

SESSION ONE

Foundations

Site building blocks, utilities, and tools



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The Site Builder Manifesto

What do we mean by “Site Builder”?



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Designer



Site Builder



Developer



IA



Front-end Dev

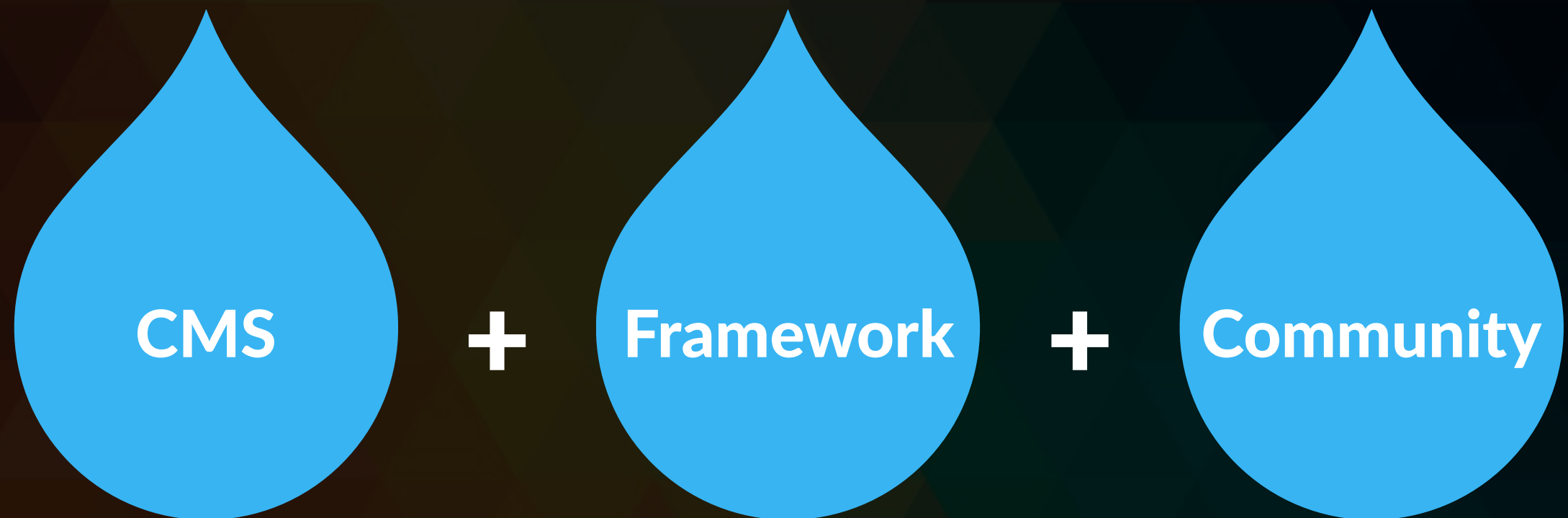


Themer



Tester

Know Drupal



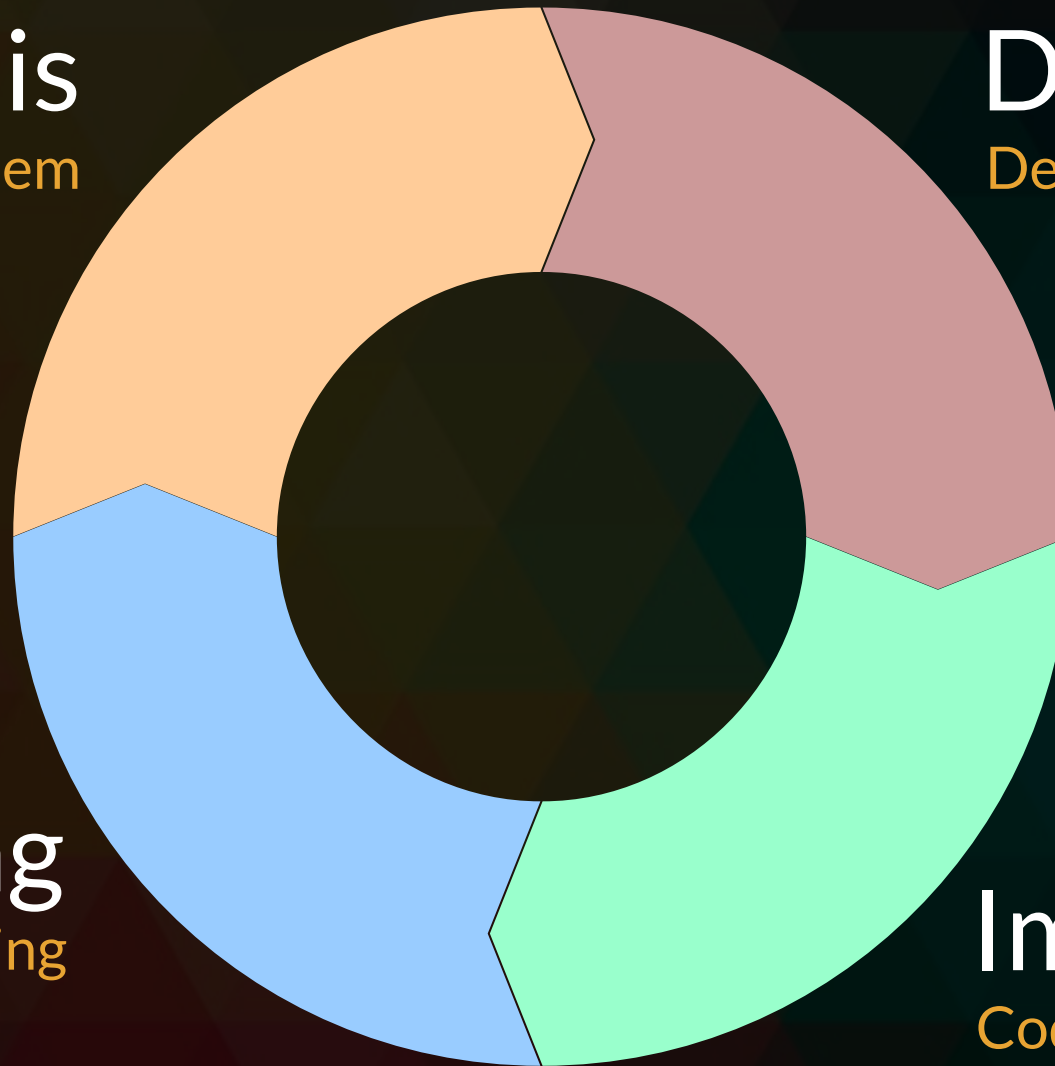
Think like a developer

Analysis
Understand the problem

Design
Develop understanding

Testing
Validate understanding

Implementation
Code, Theme, Configure





The Site Builder Manifesto

What do we mean by “Site Builder”?

Know's how to get the best out of Drupal

Understands the Drupal eco-system of core and contributed modules

Turns good designs into great websites

Because they know how to take control of Drupal and work with it instead of battling with it

Builds flexible and maintainable websites

Uses the power of Drupal to empower editors and users without compromising security



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The Site Builder Manifesto

What do we mean by “Site Builder”?

Multi-disciplinary

Knowledgeable of all areas involved in building a website

Central to the process and team

Takes ownership, and takes initiative. Facilitate for rest of team.

Apply Drupal best practises

Not necessarily a developer, but thinks like one.

There's a module for that, or not

Knows when to build with core or contrib, and when to resort to code

Ensures consistency of style and structure

Works with designers, IAs, and developers to ensure consistency





Site Builder 10 Principles

Guiding principles for planning and building Drupal websites.



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Site Builder 10 Principles

Guiding principles for planning and building Drupal websites.

Simplicity.

Keep it simple. If it's hard, it could be a sign you're doing it wrong.

Planning.

Work out what you're doing first, before jumping into Drupal.

Research.

Standing on the shoulders of giants.

Lightness.

Do more with less. Everything you need and nothing else.

Generality.

Be flexible, and reusable. Don't repeat yourself.





Site Builder 10 Principles

Guiding principles for planning and building Drupal websites.

Consistency.

Have a preferred way of doing things and document exceptions.

Decoupled.

Keep separate things separate.

Encapsulated.

