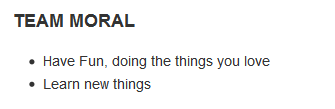
Drunk@Home

Team Spirit Discussion

In Early stages of the project, we described the Team’s moral to be:

**“**

**”**

This was obviously a joke, or at least at that time we thought it was a joke…

As time went by, and our final product took it’s shape, we noticed that we in fact DID have fun, and learned new things!

For example: Dov Tuchman single-handedly learned the fine properties of HTML5,CSS, and Javascript thus fulfilling his life-long longing towards Website Design. And of course he had fun in the process ☺

Moshe Shpilman wanted to expand his Perl knowledge, on every meeting we had regarding the project Moshe described to us the new and exciting features he added to the website, he learned how to handle SQL queries, format HTML pages, process HTML data and other various abilities that Perl is known for.

Igor Osetinsky wanted to test his abilities in the following fields:

1. Managing a team
2. Setting up a development environment for his team members and making their life easier by giving them all the tools they need.

He feels as if he accomplished both, all the initial features planned for the products are well implemented and more importantly ON TIME, and our production server had all the possible features to make his programmers life easy: SSH with RSA keys installed in each SSH client, VNC access to the server authenticated by MAC addresses, a test Apache server so that they/he can test new features, CRON jobs for automatic running and maintenance of the server, worldwide access with secured SAMBA and 1-click deployment to Github (both CLI and GUI) .

To sum it all up, maybe what we wrote in the beginning was a joke, but we made it our truth, and what might have started as a “let’s just write what he (the tester) wants” ended up being our key values for this project.