Palma de Majorca, 28th–29th May 2016

phpuceu.org/phpuceu-2016/

Fucking up projects
a manual

Acquire

the project

Screwing up projects implies a project,
so we don't suck here.

Before
the project

Great Expectations

Bad mood in meetings

No decisions

Alterantive

a LOT of decisions

a LOT of decisions

Environment

Deadlines are deadlines

During
the project

No communication ever

If not avoidable

mix channels

No Documentation of anything

Do your job

but only this

Deadlines are deadlines

Measure
the project

Completing

the project

– the dead zone phase –

Ignore the client

Change the team

often

We need culprits

not solutions

Questions?

Fucking up projects - a manual, code.talks commerce special 2016, Fabian Blechschmidt
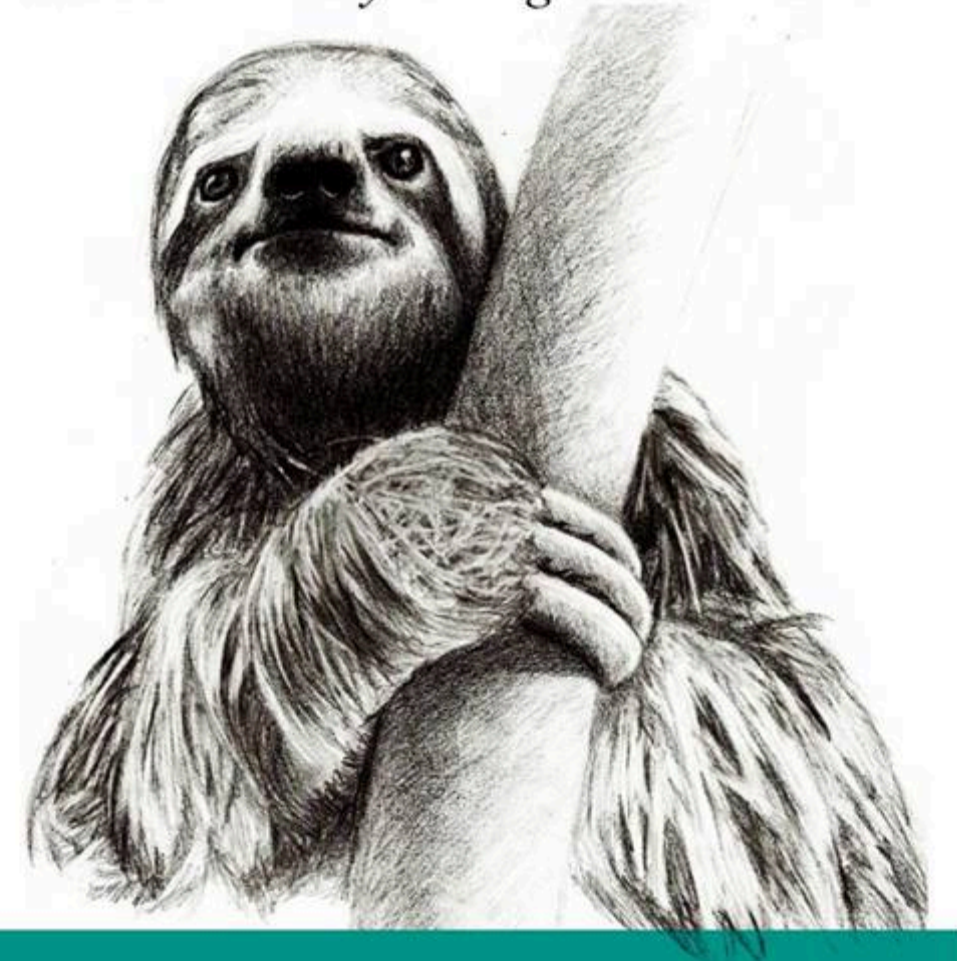
— Bonus —

Tech related

only FTP + no VCS

Do it
your way

Maintain **bad** code quality

Fucking up projects - a manual, code.talks commerce special
2016, Fabian Blechschmidt

Cutting corners to meet arbitrary management deadlines

Essential

Copying and Pasting
from Stack Overflow

O'REILLY®

The Practical Developer
@ThePracticalDev

Change tools early
Change tools often

Project methods

Agile are just guidelines

no rules

Use the
latest hot shit

One machine
fits all

Misc

git blame-someone-else

git blame-someone-else

```
➜  core-decorators.js git:(master) █
```

Sources

→ Experiences (Rico Neitzel, Fabian Blechschmidt)

→ Sonja Riesterer

→ Fabians lovely girlfriend Pia

→ http://peopleprocessandprofit.com/2010/03/14/ten-ways-to-screw-up-a-project-2/

→ http://www.cio.com/article/2384088/project-management/15-ways-to-screw-up-an-it-project.html