DonGlover\_Writing\_Sample\_PlayFab\_Unity3D\_quickstart

Most of the content in the PlayFab getting started documentation was years out of date. As part of my mandate I was tasked with identifying content that was viewed often and update it. The Unity game engine is the primary tool that PlayFab developers use to create PlayFab enabled games.

1. This topic is about 50% mine after the rewrite.
2. The topic was about five years out of date and was no longer functional.
	1. I reorganized the content and tightened it up and updated the source code to reflect the changes that had occurred.
3. I gleaned necessary information to update it from previous knowledge of the Unity product, experimentation with PlayFab, and questions to the SMEs
4. The topic received light copy edit by reviewers.
5. The bulk of the sample code was preexisting in the topic. I made minor updates to make it to make if functional.

DonGlover\_Writing\_Sample\_Getting started \_ Addressables \_ 1.14.2

1. This topic is about 75% mine after the rewrite.
2. They PM provided a number of documents that they had provided to alpha testers. I used those documents to provide a base outline to for the content.
3. I synthesized the information from the provided documents, trying the product, and conversations with the PM.
4. The topic received light copy edit by reviewers.
5. The code was provided by the PM in the base documents but needed to be updated to match changes between alpha/beta and the release product. I found the discrepancies when trying the product.

DonGlover\_Writing\_Sample\_MachineLearning

I created the sample for this topic in an effort to understand how the API calls were used. I showed the sample to the PM and he asked me to publish the sample.

1. This topic is 100% my content.
2. The sample represents taking a web based sample and writing code to mimic on the Android platform. I learned what I needed to know by examining the web sample and trying it on my own.
3. The topic received light copy edit by reviewers.
4. The base camera app was an existing Xamarin sample. I took that and added the calls to the Machine learning functionality and the network transport calls.

Bonus Items:

#1 Machine Learning retraining video

<https://youtu.be/wwjglA8xllg>

The PM I was working with wanted to record a video based on a recent topic, covering retraining an experiment using PowerShell, that we had published (that I had rewritten before publishing) to be an in tandem resource. He asked me to create a script for the video.

I had never written a video script before but gave it a go. To validate what I had written, I recorded a sample video and showed it to the PM as part of the review of the script.

He asked me to make a couple edits and he published it rather than rerecording it himself.

#2 Adding Google AdMob to a Xamarin app

<https://github.com/DonGlover/DonGlover-AdMobSample>

I was working on building an app in Xamarin and wanted to implement ads in the app. I spent some time banging my head against the wall attempting to figure it. I read through all of the existing recommended blog posts and articles on the subject. I delved into stack overflow. I even perused the official documentation.

I wrote up the sample that I created, both for my edification and to potentially help others. It is not really a full technical article but more of a stream of useful information.