Keep similar things together.

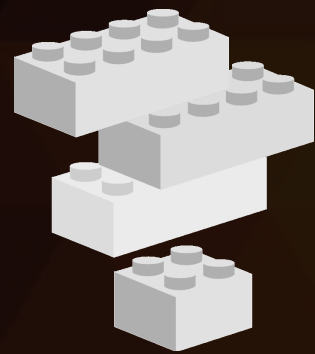
Document.

Record the “why” as the “how” should be self evident.

Constant validation.

Prototype whenever you can. Test things as soon as possible.





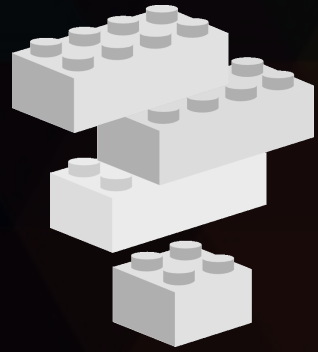
Building Blocks

Site building components provided by Drupal core and contrib.



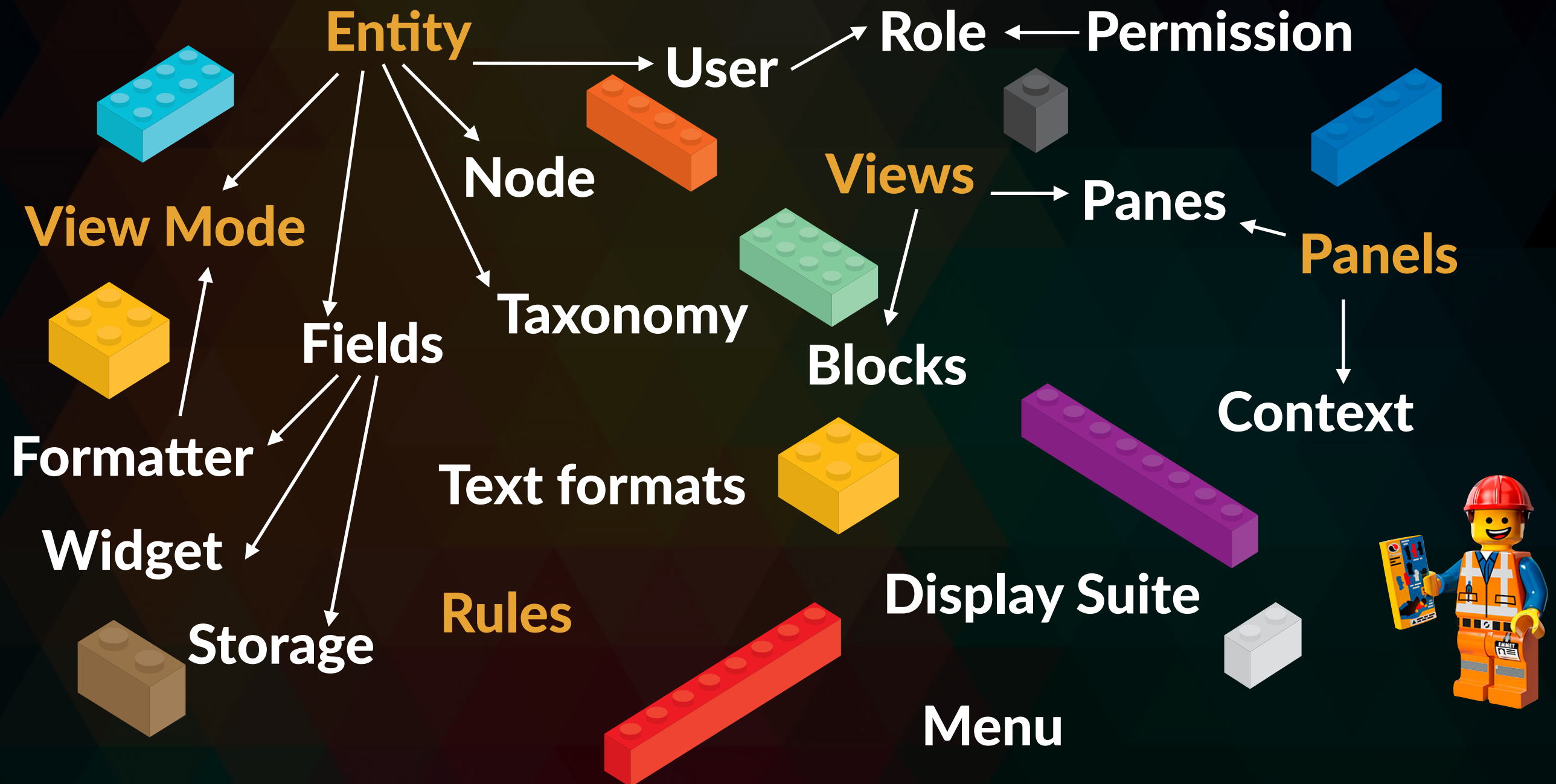
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Building Blocks

