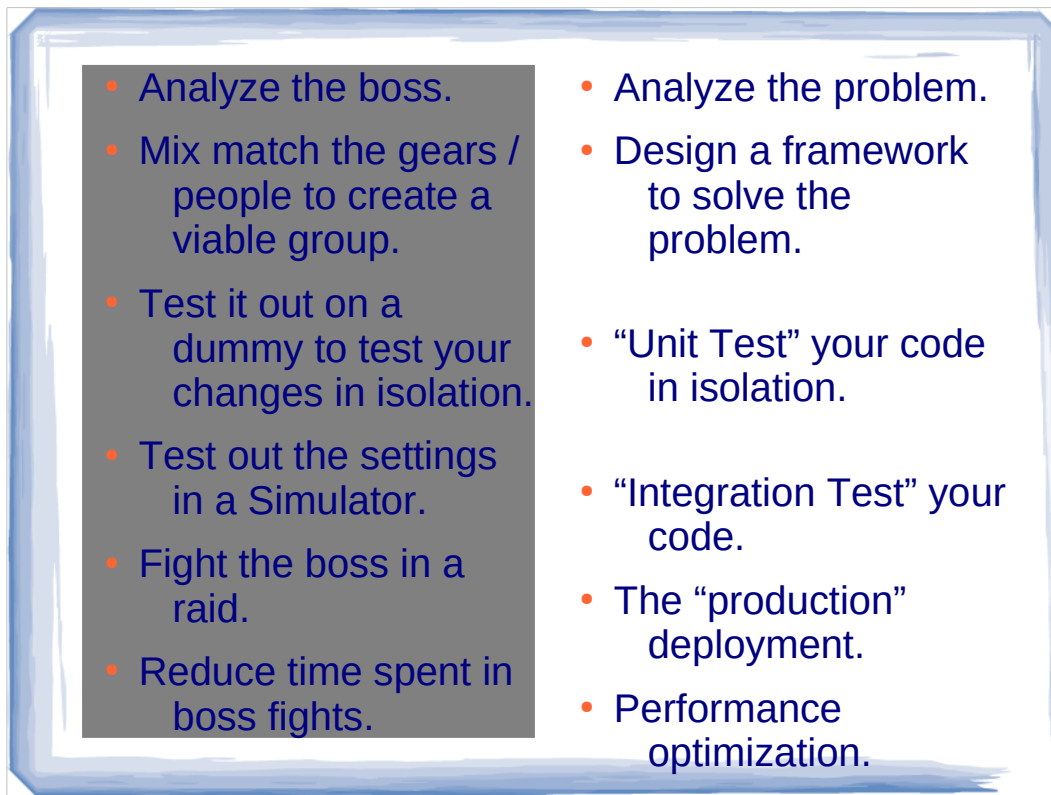
Explain the significance of the “achievement” pop up. Even though everything looks good on the screen, this was the result of 24 consecutive wipes over a period of 3 days.



This is how actual raiding looks like. It about mix-matching, min-maxing, number crunching and graph reading.

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- Analyze the boss.
 - Mix match the gears / people to create a viable group.
 - Test it out on a dummy to test your changes in isolation.
 - Test out the settings in a Simulator.
 - Fight the boss in a raid.
 - Reduce time spent in boss fights.

Go through the steps in a very laid back manner, giving people an over view of how it is to do raid boss encounters.



Ask the audience to glance over the stated facts in the previous slides and compare it against software development.

Make the audience realize the tight relationship they share.

Team Work In Raiding

Get into the aspects of Team work.



Explain the “Leeroy Jenkins” incident.

How one person managed to wipe the whole party because he decided to go rambo.

