FROM THE IMPOSSIBLE TO THE INEVITABLE

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At first, dreams seem impossible, then improbable, and eventually inevitable.

- Christopher Reeve

Bring it.

THE BEGINNING

- UI is simply a fancy data renderer;
- Data will always change and expand; and
- Most engineers hate UI.

Given these observations::

- How could I make the UI flexible enough to handle changes in data; and
- Reduce the need for other engineers to touch it.

After the first iteration:

- The UI will ***ALWAYS*** be redesigned, multiple times.
- How do I make it easy for artists and designers take ownership of the the redesign?

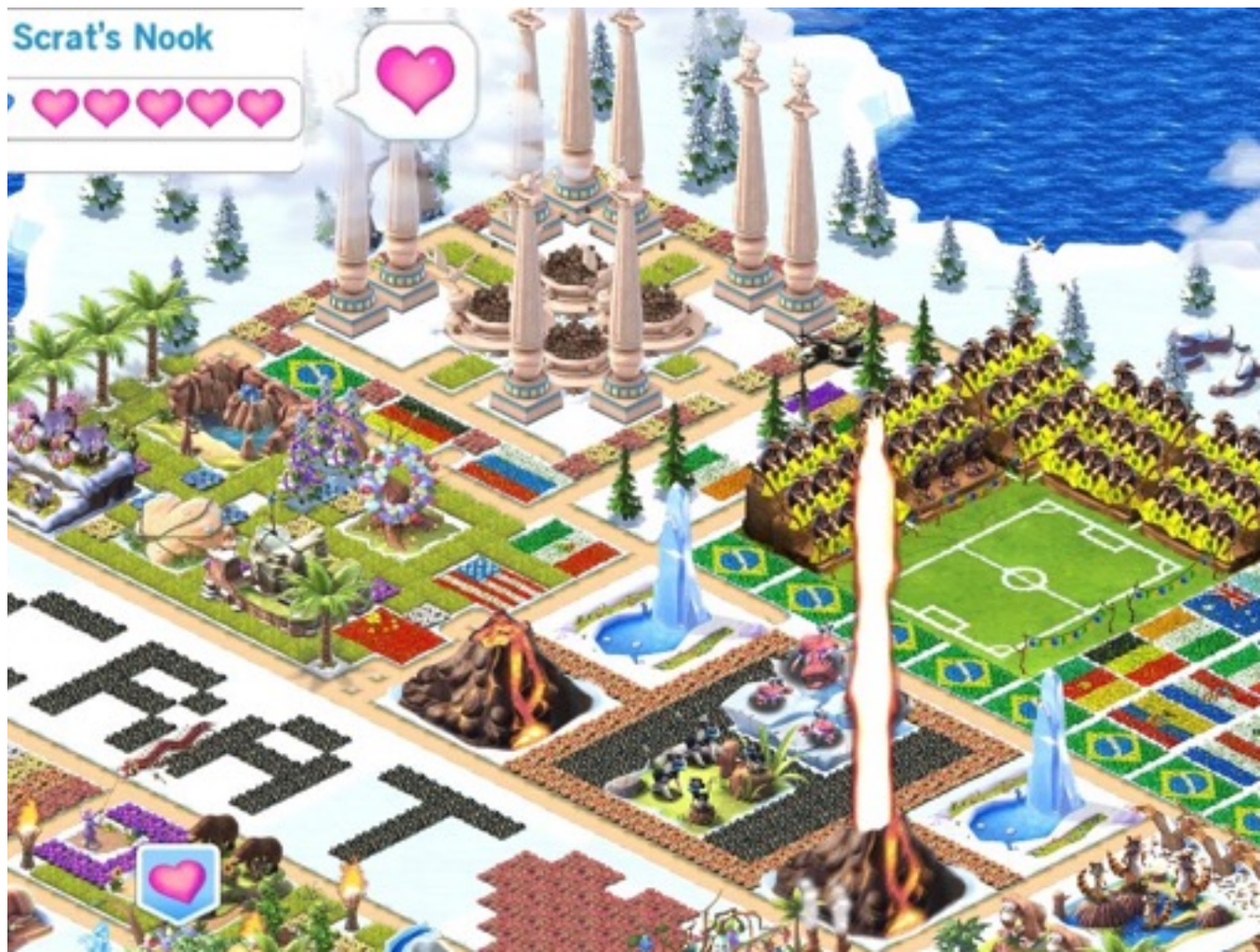
THE LEGACY TITLE

Analytics:

- How to reduce errors, especially missing data or incorrect data.
- Automation and code generation.

The problems of legacy titles:

- The amount of data processed over the lifecycle of the game only gets larger;
- Old engines not necessarily made to support new features; and
- Major overhauls affect older systems more as you need to maintain compatibility with old devices.



MAJOR MOBILE TITLE

Analytics & Telemetry

- Another area Engineers don't want to touch; and
- Accurate data is VITAL.

I used my learnings from the two previous projects

- I needed to make the system flexible enough to handle changes in data; and
- Reduce the need for other engineers to touch it.

The danger of flexibility:

- Countdown timers.

Impossible challenges can come from unexpected places.

MAJOR LEGACY TITLE

The same problems came up again:

- The amount of data processed over the lifecycle of the game only gets larger;
- Old engines not necessarily made to support new features; and
- Major overhauls affect older systems more as you need to maintain compatibility with old devices.

But in Addition:

- Major features are that much more challenging.

Server:

- Legacy servers have all the same issues as the client and then some.

"THE ONLY WAY TO ACHIEVE THE impossible IS TO BELIEVE IT IS possible"

THERE WILL ALWAYS BE PEOPLE WHO TELL YOU THAT YOU CAN'T FLY, SAY SCREW THAT AND MAKE YOUR OWN WINGS!

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