

# Project Macro Structure

We are going to adopt an agile model using different agile principles.

The core principles we are going to try and implement are mostly found in eXtreme Programming.

- Story points (To do lists), tracked with project management software ([Basecamp](#)).
- Weekly sprints (Milestones), each friday meeting we go over what was accomplished (standup) and workout what points to do next
- Simple design, simplest thing to possibly work
- Collective ownership (egoless programming)
- Coding standards:
  1. [jQuery](#), [additionally](#)
  2. [HTML/CSS](#)
- Introduce any required redesigns and re-factorings constantly.
- Test driven development, writing the unit test cases first (using [Qunit](#)).
- Create and follow code reviews through GitHub to promote quality of code before it is committed to the master branch
- Continuous integration using the server, non-stop build/testing (Testing framework from Shane?) on each commit.
- Code commenting, simple, functional.
- No overtime
- Beer (team building)

The team will be organized as a egoless, self organizing team. This allows for each member to work with collective ownership in mind while we are learning new languages and development methods. It also allows us to work by consensus so that the best ideas and solutions can be implemented while guaranteeing we meet our management requirements. The only small exception to this is that Shane will be more testing orientated, but that is simply due to him being in 402 and 401.

The project will be monitored using project management software ([Basecamp](#)) where we will cross post charts to GitHub. Using a third party software like [Basecamp](#) will help us accurately plan tasks and coordinate time management.