Analyzing for Workflow Reduction
From many to one to zero

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GAME DEVELOPERS CONFERENCE
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About Me

Game Tools and Pipelines Manager at Machine Zone

Today's Topics

- Simple tool examples
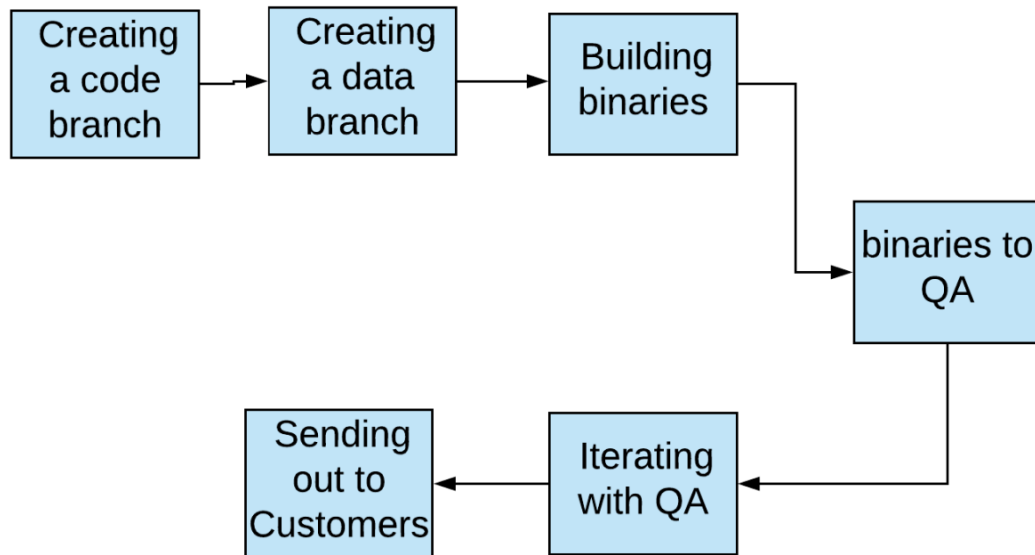- Practical applications and use cases

The Ideal Game Development Workflow

From Many

- Where is the workflow today?

- Dig into the 'Who' and 'Why'
    - Unearth the layers of Whys
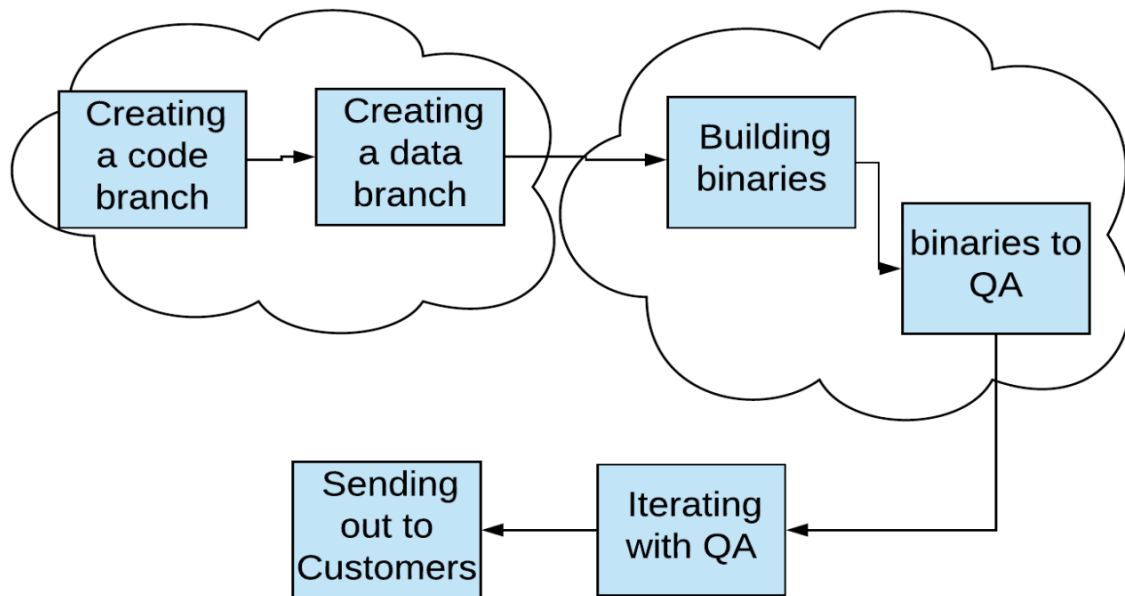
Diagram the Process

Things to Care About

- Creating a data branch
  - Where from?
  - Can it be repeated?
  - Iteration?
  - Bugs?