Site building components provided by Drupal core and contrib





Tools and Utilities

Utility modules to make our life easier.



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Tools and Utilities

Utility modules to make our life easier.

admin_menu, module_filter, maillog, backup_migrate, stage_file_proxy, features, ctools, entity api, date, diff, ds, transliteration, smtp, securepages, pathauto, token, token_tweaks, uuid, views, entityform, wysiwyg, media, better_formats, entityreference, redis, entitycache, flag, search_api (solr), eck, email_registration, jquery_update, prlp, realname, rules, views_bulk_operations, auto_nodetitle, content_access, imagecache_actions, metatag, quicktabs, redirect, taxonomy_manager, workbench, expire, purge, elysia_cron, mailsystem





Demo



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SESSION TWO

Site Architecture

Content model, layout and functionality



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“Drupal 4.7 ... changed the way that
Drupal worked; not Drupal core, but
Drupal the meta-project.”

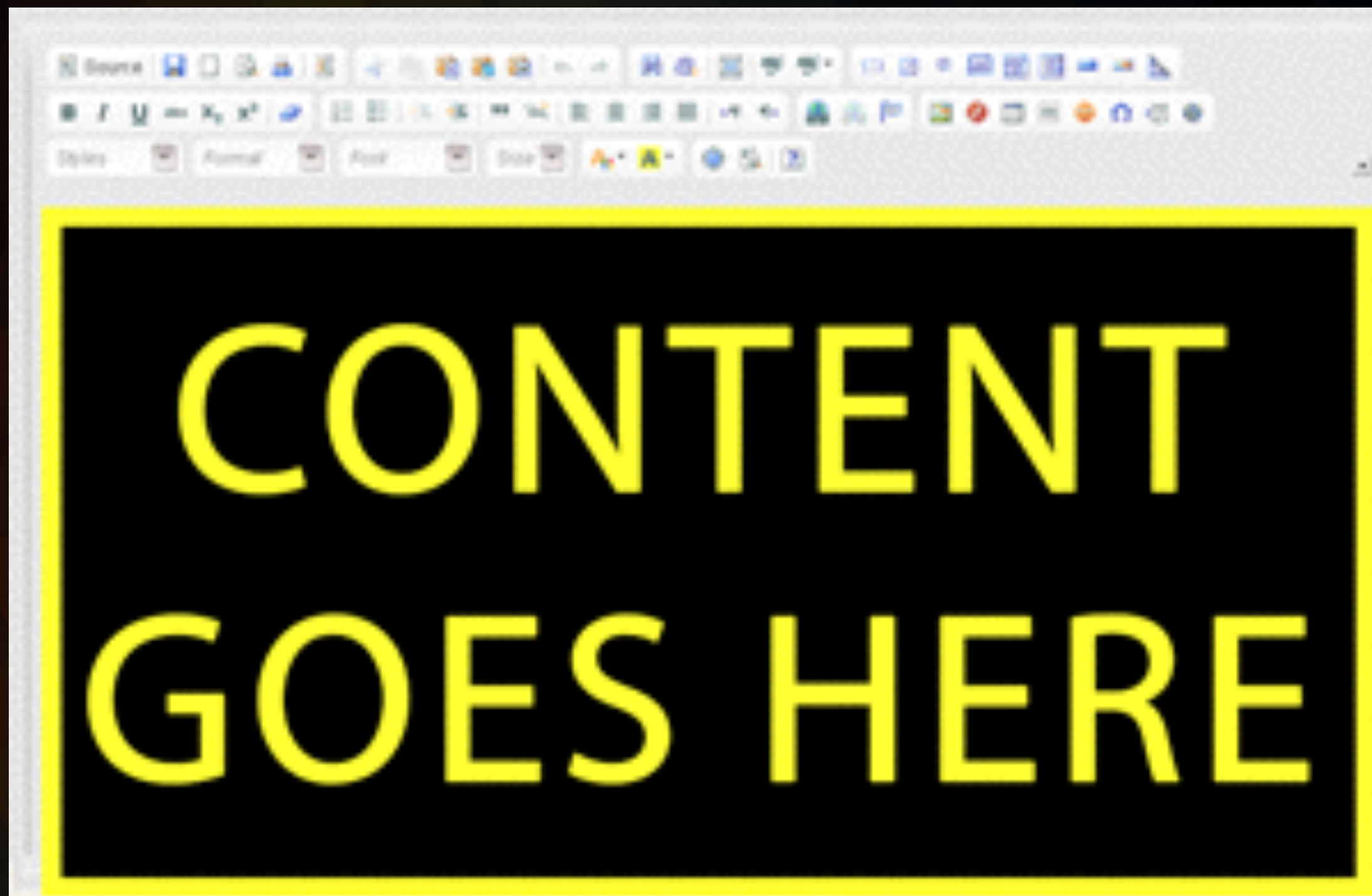
Larry Garfield

<http://www.palantir.net/blog/drupal-not-cms>



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lorem ipsum dolor consectetur adipiscing praesent

area vulputate

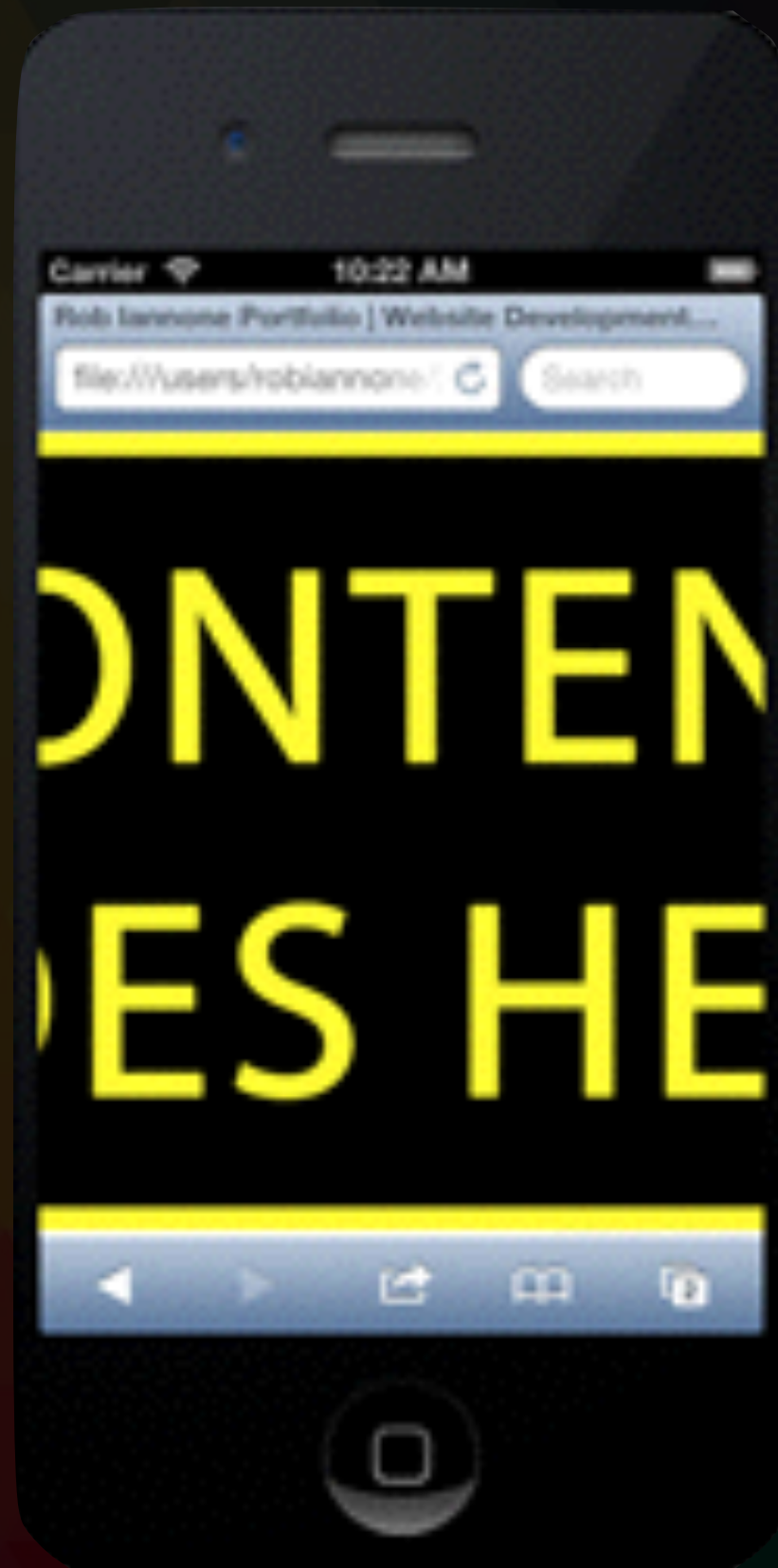
Cras vulputate eros ut
amet eros suscipit
ultrices. Aliquam lectus
nisi, elitum vitae
diammisi ut amet,
vulputate rhoncus
sapien. Cras dapibus,
nulla et tempus
molestie.

