



**Palma de Majorca**, 28th–29th May 2016  
[phpuceu.org/phpuceu-2016/](http://phpuceu.org/phpuceu-2016/)

# FUCKING UP PROJECTS A MANUAL

FUCKING UP PROJECTS – A MANUAL, SCD 2016, FABIAN BLECHSCHMIDT

# WHO ARE YOU?

- > DESIGNER?
- > DEVELOPER?
- > SHOP OWNER?
- > PROJECT MANAGER?

# FABIAN BLECHSCHMIDT

- > MAGENTO-FREELANCER
  - > SPEAKER
- > MAGEUC CO-ORGANIZER

# MIGHT CONTAIN

- > IRONY
- > SARCASM
- > BAD IDEAS
- > HORRIBLE IDEAS
- > DON'T TRY AT HOME

# ACQUIRE THE PROJECT

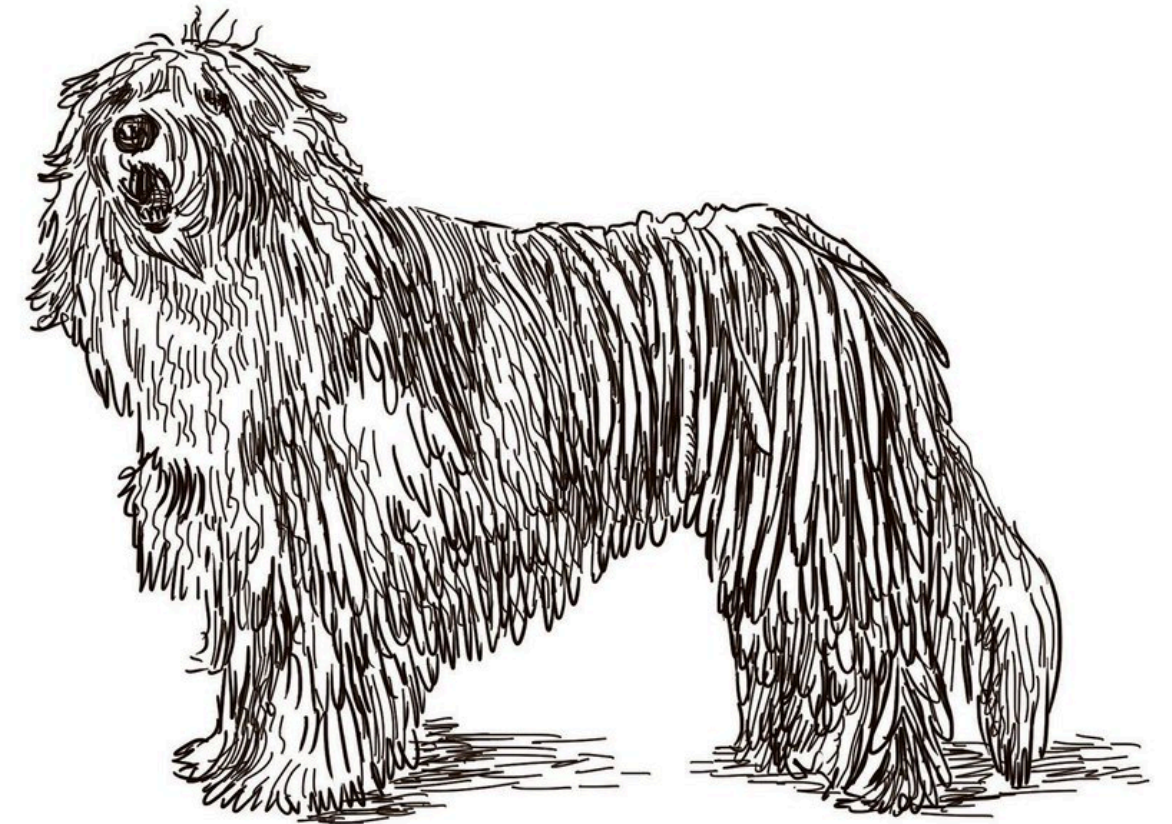
**SCREWING UP** PROJECTS IMPLIES A PROJECT.  
SO WE DON'T SUCK HERE.

# BEFORE THE PROJECT



# PROJECT? WHAT PROJECT? THE GOAL

*Fashion-forward development*



## Buzzword-first Design

*The Definitive Guide*

MEETINGS.

MEETINGS.

