{I AM TIM COREY}

THE WOULD Framework
How to effectively plan out a project in C#

W

Walk Through It

Identify the basic overview of the application. What does it do? What are the basics this application needs (web vs. desktop, etc.).

O

Open Up the Requirements

Find the true requirements by eliminating assumptions about the app. Ask questions until you get answers on every assumption.

U

UI Design

Map out the user interface by drawing it out and testing that it will work by pretending to use it. See if you have all of the forms you need.

L

Logic Design

Identify the global-level logic. Figure out what technologies you will need and how to use them. Create test apps if you need to.

D

Data Design

What data pieces are you going to need? How do they group together? What data type is each going to use?