

HabitRPG

Contributing to an open source project

Ειδικά Θέματα Τεχνολογίας Λογισμικού
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What is “Habit”

- An online gamification of your To-do list
- Based on the RPG logic
- You gain points, treasures, pets and armour
- You wander in the realms of the Habitica
- Join parties and guilds to support and challenge other people



Why “Habit”?

- It is a very active project with around 100.000 to 500.000 players
- 2643 stars and 1012 forks on GitHub
- The main developer still active after Kickstarter campaign supported the project
- Large number of active issues to work on (635 right now)



Why “Habit” .2

- Adequate number of lines of code
 - Total Lines : 13,151
 - Code Lines : 9,395
 - Total Comment Lines : 2,087
 - Total Blank Lines : 1,669
- JavaScript, not used to but eager to learn
- Very organised contributing community



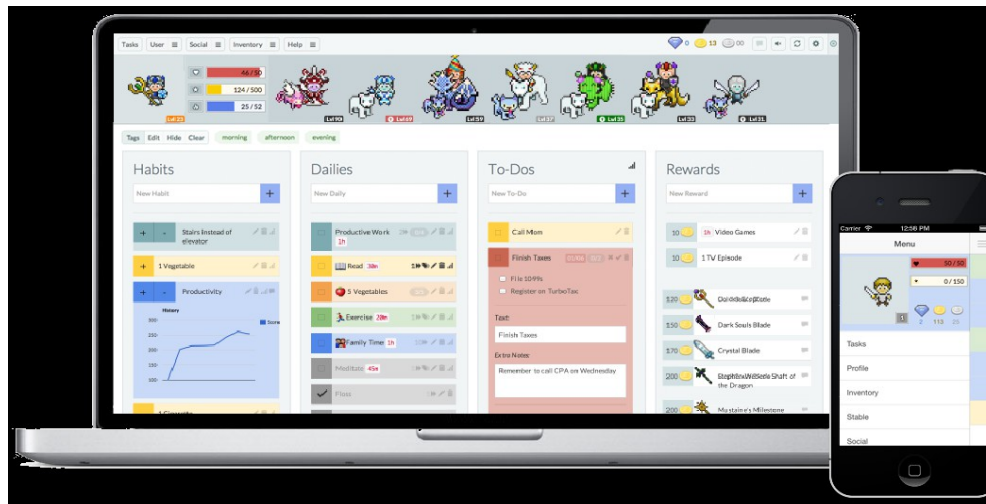
How to start?

- Already a player, in order to get used to the game's logic
- Read the wiki regarding contributors (blacksmiths)
- Next step: project localization in order to be able to make changes locally
- Start with issues tagged “minor”



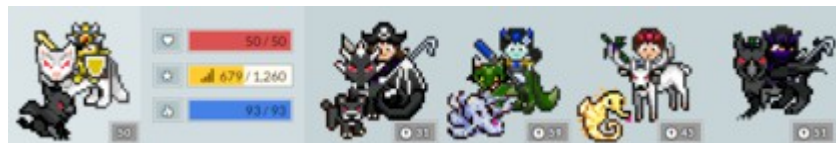
Minor issues, examples

- New task plus (+) buttons doesn't give feedback when no text has been entered
- Inviting user to guild/party doesn't give feedback
- Blank messages can be sent through the Private Message (PM) system



Necessities to run local install

- **AngularJS:** Lets you extend HTML vocabulary for your web application.
- **git:** A distributed revision control system
- **Grunt:** JavaScript Task Runner for repetitive tasks like compilation, unit testing etc
- **node.js:** A platform built on Chrome's JavaScript runtime for easily building network applications.



Let the quest begin!

Thank you for your time!

Any questions?

