GOOD PROJECT
FROM SCRATCH
DEVELOPER'S POINT OF VIEW

PAWEL LEWTAK
DEVELOPER @ GOG.COM
@PAWEL_LEWTAK

0. DISCLAIMER

1. ANALYSIS

WHAT TO BUILD?

WHAT PROBLEM TO SOLVE?

"The root of all evil in programming is misunderstanding of the problem. Ask right questions to right people before first line of code."

Mariusz Gil

"Tech people must speak the language of Business people, not vice versa."

Stefan Priebsch

DOMAIN DRIVEN DESIGN

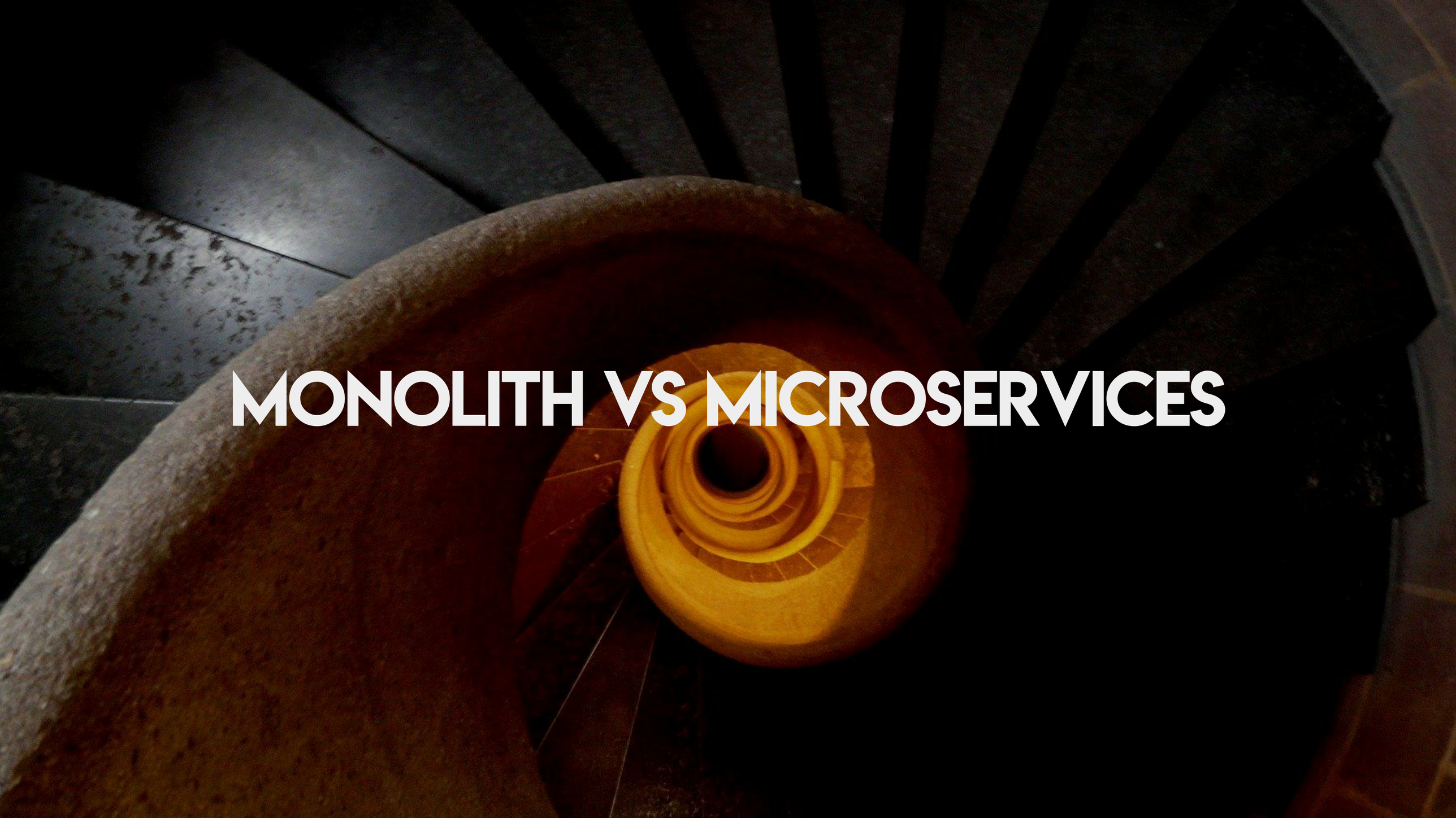
EVENT STORMING

WATERFALL VS AGILE

"The only thing that is constant is change."

