API Designs & Reviews

Reviewer's Starter Set

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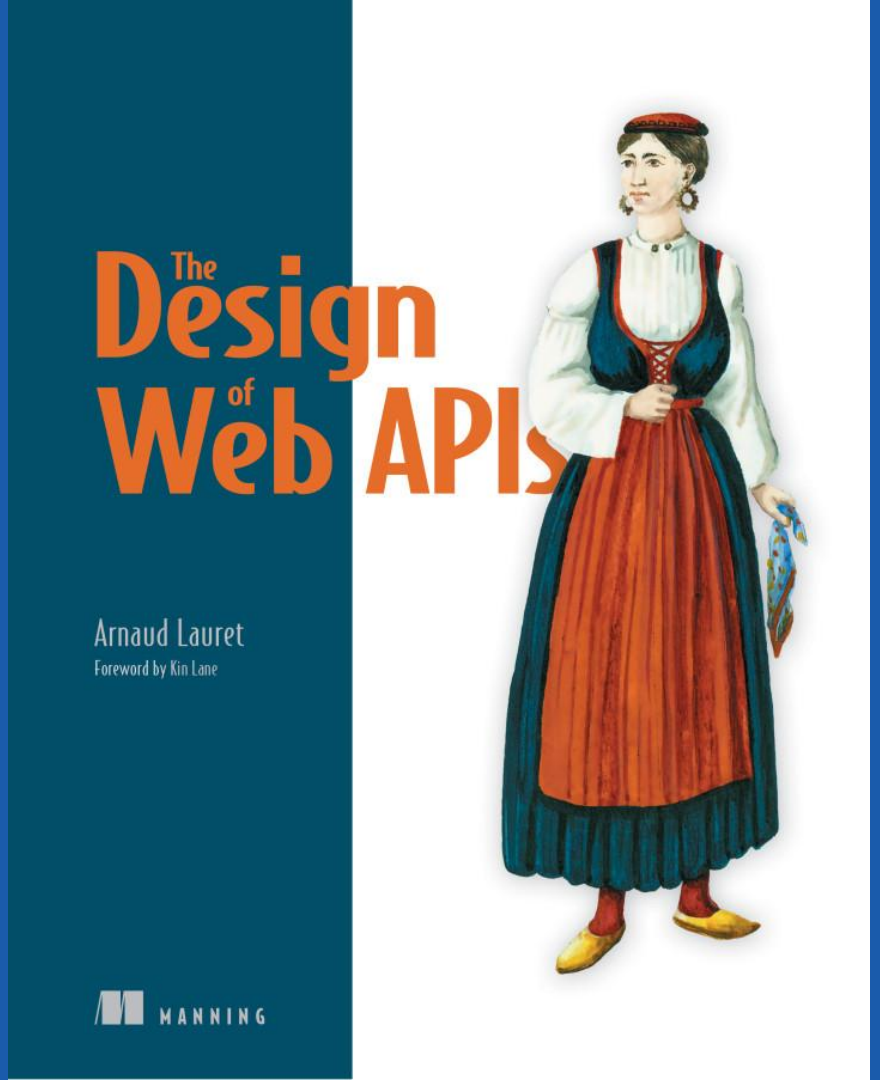

AGE 12+
API DESIGNS & REVIEWS
Reviewer's Starter Set
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PART 1

Why API Design Reviews?

When you attempt to influence someone [...], the DM might ask you to make a Charisma (Persuasion) check

Dungeons and Dragons Player's Handbook

PART 1

Why AP
Design Reviews?

When you att
m might ask you
t make a Charisma (Persuasion) check

Persuading audience failed

Dungeons and Dragons Player's Handbook

Character sheets

Donan The Designer

API Designer Level 2

Rena The Reviewer

API Designer Level 23

API Design Reviewer Level 5

When you use active roleplaying, you speak with your character's voice, like an actor taking on a role.

Dungeons and Dragons Player's Handbook

Donan the Designer

Salutes Rena.

Rena the Reviewer

Salutes Donan.

Donan the Designer

Don’t get why his POST /send-email operation has to be reviewed.

Rena the Reviewer

Explains review's purpose and **reassures** Donan.

Donan the Designer

Wants to know if everything is OK.

Rena the Reviewer

Tells **form** is almost OK.

