



how to start

1. picking a problem

a guide to developing a
useful product

before starting any project, it is necessary to have a carefully constructed plan

random code isn't a product

the first goal is to pick a problem

this problem will define the solution, the result that you build

1. one of the most important steps is to choose a topic that you care about
- true willingness can clearly be seen in the product


2. it is essential to consider these three questions before choosing the problem to solve, and as a result, the solution to build

~ will solving the problem effectively target the topic?

~ is there a solution worth creating?

will it actually impact the topic?

~ can this solution be completed within the week?



getting a good problem
is half the work
– solving an issue that doesn't
exist is not a successful project

once you find that issue in the world
that **truly compels you**



once you have considered the **effectiveness**
of the problem/solution

once you have **considered**
its plausibility

the coding can begin

good luck!