Heraclitus

2. ARCHITECTURE

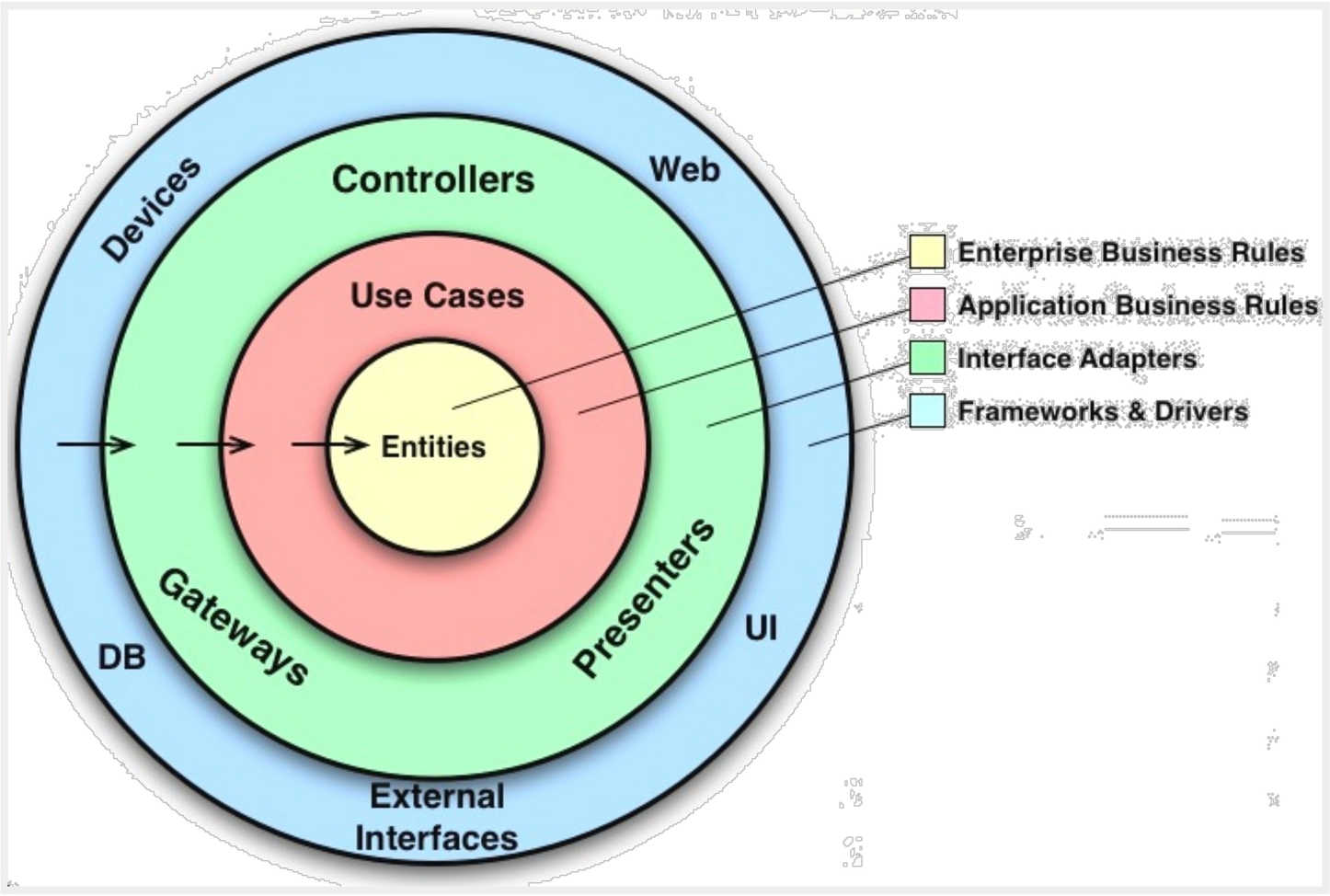

MONOLITH VS MICROSERVICES

"you shouldn't start a new project with microservices"

