D/D Collaboration

How to Work with Designers for Hackathons

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Cross Training Fundamentals

- Obvious: Designers can have nice things with minimal functionality
- Obvious: Developers can have functional things that look like complete ass
- Not so obvious: User experience ideas and suggestions are from both parties.
- **Most important quality is great communication between both parties. This means being able to agree and use tools to share resources.**

Developers...

- Git and Github... If you don't already know this, it's a good time to learn. Basic Git isn't hard.
- Dropbox and Google Drive with designers for things like PSDs, etc.
- Basic Photoshop (Yes, you do have to know something).
- Placeholder Images - You don't have time to wait around...
  - http://placekitten.com/
- Basic HTML and CSS (cmon guys...)

For Designers

- Learn basic Git
  - add, commit, pull, push
  - Github app (Windows, Mac)
- SSH Mount (Transmit) for VPS uploads
- Web formats, SVG
- Naming conventions - Spaces, underscores, etc
- Basic Rails - Install Rails, gem, be able to -
  - rake db:migrate
  - rails s

VPS, Deployment

Designers SHOULD know how this is done. Developers NEED to know this.

- Advanced: Rails Specific - Nginx (Unicorn), Apache (Passenger)
- Advanced Optional: Capistrano deployment (Scripted SSH)
- Intermediate: CDN style vhost for designers. Nginx or Apache config required.

Basic Guidelines

- Do not make yourself a bottleneck to productivity. This is crucial in a hackathon.
- Refusing to learn something could inconvenience your teammates.
- Meet at least 2-3 times before the hackathon to come up with the technologies, tooling, and general iterative process that everyone agrees on.
- Hackathons are great for learning new technologies BEFORE the actual competition.