Things to Care About

- Getting those binaries to QA
  - Is it ready?
  - What's important?
  - How do I get it?
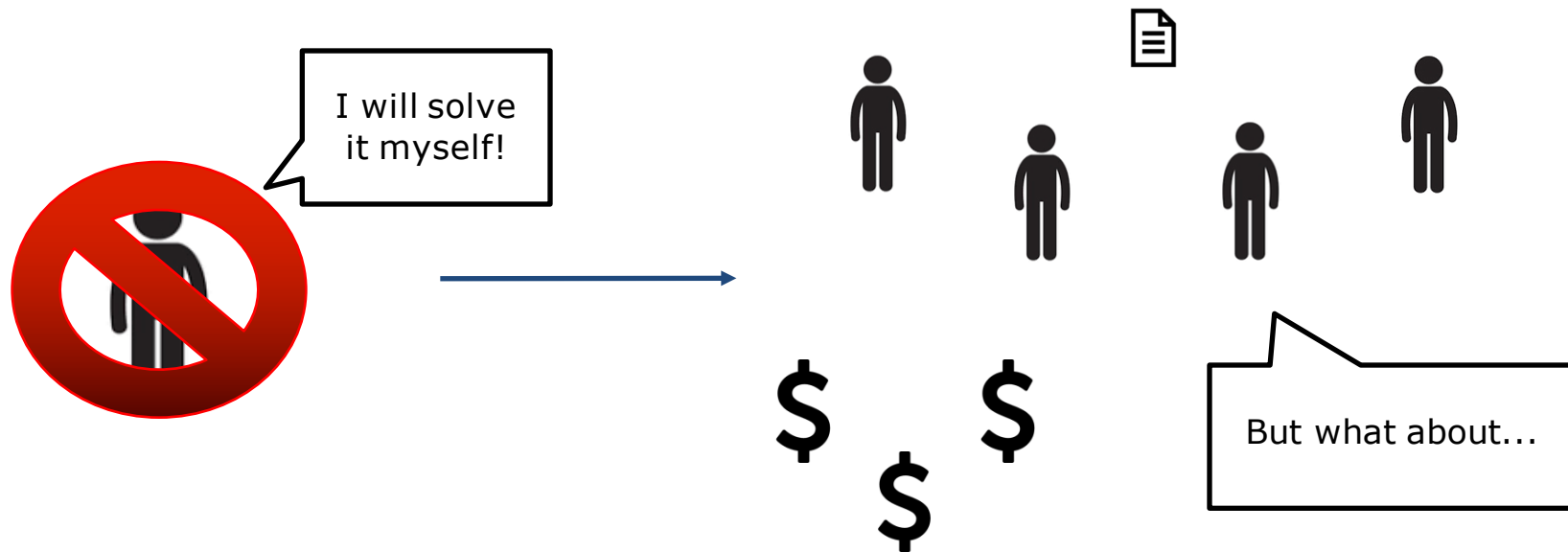 - Is it set up right?

Diagram the Process

The 'Why' Behind the Workflow

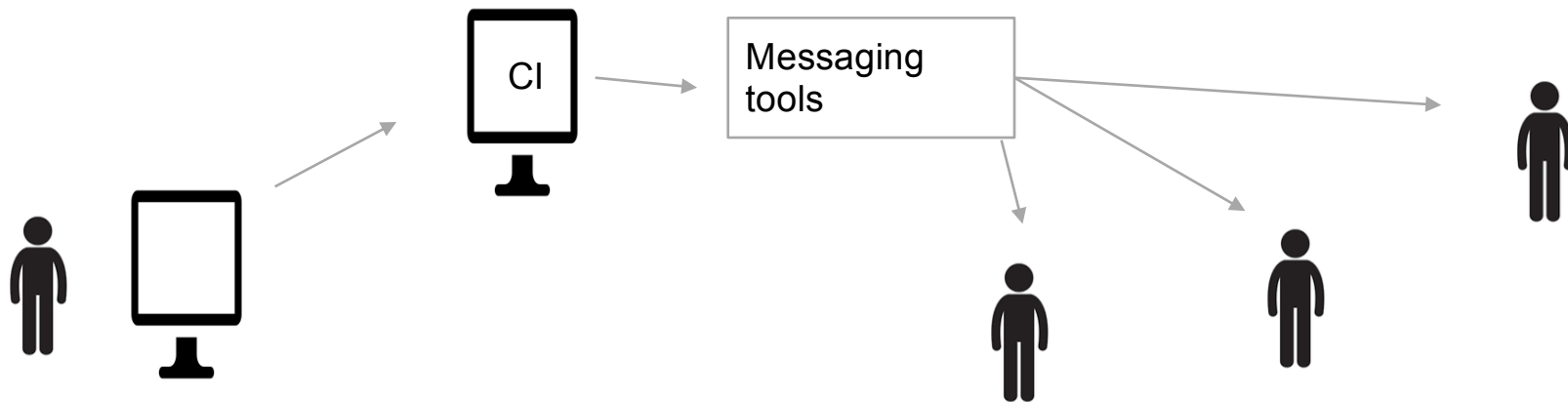**Product team** would like to get the next game safely to **customers**.