Martin Fowler

SERVICE ORIENTED
ARCHITECTURE

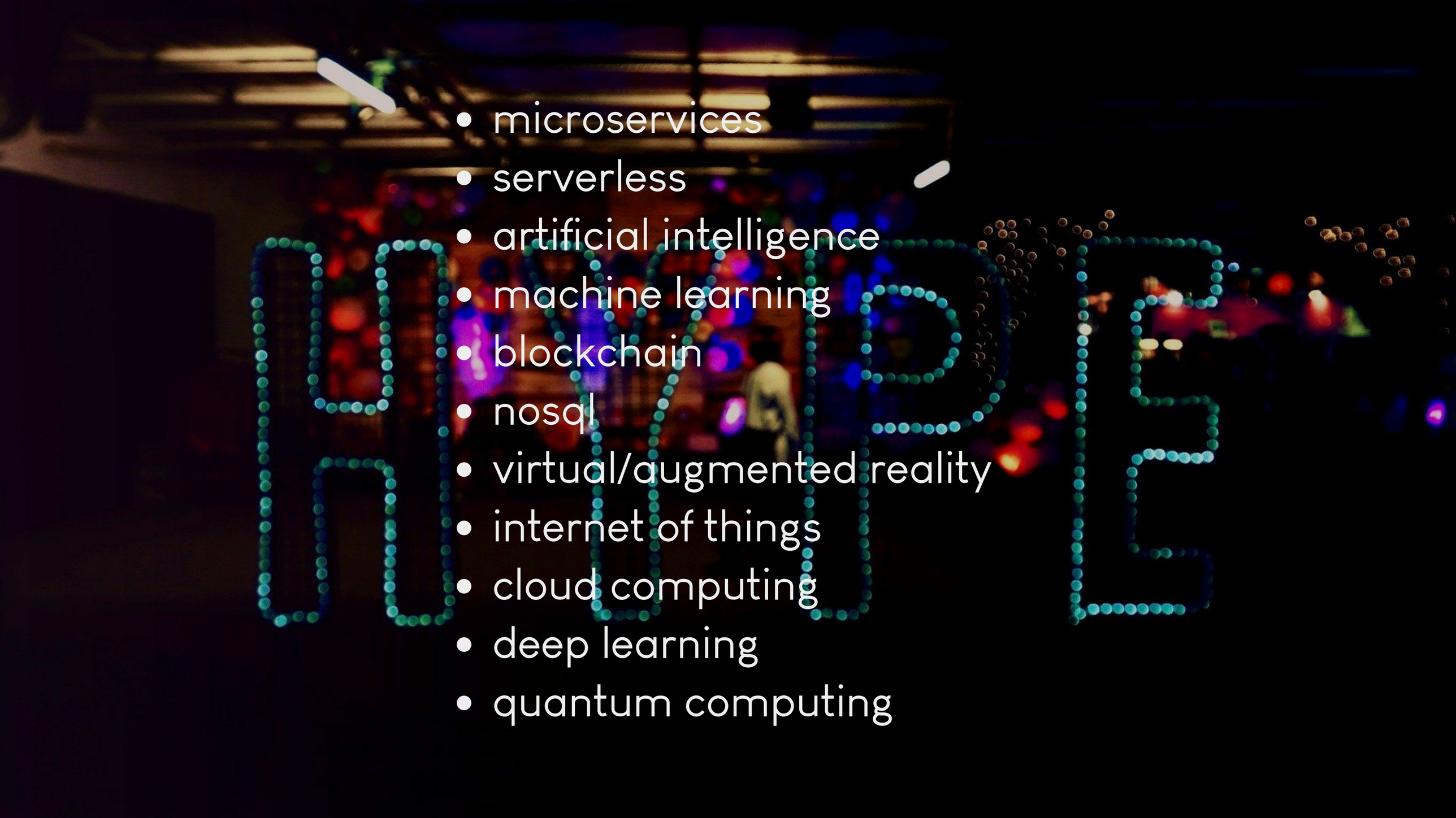
CLEAN ARCHITECTURE


Devices
Controllers
Web
Use Cases
Entities
Gateways
Presenters
DB
UI
External
Interfaces
Enterprise Business Rules
Application Business Rules
Interface Adapters
Frameworks & Drivers