tellus lorem

Tellus lorem portitor
lectus, et nulla quam
lac vel nisi. Integer ac
suscipit nunc. Donec
ac massa non tunc
suscipit. Pellentesque
fauibus
tempus et.

CONTENT
GOES HERE





“we need to relinquish control of our content, setting it free from the boundaries of a traditional webpage to flow as needed through varied displays and contexts.”

– Sara Wachter-Boettcher (A List Apart)





“get your content ready to go **anywhere**
because it’s going to go **everywhere.**”

–Brad Frost



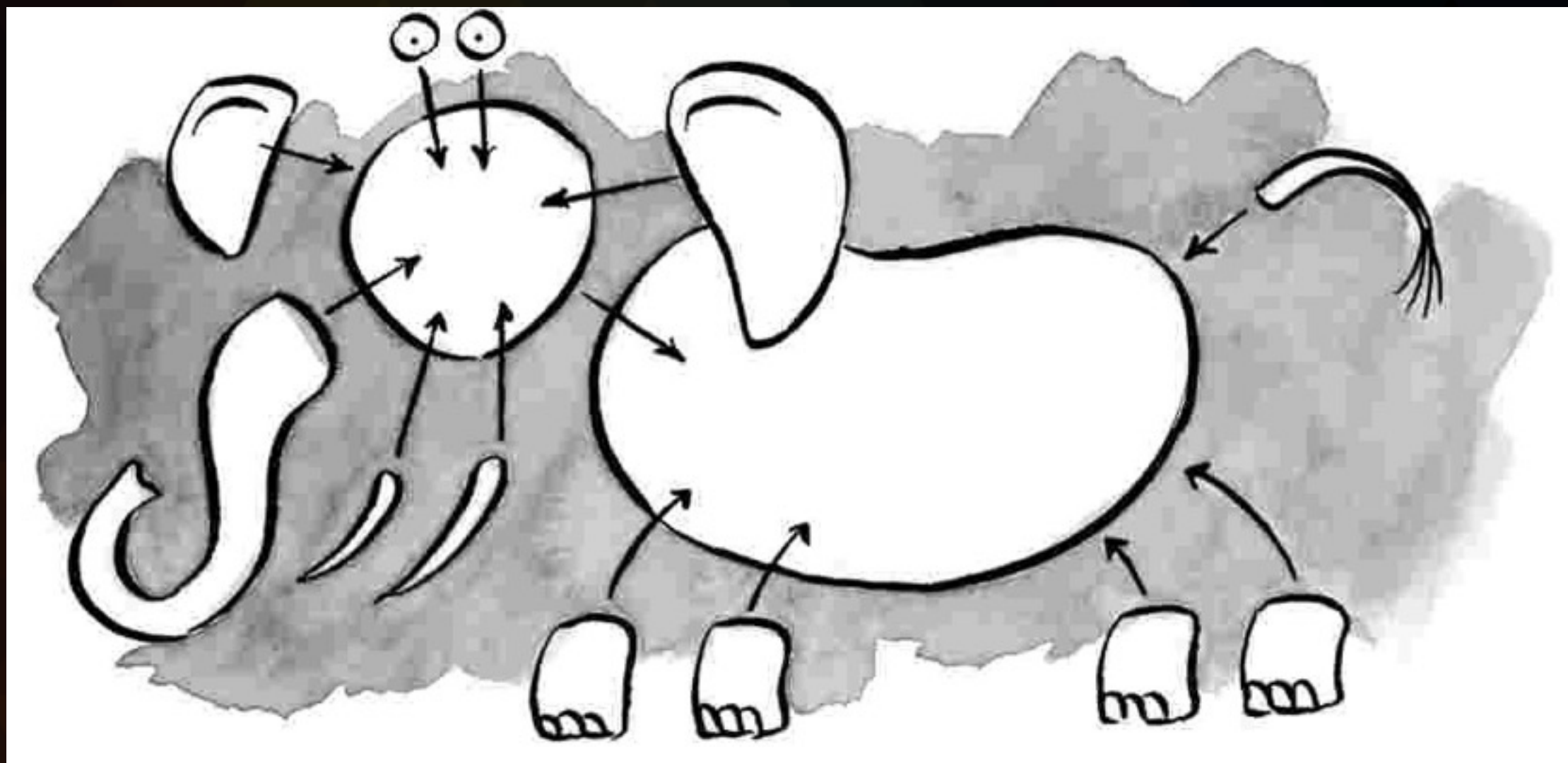
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“Technology will change. Standards will evolve. But the need for understanding our content — its purpose, meaning, structure, relationships, and value — will remain.”

–Sara Wachter-Boettcher (A List Apart)





Broken Down
into discrete concepts

Classified
as real world things
and relationships

Metadata
a structure readable
by robots and people



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Content Modelling: A Master Skill by Rachel Lovinger
Modeling Structured Content Workshop by Mike Atherton

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Role-play

- Pick a subject
Ideas: Books, Live Music, Cooking, Project management
- Expert, User, and Interviewer
- Uncover as much as you can about the subject and the user's needs.
- Dig into any jargon or complexity.
- List 7-10 things that sound important



Example

A system that allows an **event organiser** to **add** an **event** and **assign** how many **tickets** are available.