Rena the Reviewer

Propose and explains solutions to fix problems based on guidelines.

Donan the Designer

Thinks the review is over.

Rena the Reviewer

Tells that form is not all,

context is analyzed too.

Donan the Designer

Describes **why** POST /send-email is needed.

Rena the Reviewer

Continues context's investigation.

Donan the Designer

Describes **how** POST /send-email is actually used.

Rena the Reviewer

Explains why this design is a problem in this context.

Donan the Designer

Persuading Donan succeed

Realizes his mistake thanks to review.

Starts to rethink his plan...

But that's another story...

So, why do we need API design reviews?

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Inconsistent

Not fulfilling real needs

Incomplete

Non user friendly

Unsecure

Bugged

So, why do we need API design reviews?

Inconsistent

Not fulfilling real needs

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Reviewers can help avoid these problems

PART 2

Conducting a Review

Read the rules of the game and the story of its worlds, but always remember that you are the one who brings them to life.

Dungeons and Dragons Player's Handbook

Conducting a Review

Rule #1 Lifecycle

Sometimes the journey deserves as much time and attention as the destination

Dungeons and Dragons Dungeon Master's guide

Rule #1 Lifecycle

Early Review

Rule #1 Lifecycle

Cold Review

Rule #1 Lifecycle

Live Review

Rule #1 Lifecycle

Cold/Live Cycle

Rule #1 Lifecycle

Explain process

Rule #2 Be exhaustive

Your character in the game might explore forgotten ruins and uncharted lands, uncover dark secrets and sinister plots, and slay foul monsters.

Dungeons and Dragons Player's Handbook

Rule #2 Be exhaustive

Design makes sense and is user friendly

Rule #2 Be exhaustive

Design conforms to guidelines and is consistent

Rule #2 Be exhaustive

Design is secure

Rule #2 Be exhaustive

Design takes limitations into consideration

Rule #3 Make People Talk

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of D&D adventures. No less important, though, are the social interactions...

Dungeons and Dragons Player's Handbook

Rule #3 Make People Talk

Listen, Question, Comment, Rephrase

Rule #3 Make People Talk

Context, Needs, Vocabulary, Concepts, Processes, ...

Rule #3 Make People Talk

Refocus on high level

Rule #4 Adopt the Right Mindset

Neutral good alignment:
Folk do the best they can to help others according to their needs.

Dungeons and Dragons Player's Handbook

Rule #4 Adopt the Right Mindset

Teach and Explain instead of Shame

Rule #4 Adopt the Right Mindset

Empathy for consumers

Rule #4 Adopt the Right Mindset

Trust API Team Knowledge

Rule #4 Adopt the Right Mindset

Don’t Block

PART 3

Conducting many Reviews

The game has no real end; when one story or quest wraps up, another one can begin, creating an ongoing story

Dungeons and Dragons Player's Handbook

Conducting many Reviews

Rule #1 Fill Your Toolbox

Proper equipment can mean the difference between life and death in a dungeon or the untamed wilds

Dungeons and Dragons Player's Handbook

Conducting many Reviews

Rule #1 Fill Your Toolbox

API Design Guidelines

Conducting many Reviews

Rule #1 Fill Your Toolbox

Machine Readable API Description Format(s)