YOU'RE NOT UNIQUE

DON'T REINVENT THE WHEEL

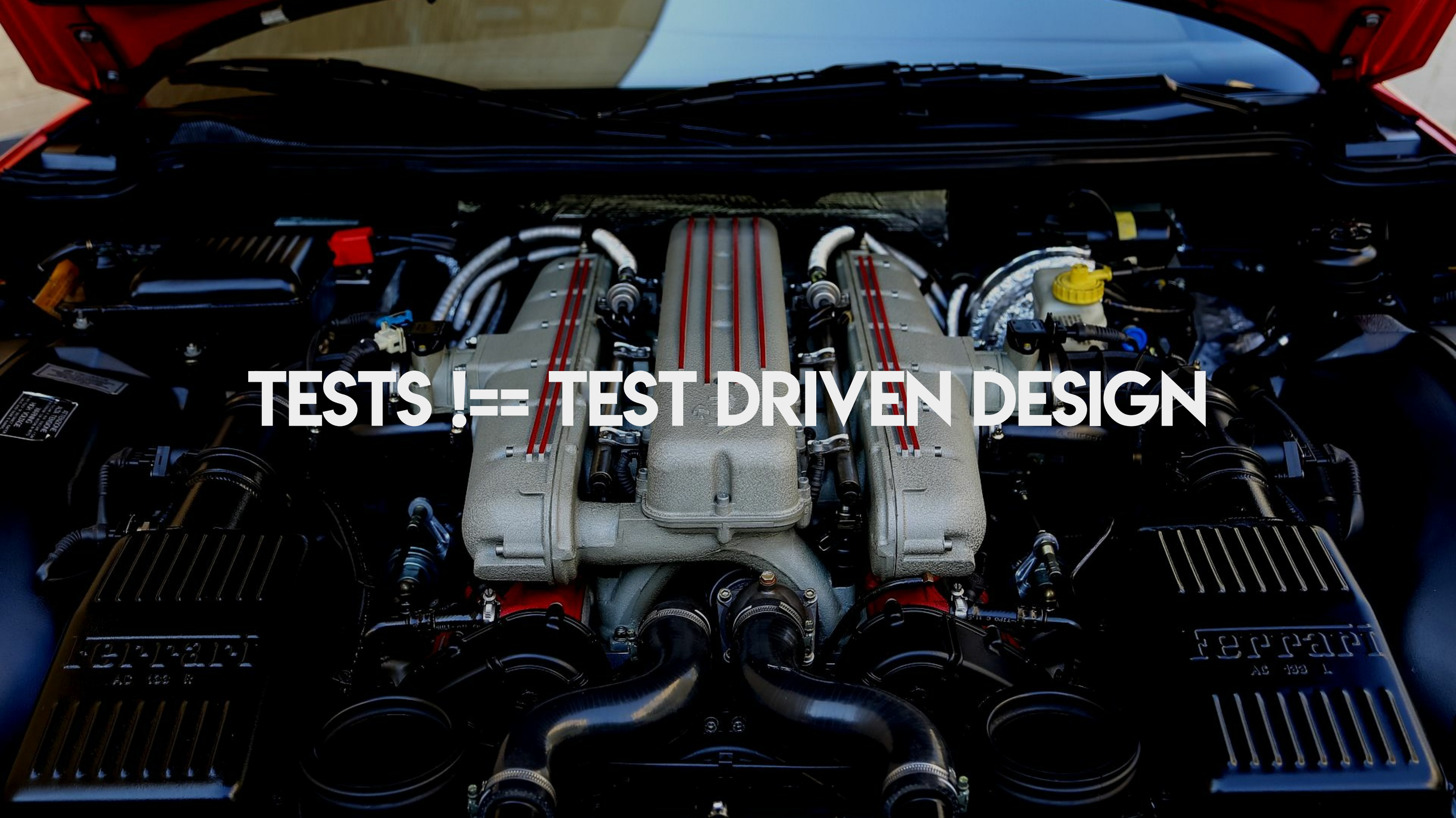
HAPPIE



- microservices
- serverless
- artificial intelligence
- machine learning
- blockchain
- nosql
- virtual/augmented reality
- internet of things
- cloud computing
- deep learning
- quantum computing