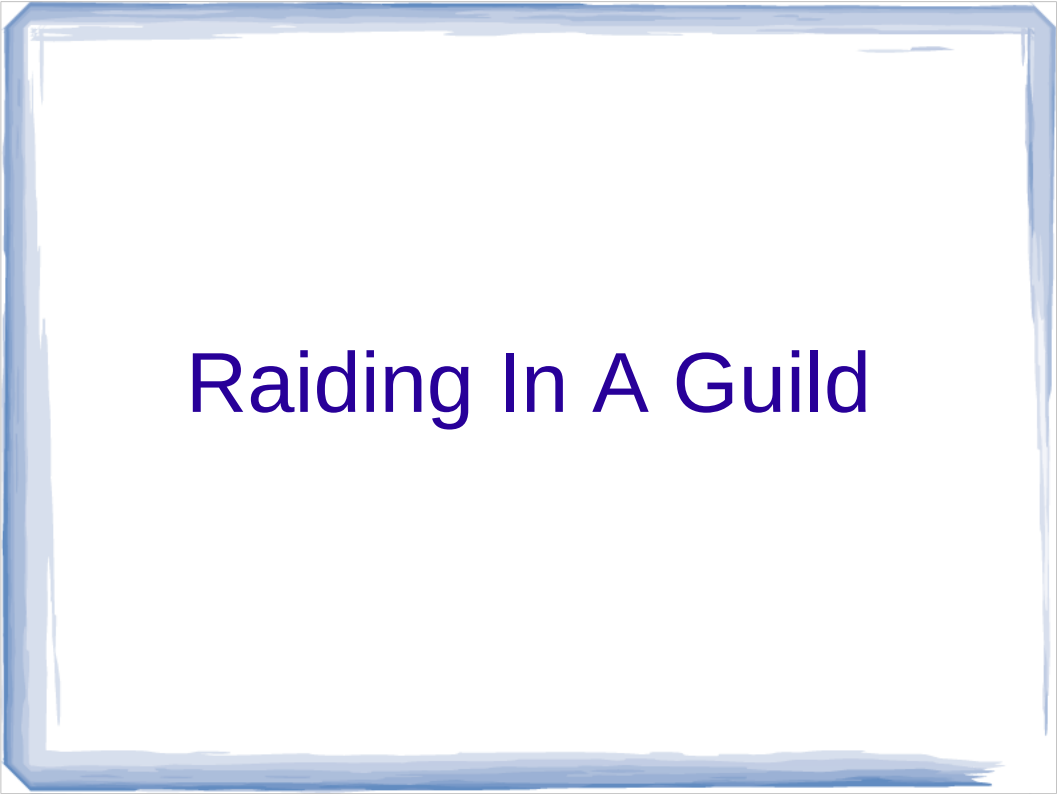


In order to make the audience understand what “Leeroy Jenkins” did an analogy to Battle of Bastards in Game of Thrones and how it might have ended up if it was not written as fiction.



Explain the story behind this. How every member of the team plays an integral part in making this achievement a possibility.

How playing hero or trying to rambo at the last moment can destroy the work done by the team.



Raiding In A Guild

The topic changes from Team to Guild. And this should be done as a smooth transition.

How guild becomes an extension of a team.

Explain you are going to show how you grew in WoW.



This is me when I was very new to WoW the person under the Red Arrow was the one who guided me initially, he taught me a lot about statistics in WoW and this was not a one day talk, it took couple of months for me to grab the basics of my class alone.



This is me, when I became one of the core raiders in that guild. Back then my life was simple, my role was to do damage and Damage I did. Topping charts in every possible way.



Continue the narration from the previous slide.

My raid leader back then was a person named “Doc”, his guidance and mentoring would play a very important part in the days to come.

Especially when I was asked to help lead smaller raids in the server that we played together.



As time passed, my responsibilities grew bigger. And with Doc being busy in Real Life, it was upto Qgzw and Me to do most of the raids.

Suddenly topping the meters was of the least priority, there were call outs to be made, keeping track of the whole raid was not easy, keeping track of threats and the status of the tank.



In addition to this, bigger raid frames as time passed because helps keeping track of mistakes and wrong things that people do.

In addition to this we both also had to deal with people out side the raids, listening to their complaints, making resolutions and so on.



Short intro on Qgzw

So what am I trying to tell you?

- At some point in your programming career you are no longer just **solo programming**.
- If you are good at it, you may eventually have to be a part of a **larger team**.
- Having a **good mentor** during this time is critical to shaping your experience **towards others**.
- And sometimes you have to be **guiding the team** with your experiences and learnings.

Explain how your evolution in a raiding guild, is how you see the progression of one's career in programming, you start solo, go on to work with teams and you may eventually end up leading some teams too.

What does this mean?

- Sacrificing your “**comfort zones**” at times.
- Having a bird's eye view may involve doing a bit “**less**” of what you like to do.
- Having to take “**hard**” decisions.
- Not to be “**Emotional**” when taking these hard decisions.

Explain your learning from evolving as a person who was responsible for raids and try to correlate this with your experience as a programmer.

Explain some of the hard decisions that were made in the guild, like removing an officer as well as being non partial to players in game, who were also known in real life to me.



The End?

Tell the audience it is not the End yet.

Almost

- Gaming is seen as a Taboo in our culture.
- May be it is time to re-think.

Explain how computer gaming is seen as a cultural taboo in India.

And if done right, it may not be so bad.



Remember to thank the audience for being patient and listening in to what you have to say.

References

- Foresight Guild Website - <http://foresight-gd.shivtr.com/>
- Leeroy Jenkins Video - https://www.youtube.com/watch?v=mLyOj_QD4a4
- World of Warcraft - <https://worldofwarcraft.com/en-us/>
- Gamer District Website - <https://www.gamer-district.org/>

World of Warcraft

- A MMORPG by Blizzard.
- Also called “WoW” by the players.
- At it's peak it had roughly 12 Million subscribers world wide (2008 – 2009).
- New content is released in “Patches”.
- “Private Servers” based on the open source project called “Trinity Core”.

Give a small intro about WoW

Explain patches in WoW

Explain the concept of Private server, and how different it is from Retail.