

# Best Practices for (Drupal) Development Teams

## DON'T F\*CK IT UP

Nikki Stevens

Hi!

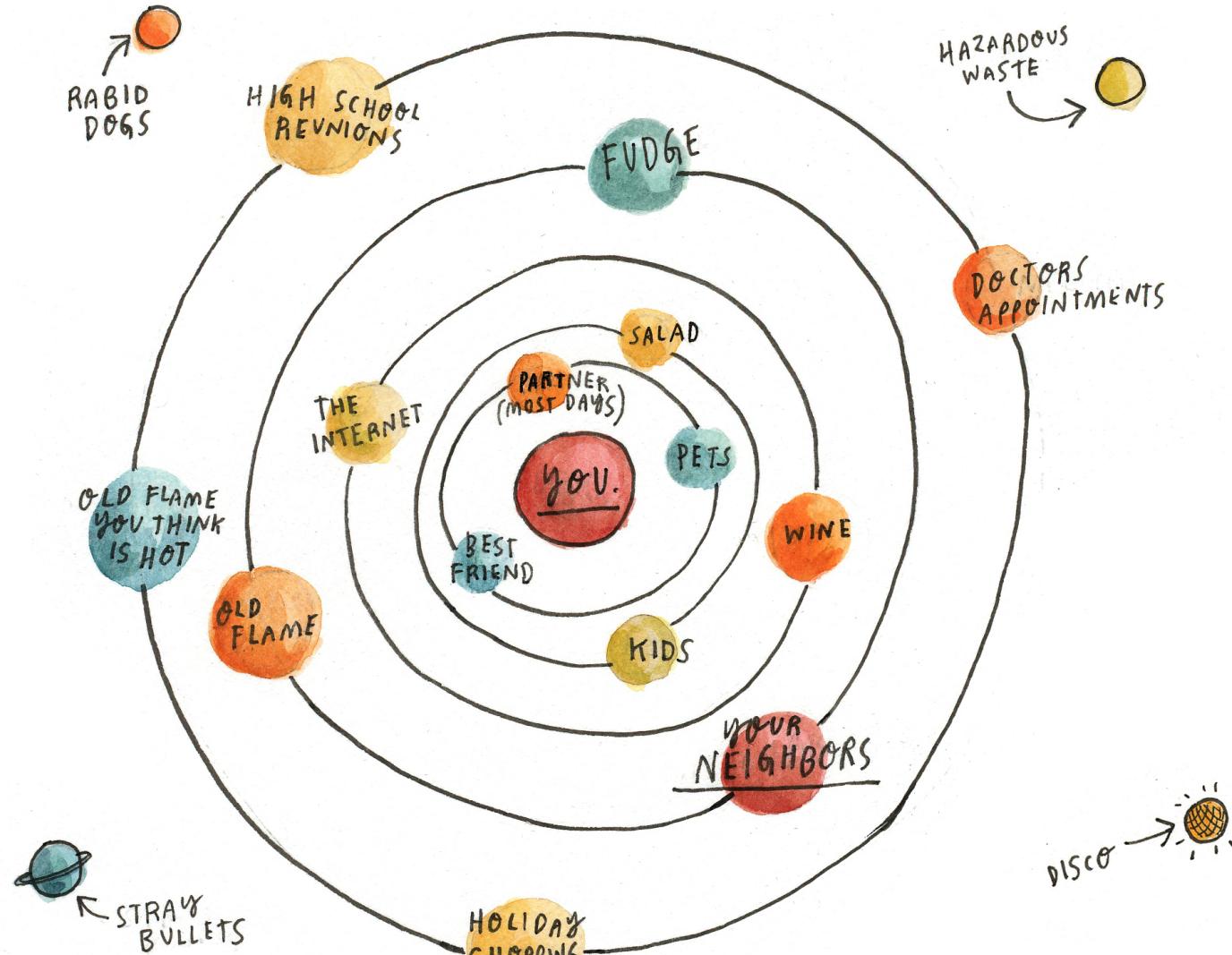
- Technical Architect, LBi NYC
- Lead Developer, WorkHabit
- [@drnikki](#)

# What's a team?

- Developers
- 1+ PM
- Tech lead
- 3 – 4 creative / editorial / UX
- Clients / stakeholders
- QA
- Mystery people

Your team is  
everyone you  
talk to about the  
project.