3. TESTS

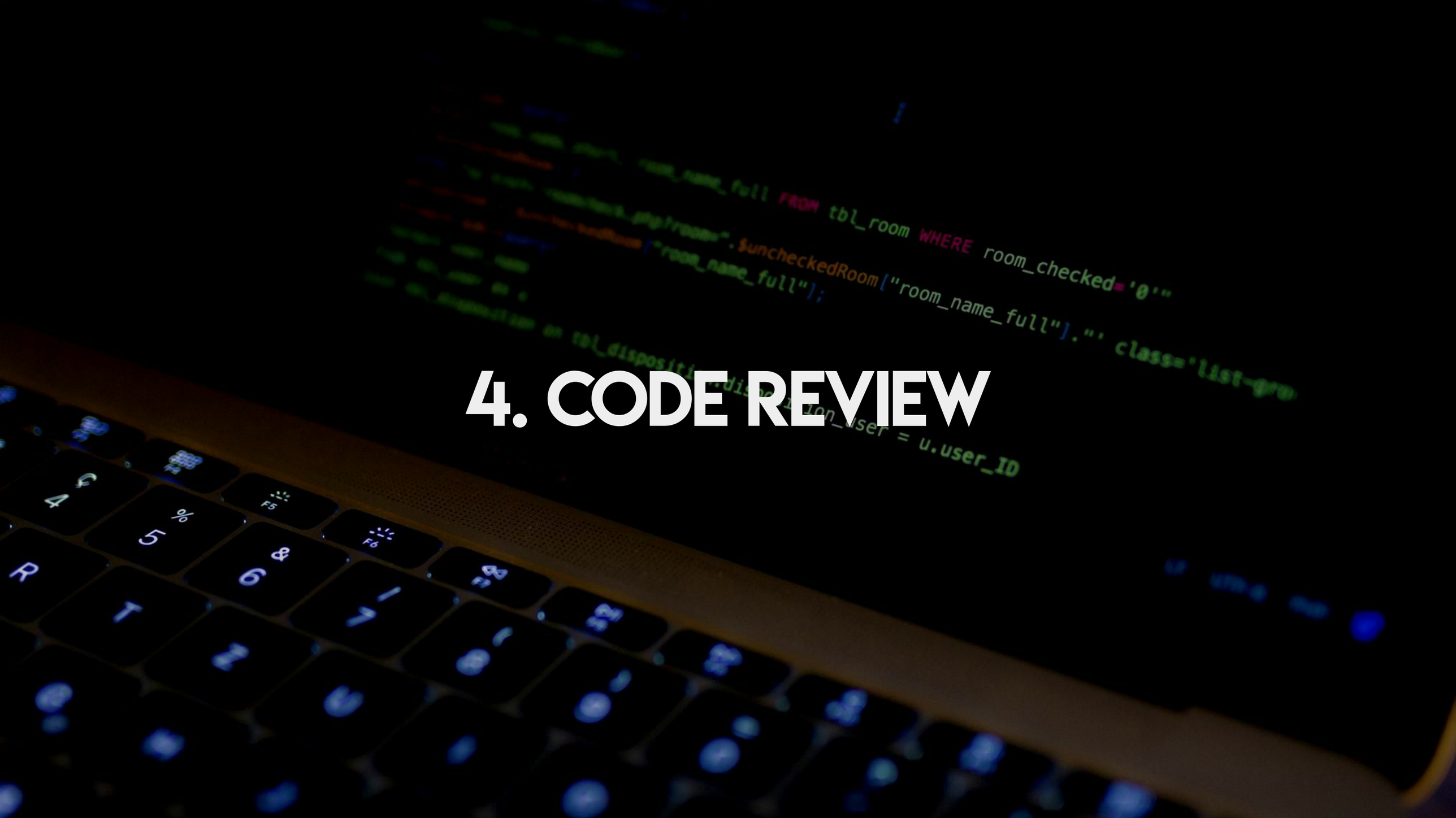
TEST DRIVEN DESIGN
Ferrari
Ferrari


TESTS !== TEST DRIVEN DESIGN

BEHAVIOUR DRIVEN
DEVELOPMENT

"If it's hard to write a test, it's a signal that you have a design problem, not a testing problem"

