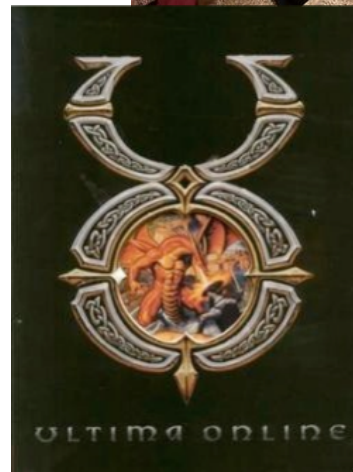# Co-Development: Open & Agile Game Development

Starr Long
Executive Producer

Starr Long

- 25 Year Game Industry Vet
- Ultima Online
- Tabula Rasa
- Disney Connected Learning
- Shroud of the Avatar

Co-Development: Core Concepts

- Transparency
- Cadence
- Feedback Loop

Transparency

- Daily, Weekly, Monthly, & Quarterly Updates
- Forums & IRC
- Scheduling, Funding, Staffing Details
- Unfiltered Responses
- No NDAs

Release 6 Instructions

Bug Hunter

Shroud of the Avatar

[A Public Forum post by Starr Long]

Greetings Avatars,

Thank you to our loyal backers of Shroud of the Avatar. Release 6 access for all backers at First Responder level and above begins this Thursday, May 22 at 10:30 AM Central Time. Release 6 access will end on Sunday, May

Cadence

- Daily, Weekly, Monthly, & Quarterly Updates

- Monthly updates to the game

- Same day and time, no matter what

- New Content, bug fixes, polish, etc.

- When > What
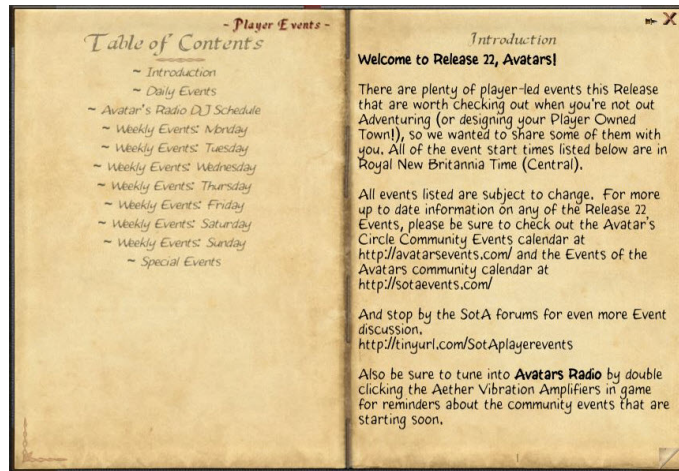
Feedback Loop

- Iteration
- Subjective + Objective Data = Iteration
- ~30% of schedule for response
- Recognize contributors

Challenges

- Iteration w/Feedback takes longer
- Vision vs. Feedback: Staying on Target
- Educating Users on Early Development
- Getting Discouraged by Negativity

Take the Survey!

Contact: Starr Long

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