Rule #1 Fill Your Toolbox

API Description Format(s) Tooling

Conducting many Reviews

Rule #1 Fill Your Toolbox

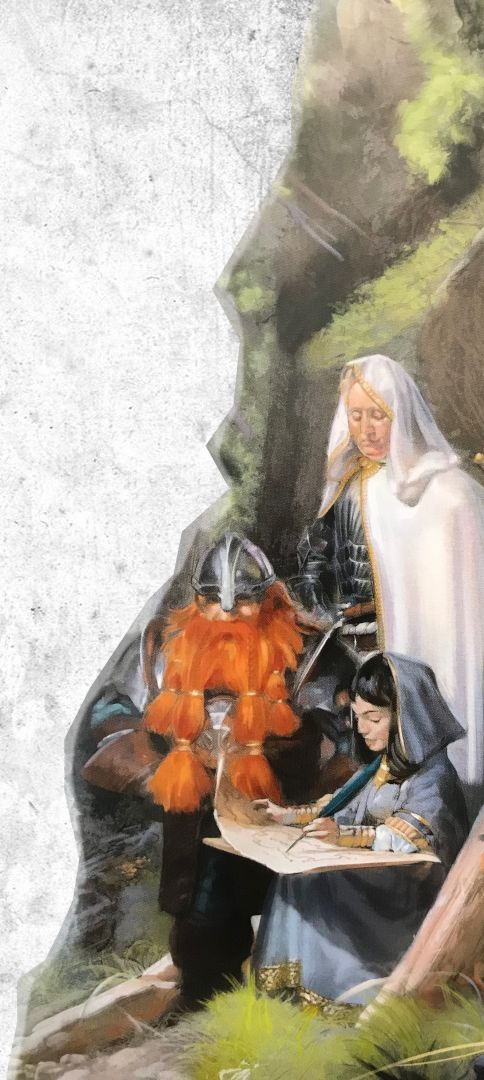
Adapted Design Tools

Conducting many Reviews

Rule #2 Record Everything

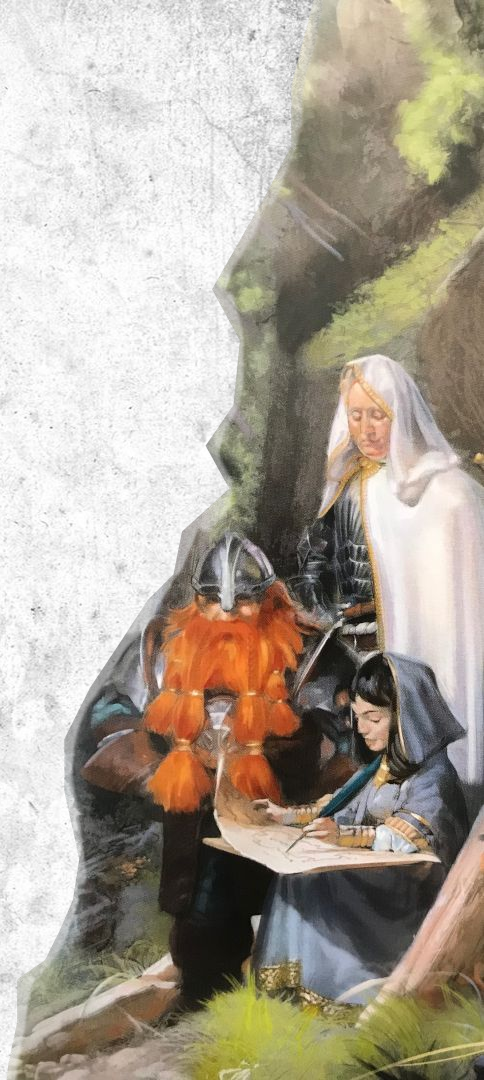
No one's memory is infallible,
so it pays to keep records.

