New: The Pokayoke Guide to Developing Software

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I've put together a new guide for developing software, from idea to architectural details. The idea was to combine all the good ideas I'd heard from various areas of software development into a single, concise document. I've also added some new stuff — I think my need/idea model is actually a pretty good way to generate startup (and other) ideas.

The Pokayoke Guide to Developing Software

I'm eager for suggestions and feedback.