MEETING VI

WEEK 3 DAY 1
PROJECT WEEK

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- Pair Programming

  - Used in many companies

- Important to have both people programming.

YES-AND ACTIVITY

- Start with a crazy idea

- And your partner must continue to develop that idea with "Yes-And".

- Everyone should be talking.

- Can go crazy.

EXAMPLE:

- A: "Let's build a website to post amazing Trees!"

- B: "Yes and, it can also deliver seeds out!"

- A: "Yes and it can send you the tools to grow the tree!"

- B: "Yes and it can plant some seeds on airplanes!"

- A: "Yes and it can send some seeds to Mars!"

- B: "Yes and it can update statuses of specific trees!"

- Etc. Etc.

BRAINSTORMING

- Brainstorm Until 12:20

- Any idea is a good idea.

- Hard ideas can be narrowed down

  - Ex: Instagram

    - – Build a page to post pictures.

  - Ex: Movie Rating by the public

    - – Movie trailer and simple rating buttons.