Dungeons and Dragons Dungeon Master's guide



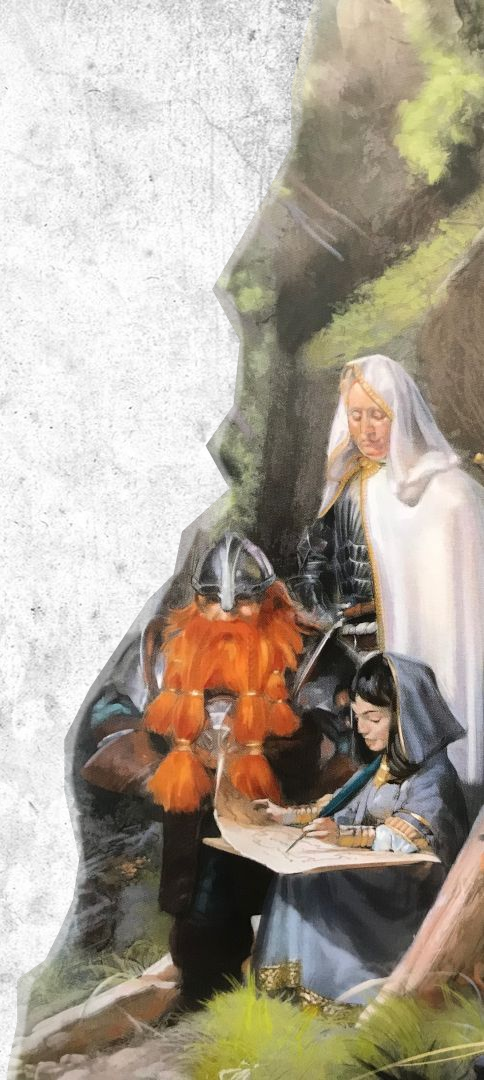
Rule #2 Record Everything

Write Reviews Report



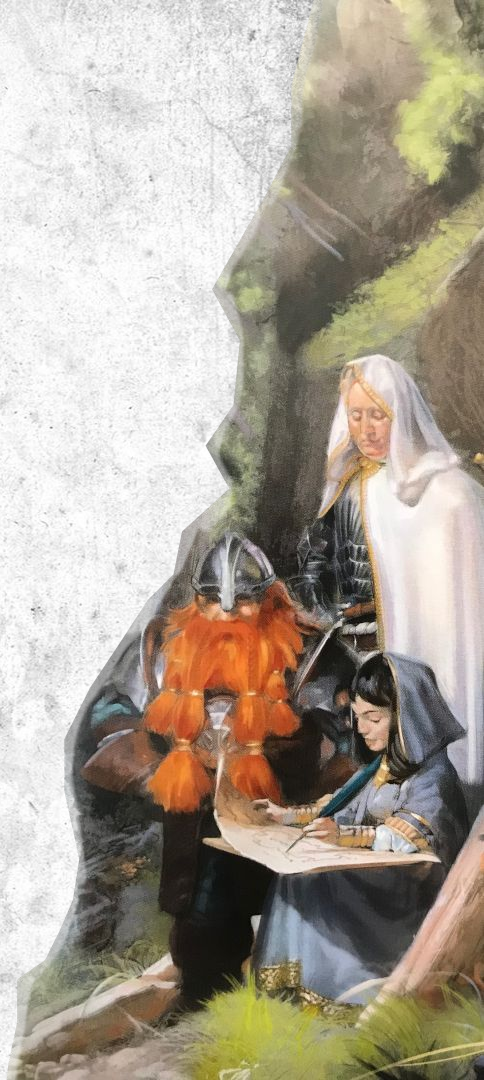
Rule #2 Record Everything

Record Decisions



Rule #2 Record Everything

Store all Interface Contracts



Rule #3 Govern ... But Not Too Much

As a referee, the DM acts as mediator between the rules and the player

Dungeons and Dragons Dungeon Master's guide

Rule #3 Govern ... But Not Too Much

Governance Level

Rule #3 Govern ... But Not Too Much

Community

Rule #3 Govern ... But Not Too Much

Committee
vs
Single Reviewer

Rule #4 Teach and Train

You can spend time between adventures learning a new language or training with a set of tools.

Dungeons and Dragons Player's Handbook

Rule #4 Train and Teach

Propose help on design

Rule #4 Train and Teach

Propose training

The End

PART 4

Participating to a Review

Together, the DM and the players create an exciting story.

Dungeons and Dragons Player's Handbook

Rule #1 Don’t wait until it’s too late

A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully

Dungeons and Dragons Player's Handbook

Rule #1 Don’t wait until it’s too late

No badge

Rule #1 Don’t wait until it’s too late

Implementation can be hard to fix

Rule #1 Don’t wait until it’s too late

Terrible consequences

Rule #2 Be prepared

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure.

Dungeons and Dragons Player's Handbook

Rule #2 Be prepared

Bring All Knowledge

Rule #2 Be prepared

Provide user friendly documentation

Rule #2 Be prepared

Provide standard & fully documented interface contact

Rule #2 Be prepared

Pre-check interface contact

Rule #2 Be prepared

Read Reviews

Rule #3 Adopt The Right Mindset

Neutral good alignment:
Folk do the best they can to help others according to their needs.

Dungeons and Dragons Player's Handbook

Rule #3 Adopt The Right Mindset

Don’t take it personally

Rule #3 Adopt The Right Mindset

Challenge and question reviewer

Rule #3 Adopt The Right Mindset

Propose guidelines evolutions

The End

API design reviews make everyone grow

If everyone had a good time and created a memorable story, they all win.

Dungeons and Dragons Player's Handbook

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