# UNIVERSAL LAWS of SAFE DISTANCE



SHOPPING

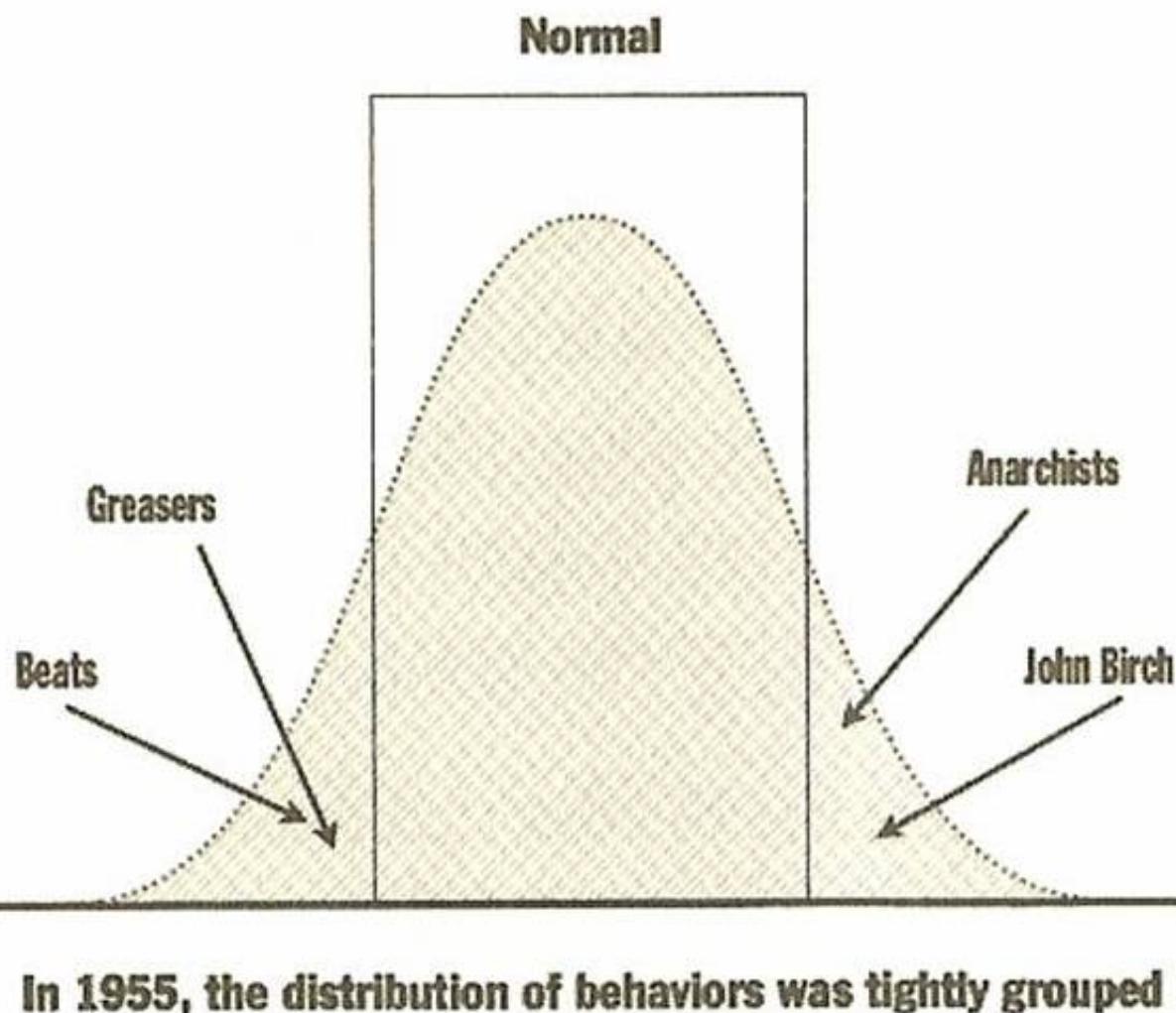
# What's the VERY BIG REAL LIFE GOAL?