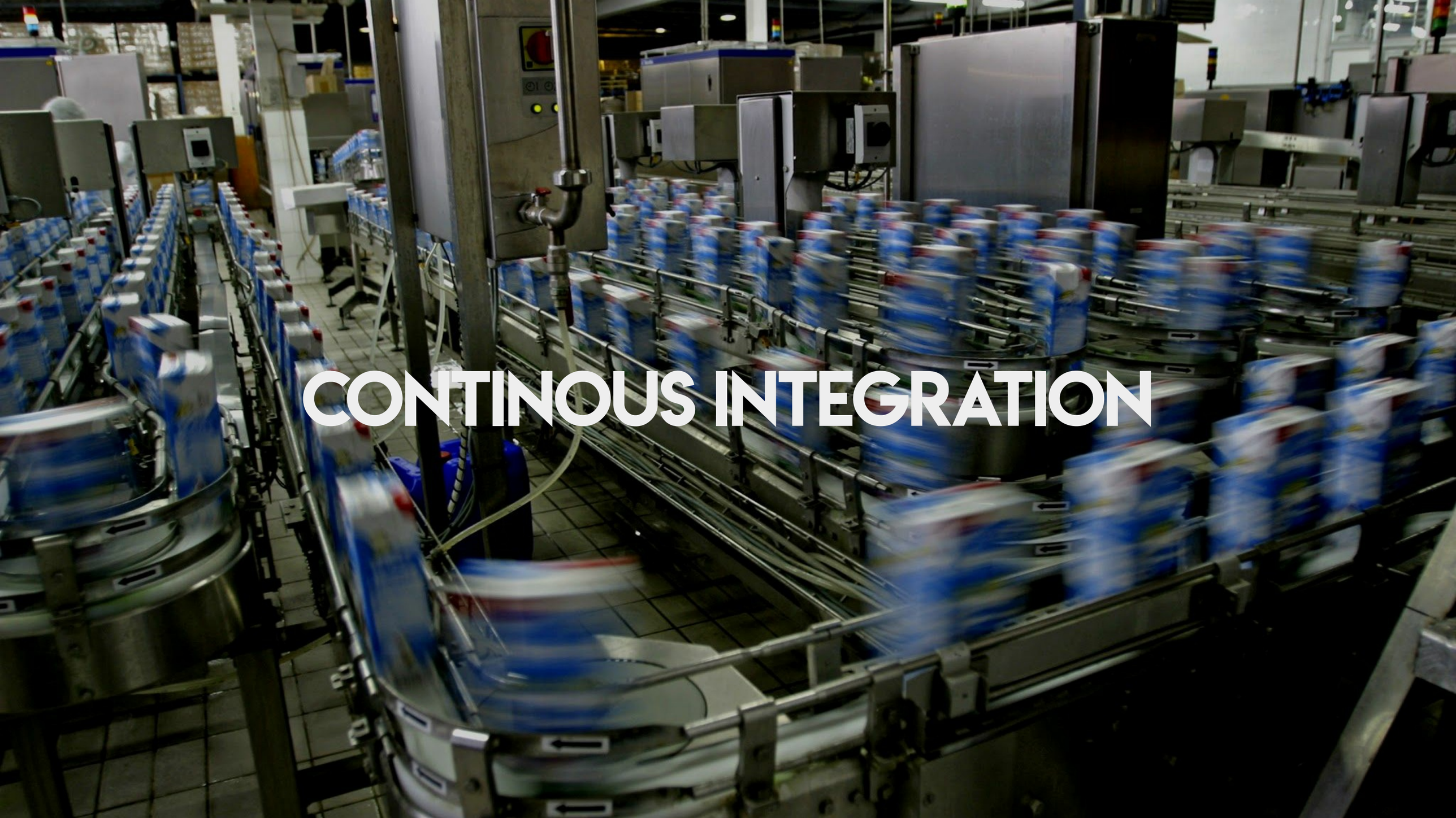
Kent Back



4. CODE REVIEW

LEARN

5. CONTINOUS ...


CONTINOUS INTEGRATION

CONTINOUS DEPLOYMENT

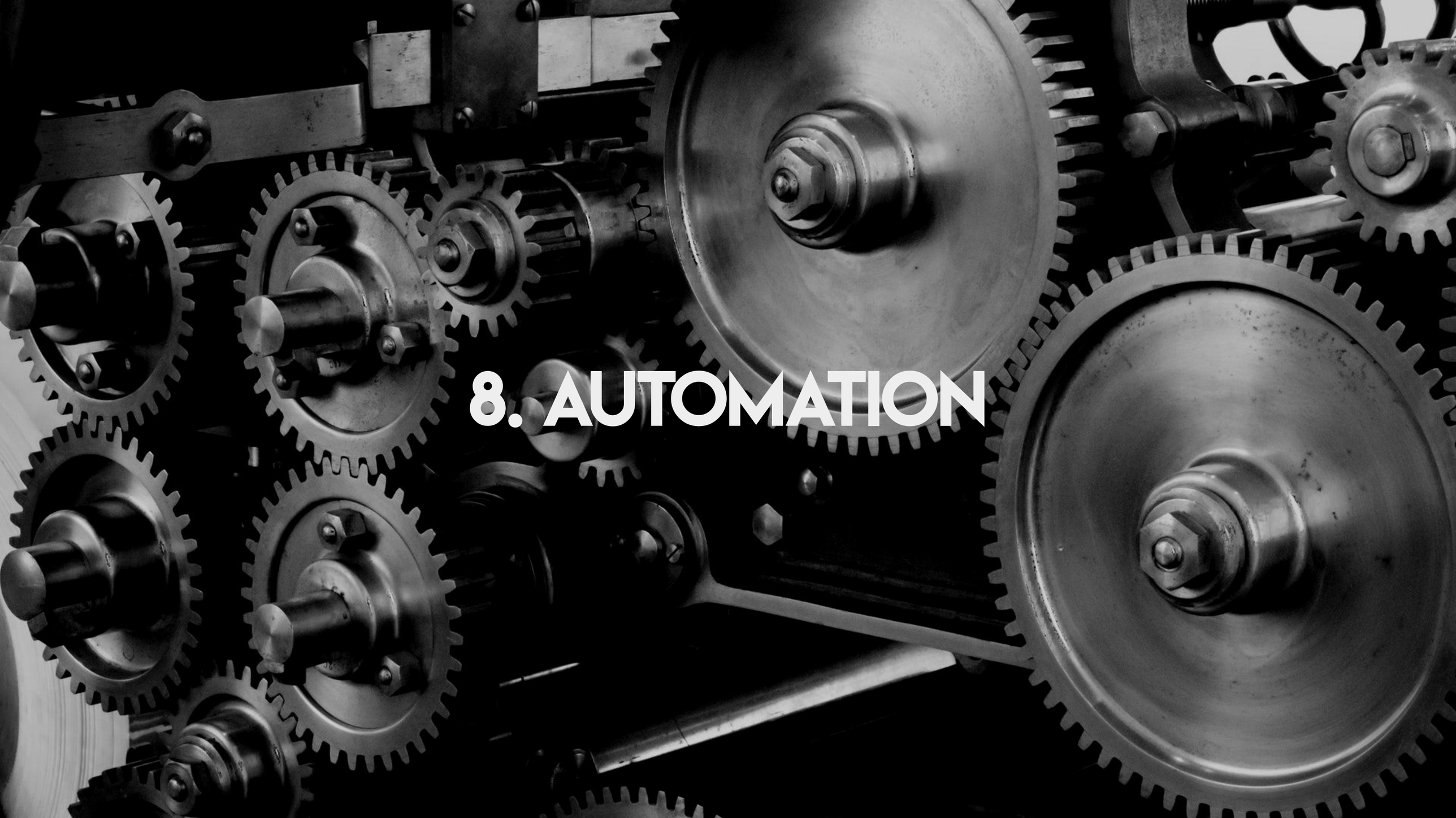
DEPLOYMENT !== RELEASE

LIKE
A
BOSS

