

So. Many. Decisions.

Editor

- Which one?
- Which plugins?
- Use built in terminal?
- Editor config

Module format

- ES6 Modules, CommonJS...

HTML generation

- Minify?
- Use plugin?
- Inject prod only concerns?
- Templating language?

Transpiling

- Native ES or diff language?
- Use experimental features?
- Which plugins?
- Production vs dev config

Bundler

- Webpack, Browserify, Rollup...

Linting

- Which linter?
- Enable which rules?
- Warning or error?
- Which plugins?
- Use a preset?

Testing

- Framework?
- Assertion Library?
- Helpers?
- Test file location?
- File naming?
- What environment?
- Mocking?
- Code Coverage
- Continuous Integration

Project structure

- By file type or feature?
- Centralize API?
- Allow Inline JS?
- Extract to POJOs?

HTTP

- Library
- Mock schema format
- Mock data generation
- Mock server

Production build

- Minification
- Sourcemaps
- Bundle splitting
- Cache busting
- Error logging



Boilerplate

Save time

Proven

Full-featured

Build your own

Freedom

Perfect fit for your team

No unnecessary complexity

Understand it

Easier to change



A yellow square containing the letters 'JS' in a large, bold, dark grey sans-serif font.

JS

Why a Starter Kit?

Codifies

- Decisions
- Best practices
- Lessons learned

Encourages consistency

Avoids forgetting important details

Increases quality

- Doing the “right” thing is the easy thing

Avoids repeating work



What Belongs in Your Starter Kit?

Package Management

Bundling

Minification

Sourcemaps

Transpiling

Dynamic HTML Generation

Centralized HTTP

Mock API framework

Component libraries

Development Webserver

Linting

Automated testing

Continuous Integration

Automated build

Automated deployment

Working example app

