

# Double Your Contributors Using These 3 Simple Tricks!

- or -

## Why Would Someone Work on Your Project?

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# Game Idea

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- MMO

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- Open world sandbox

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- MMO
- Open world sandbox
- Cooperative
- I need developers, artists, designers, medical research, etc.

Scratch That

# Why Do We Want Contributors?

- If a developer releases the source of a project and no one reads it, is it still open source?

# Approach #1 - Ethics

- Sources should be released, whether they are read is secondary

# Approach #2 - Love

- It's way better together

# Github Tinder!

- Projects in my radius of interests
- Swipe right if I'd like to contribute, left otherwise

# Github Tinder?

- The alternative for not finding a partner is being alone
- The alternative for not being an active contributor is watching cat videos

# Itches

“Every good work of software starts by scratching a developer's personal itch”

- Eric S. Raymond,  
The Cathedral and the Bazaar

# Contributors

- People with itches compatible to yours and the skills to scratch them

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- People with itches compatible to yours and the skills to scratch them
- No one will have a compatible each if they don't know what you do

# Trick #1

- Make something that you already know makes people itch

# Trick #1

- Clones and Alternatives
  - Open\*
  - Free\*
  - Libre\*

# Trick #1 - :-)

- Has been known to work
- Shared vision

# Trick #1 - :-)

- Limits your options
- Can only be applied before development started

# Trick #2

- Actively itch your future contributors

# Trick #2

- Release your game
- Gather an audience
- If they're human they will want to change things
- Profit!

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- Release your game
- Gather an audience
- If they're human they will want to change things
  - If you're baller, leave small imperfections
- Profit!

# Trick #2 - :-)

- Enough time to explain what your game is about
- High level of control over the direction of the project

# Trick #2 - :-)

- Limits the scope
- Can only be applied before development started

# Wait a Second

- What about projects that already exist?

# Trick #3

- Be attractive

# Trick #3

- Show, don't tell
- Be nice
- Make scratching as effortless as possible

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- Show, don't tell
- Be nice
- Make scratching as effortless as possible
  - TOFFEE Metric (Time of Onboarding, Finding & Fixing an issue End to End)

# Trick #3 - :-)

- No, wait, this still doesn't help

# Trick #3 - :-)

- No, wait, this still doesn't help
- If you picked the wrong project nothing will help you.

# Wrong Project

- Has nothing to do with “Bad Game”

# Unattractive Project

- Might be the best potential game but that is irrelevant

# Trick #0

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- Find something that makes you happy even if it's not what you expected

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- Join somebody else's project
- Find something that makes you happy even if it's not what you expected
- Doesn't have to be a popular project

# Trick #0 - :-)

- Feasible at any point in time
- Since *you* joined the project, it's attractive by definition
- Teaches an important life lesson

# Trick #0 - :-)

- Feasible at any point in time
- Since *you* joined the project, it's attractive by definition
- Teaches an important life lesson
- Spreads the love

# I'm biased

- I've put on hold all my fancy game ideas and joined an existing project
- Spring started as a remake of Total Annihilation
- I've been a player before becoming a contributor