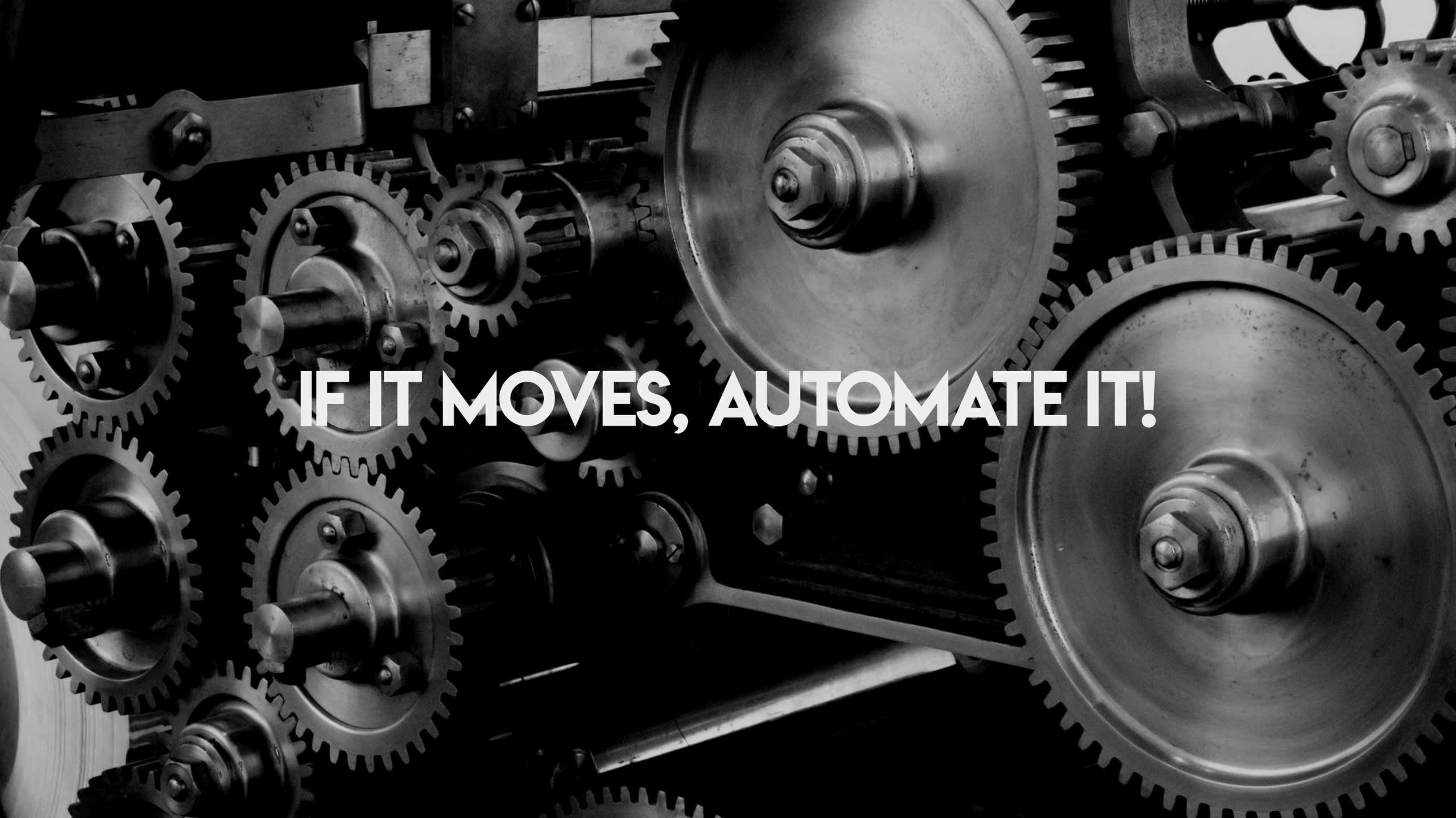
6. MONITORING

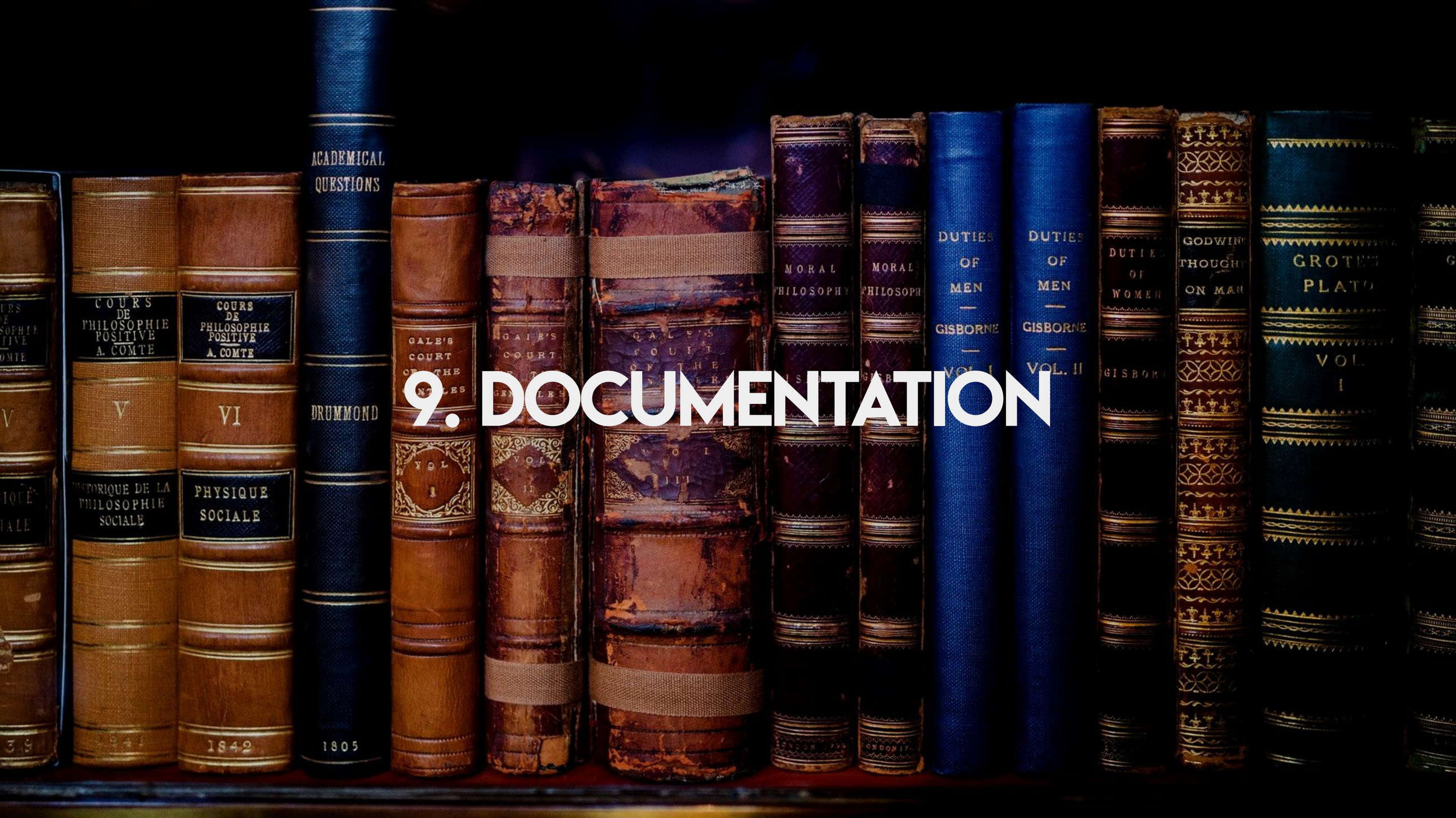
7. METRICS

BUSINESS METRICS



8. AUTOMATION


IF IT MOVES, AUTOMATE IT!



9. DOCUMENTATION

START WITH README

10. COMMUNICATION

COMMUNICATION
IS NOT A SOFT SKILL

COMMUNICATION
IS A CORE SKILL!

"I wish the understanding were more widespread that we plateau in coding skill mid-career, it is all about communication after that"

Denton Gentry

THANK YOU!

QUESTIONS