

Stage A/B Rules collection.

- Team: WikiWiki
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Rules

1. Rumsfeld law: In our implementations we had to redefine our scope several times due to the nature of finding holes in our initial design, not being familiar with python libraries for interfacing with postgresql databases, learning how to utilize flask, learning to do UI with Jinja2, etc. So we didn't know what we didn't know and adapted as we learned.
2. KISS principle: While narrowing down our implementation strategies and designs we focused on making systems as simple to not add unnecessary feature creep or complexity. One example of this was we started with a 2 table system for storing pages (1 for the overarching page reference and 1 for the page commits) but later we realized the page table served little function so instead we used a composite primary key with one table that allowed for us to only have to interact with a singular table for our implementation of the storage feature.
3. No surprises rule: We mostly made it a rule to keep everyone clearly informed about scheduling conflicts, and kept in close contact through the chat service called "Discord". That way we all knew what to expect from each member.
4. Golden Rule: When designing UI it was important keep the user in mind
5. Murphy's law: Whatever can happen will happen so we did our best to error proof our objects, methods, and UI design.
6. Law of Demeter: We did our best to keep the referential complexity down
7. ISP: we did our best to keep all of our tasks and processes modularized to increase maintainability.
8. Cost of change: With our modularization, we made sure that if any of us needed to change anything with our modules it would have low impact.
9. Hedgehog concept: We kept our responsibilities separate so that we could be better proficient in one area of the software making development faster.
10. Don't leave broken windows: We made sure, to the best of our abilities, reduced code entropy.