



ebrwolff



@ewolff@mastodon.social

#1

No prototypes. Just make the game.

**Polish as you go. Don't depend on
polish happening later.**

**Always maintain constantly
shippable code.**

#2

We are our best testing team and should never allow anyone else to experience bugs or see the game crash.

Don't waste others' time. Test thoroughly before checking in your code.

#3

**As soon as you see a bug, you fix it.
Do not continue on.**

**If you don't fix your bugs your new
code will be built on a buggy
codebase and ensure an unstable
foundation.**

#4

It's incredibly important that your game can always be run by your team.

Bulletproof your engine by providing defaults upon load failure.

#5

Keep your code absolutely simple.

Keep looking at your functions and figure out how you can simplify further.

#6

**Great tools help make great games.
Spend as much time on tools as
possible.**

#7

Use a development system that is superior to your target.

#8

**Write your code for this game only -
not for a future game.**

**You're going to be writing new code
later because you'll be smarter.**

#9

**Encapsulate functionality to ensure
design consistency.
This minimizes mistakes and saves
design time.**

#10

Try to code transparently. Tell your lead and peers exactly how you are going to solve your current task and get feedback and advice.

Do not treat game programming like each coder is a black box. The project could go off the rails and cause delays.

#11

**Programming is a creative art form
based in logic.**

**Every programmer is different and
will code differently. It's the output
that matters.**

Eigenschaften guter Prinzipien:

- Konstruktiv:** Nützlich als Leitfaden für Entscheidungen, zu einem bestimmten Zweck
- Begründet:** Erscheint rational, ist in sich logisch und konsistent.
- Fundiert:** Ist spezifisch und bietet klare, befolgbare Anweisungen.
- Gut formuliert:** Ist für alle notwendigen Stakeholder verständlich.
- Überprüfbar:** Es ist möglich, die Einhaltung zu prüfen und wo Ausnahmen vorliegen.
- Signifikant:** Es handelt sich nicht um eine Selbstverständlichkeit, deren Gegenteil überhaupt nicht sinnvoll vorkommen kann.