- SHIP
- Keep a team to ship again

# Is your team okay?

- Here, just use my login.
- Um, we're waiting on the client.
- I've got that in an email somewhere. I'll forward it to you.
- Did you not see the updated comps?
- Let me check basecamp. It's on basecamp
- Basecamp

# Yes, but





# What makes a good team?



INNOVATION  
SUCCESS  
EVALUATION  
DEVELOPMENT  
GROWTH  
SOLUTION  
PROGRESS  
MARKETING





A dense word cloud centered around the word "cooperation". Other prominent words include "teamwork", "success", "team", "organization", "internet", "management", and "help". The words are rendered in various colors and sizes, creating a visually dynamic composition.







# Things You Must Value #1

## Transparency



**THERE ARE SPIES AMONG US!**

# Things You Must Value #2

## Structure

# Things You Must Value #3

## Future You

The Future

NEXT EXIT





# Things You Must Have #1

## Version Control

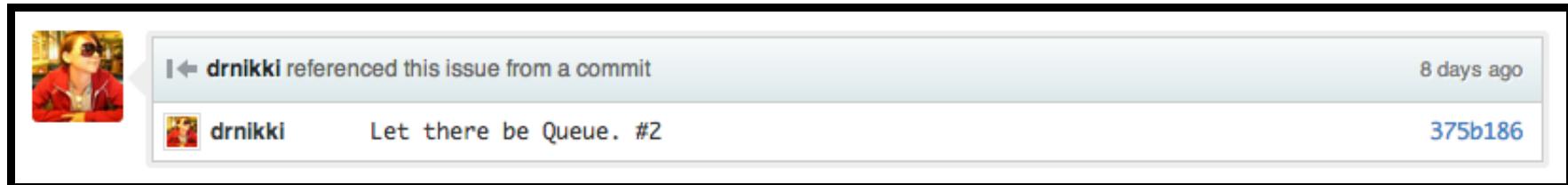
(Use git.)

# Things You Must Have #2

## A Ticketing System

# Minimum functionality

- Connect to version control



- Connect to a wiki-type thing

# Useful combinations

- Github
- Local git + local gitlab
- Local git + local JIRA
- Local subversion + local JIRA

# Harmful combinations

- Anything + basecamp
- Anything + google docs
- Anything homemade
- Anything + nothing

# Meh

- Redmine
- Unfuddle
- ActiveCollab
- Fogbugz
- Rally

# Who me?

Tickets are for **EVERYONE** on the team

# Things You Must Have #3

## *ONE* Centralized Documentation Thing

(Not basecamp.)

Skype and email  
are not reliable  
sources of  
information

Documentation is for everyone. What the f\*ck is such a secret?!

# Things You Must Have #4

## Development Server(s)

# Work locally, show communally

- Current Dev Server: dev.example.com
- Feature X Dev Server: branchX.dev.example.com

# Work locally, show individually

- Dev Server: dev.example.com
- Nikki's Server: nstevens.dev.example.com
- Nikki's work on X:  
branchX.nstevens.dev.example.com

# Things You Must Have #5

## Automation

# Make questions self-answerable

- When is next build?
- Has x been done yet?
- What changed in the last build?
- what changed with latest copy?

Temporal  
Material

## Easy: Information Sharing

Screenshot of a Microsoft Outlook inbox showing a large number of JIRA subscription emails.

The inbox contains 3674 messages, with the following breakdown:

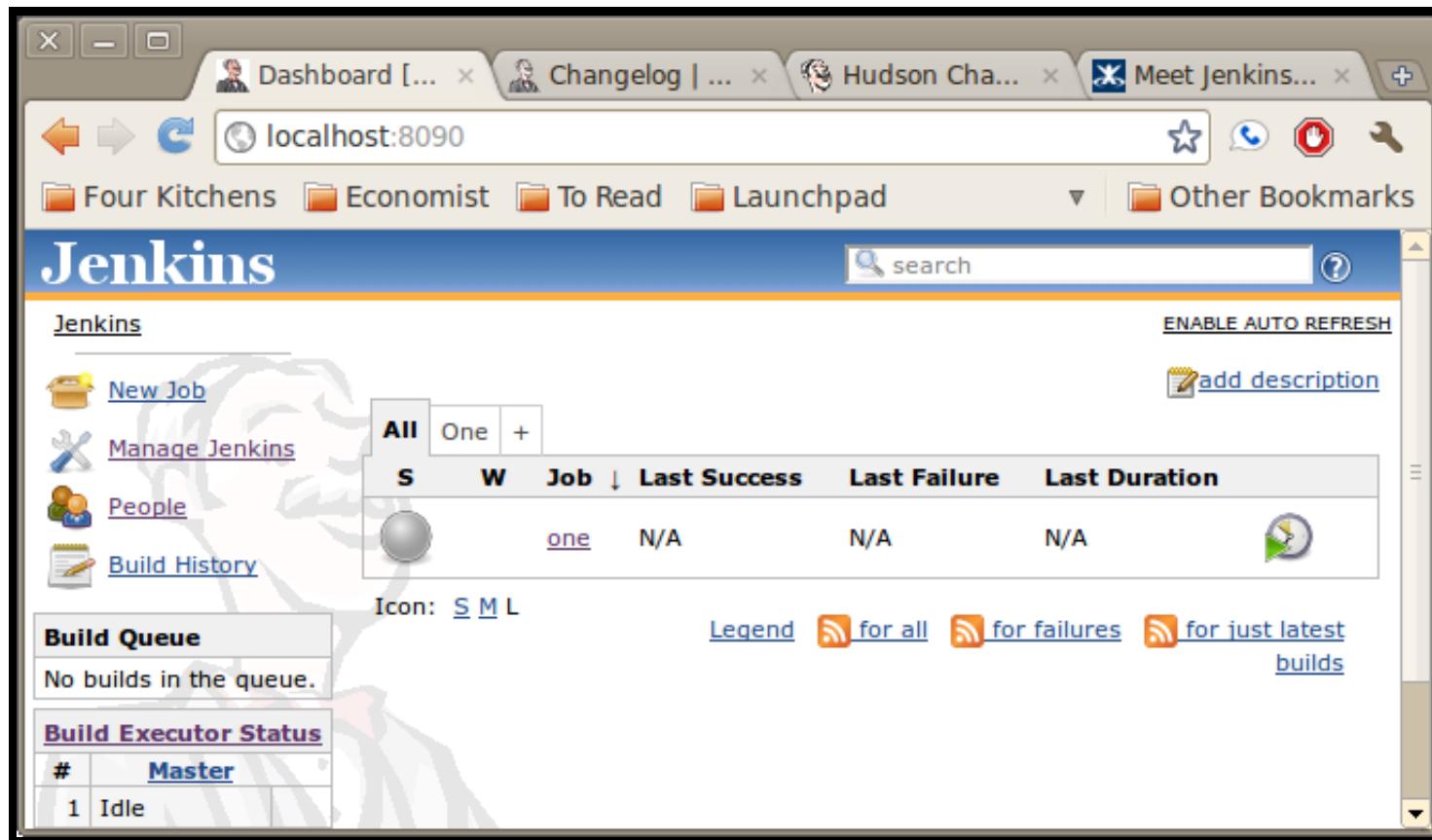
- LAST MONTH: 19 messages
- OLDER: 3655 messages

The list of messages is as follows:

From	Date Sent
AEJira.Admin@lbi.com	30/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	29/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	28/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	27/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	26/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	25/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	24/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	23/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	22/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	21/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	20/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	19/11/2012
[JIRA] Subscription: DEV – Sprint 17 –...	
AEJira.Admin@lbi.com	18/11/2012

A red arrow points to the folder list on the left side of the interface.

# Easyish: Developer tools



# Hardish: Developer tools

github: The Danger Room

The Danger Room GitHub has tidy little bit of GUI

Kyle  
Hubot convert 1 gallon to liters

Hubot  
Kyle: 3.78541178 liters

Kyle  
Hubot image me robawt

Hubot

Ben  
hubot tell me the rules

Hubot

1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.
2. A robot must obey any orders given to it by human beings, except where such orders would conflict with the First Law.
3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

Who's Here?

- Alex
- aw
- Ben
- benburkert
- brianmario
- Bryan
- Cameron
- Chris
- Hubot
- Jason
- jesse
- Josh
- JP
- justin
- Kami
- Kevin
- Kyle

Latest Documents

- JPG 899 Pine St San...
- JPG image.jpg
- PNG Screen shot 20...
- JPG Photo on 2011...
- JPG VISION Consulti...

The Danger Room

# Things You Must Have

1. Version Control
2. Ticketing System
3. Centralized Documentation
4. Development Servers
5. Automation

When should we do this?

**NOW**

*Future you will thank you*

Thank you!  
**@drnikki**