An **attendee** can **register** and the system will **allocate** a ticket if the total number of spaces has not been filled.



Content Model

- Broken down into discrete concepts
Nouns = Entities
- Classified
Real-world things & relationships
- Metadata
Descriptive, Administrative, Structural
- Identify Operations
Verbs
- Different views of same content





The Build Spec

A Site Builder's secret weapon.

Consistency

Reduce errors, improve consistency and quality

+ Completeness

Ensure nothing gets forgotten

Validation

Get feedback early on, when things are cheaper to change

Planning

Planning process. Tool for discovery and content strategy. Uncover complexity.

Efficiency

Once completed, the entire build can happen at once.
Easier handover and on-boarding of new developers



What's in a build spec?

- Node type: name / machine name
- Node settings: title / desc / publish / byline / comments / menus
- Fields: label / machine name / field group / help text / field settings / (other settings.... path auto, migration, notes) / type / required / #values / default value



What's in a build spec?

- Entity / View mode : label / machine name
- Per bundle:
 - field - label visible? - formatter / settings



What's in a build spec?

Flags, Nodequeues, Image styles, Menus, Panels
Panels, Layouts, Vocabularies, Field Collections,
Views (and Displays), User Roles





Demo

<http://tinyurl.com/buildspec>
(or see example spreadsheet)



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