Working as a Team

Reducing to One Step

- Understand what they need

- Provide the simplest solution

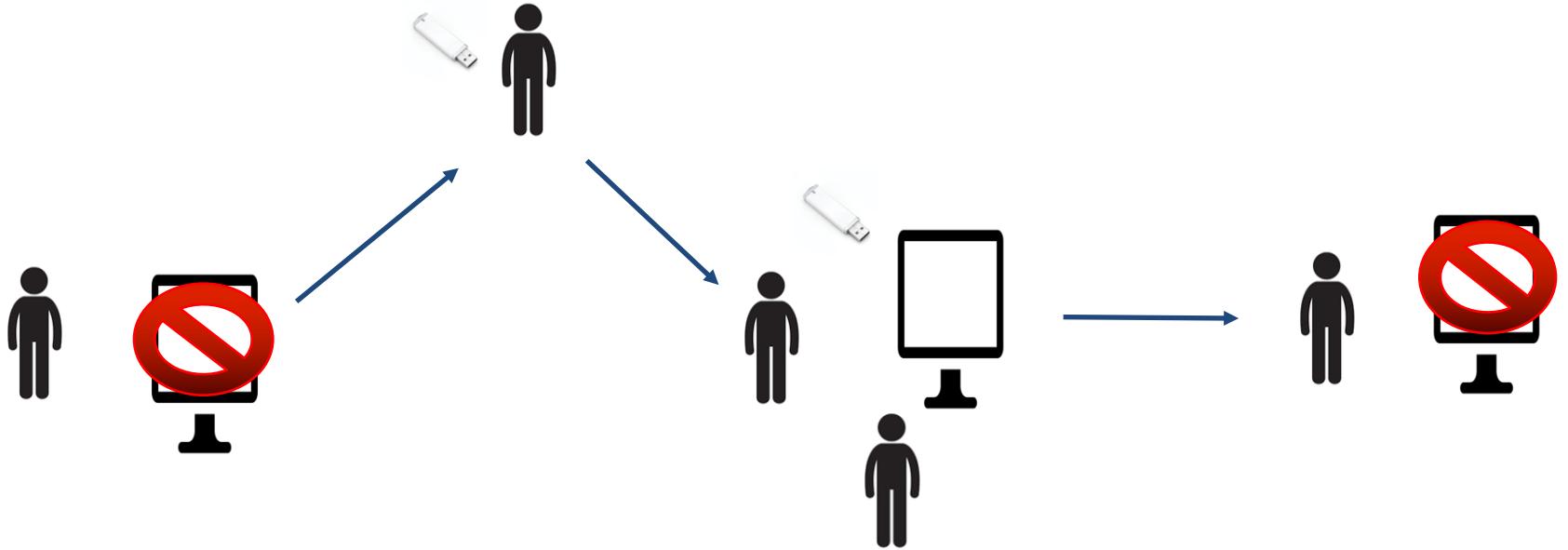- Reducing to **One Step** is about enabling **Intent to Action**

Cascading Tools

Single Workflow ≠ Single Tool

iOS Provisioning

- Method to confirm a person's ability to perform a function with an app on a device

- Tracks service availability

Previous Flow

Challenges

- Lots of different portals and games.
- Certificate expirations.
- Many different teams.
- Different use cases.

Reducing it

- Switch to a: "setup developer"
  - Prepare what the developers received.
  - Group everything that the developers cared about.

Practical Tips

- Break things into groups.

- Avoid mandatory!

Practical Tips

- Allow saving options or sharing them as templates.

- Group between communication boundaries and meaningful decision points.

What about Zero steps?

- Predicting Intent.
- Freeing creative focus.
- Removing unimportant details.

Going further

Taking that earlier example:

- Automatically run it when needed.
- Automatic device adding.
- Scheduled update on expiration.
- Resign old releases.

Examples at Machine Zone

- Passive Game Readiness Tool
  - Provisioning and Certificates.
  - Retrieve latest localizations.
  - Automatic data and code building as people edit.
  - Live Update of running environment.

Practical Approaches

- Prepare tools to compose.
- Set up the environment.
- Leverage operating system and service events.

Practical Approaches

- Expose events and interfaces.
- Learn from metrics.

To Many Again

- Simplifying leads to opportunity.
- Redo a look at the workflow.
- Reassess prior cases.

Summary

- Many - Understand what's there.

- One - Simplify to enable acting on intent.

- Zero - Remove from concern entirely.

Questions?