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
Game Idea

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- Open world sandbox
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- Cooperative
Game Idea

- 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

“It 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
Contributors

- 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!
Trick #2

- 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
Trick #3

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

https://medium.com/@adam.kariv/successful-volunteer-based-software-projects-fad6d294ad07
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

- Join somebody else's project
Trick #0

- Join somebody else’s project
- Find something that makes you happy even if it’s not what you expected
Trick #0

- 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