MEETINGS

# BAD MOOD IN MEETINGS

# GREAT EXPECTATIONS

# NO DECISIONS

# ALTERNATIVE A LOT OF DECISIONS

# WHO DECIDES?

# A LOT OF DECISIONS

## ENVIRONMENT

- OPERATING SYSTEM, IDE, KEYBOARD, MOUSE/TOUCHPAD
  - WHAT TOOLS TO USE (JIRA, ASANA)
- WHAT SCREEN TO USE (2 'SMALLER' ONES VS 1 BIG ONE)



# ESTIMATES

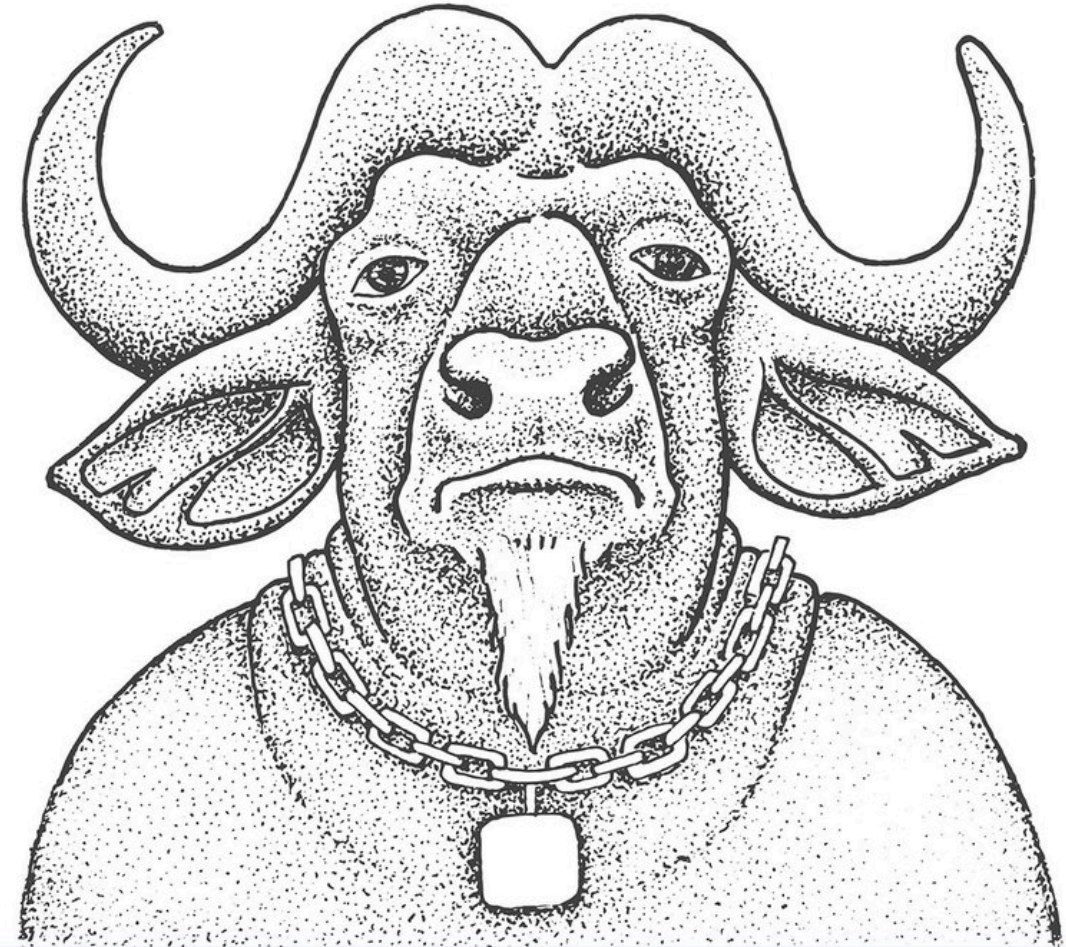
DEADLINES ARE  
DEADLINES

# CONTENT AND ASSET DELIVERY

# DURING THE PROJECT

NO COMMUNICATION  
EVER

*People have names of varying lengths, who knew?*



Fitting Actual  
User Data Into  
The Design

*ugh...*

# PHONE NUMBERS

# NO APPROVALS

IF NOT AVOIDABLE  
MIX CHANNELS



# RESPONSIBILITY

# AVOID ISSUE TRACKER

**MIX EVERYTHING ELSE**

# NO DOCUMENTATION OF ANYTHING

**DO YOUR JOB**  
**BUT ONLY THIS**

ONLY PRESSURE  
MAKES DIAMONDS

*It's like weekday coding, but pants are optional*



# Coding on the Weekend

*A Frustrating Hobby*

# MEASURE THE PROJECT

PAY AS LATE AS  
POSSIBLE



# COMPLETING THE PROJECT

– THE DEAD ZONE PHASE –

# RIGHT TIME TO OUTSOURCE

# IGNORE THE CLIENT

**CHANGE THE TEAM  
OFTEN**

# ROTATE

## CONTACT PERSON

**WE NEED CULPRITS**  
**NOT SOLUTIONS**

# QUESTIONS?

– BONUS –

TECH RELATED



ONLY FTP + NO VCS

# VCS

*git commit -m "changes"*



*Writing*

## Useless Git Commit Messages

REMOVED TEST CASE SINCE CODE  
DIDN'T PASS QA

**NOT ONE CONFLICT. TODAY WAS A  
GOOD DAY.**

# WORK IN PROGRESS

USE A REAL JS CONSTRUCT. WTF  
KNOWS WHY THIS WORKS IN CHROMIUM.

**IT COMPILES! SHIP IT!**

```
git config --global alias.yolo  
    '!git add -A &&  
    git commit -m "$(curl -s whatthecommit.com/index.txt)''
```



DO IT  
YOUR WAY

# MAINTAIN **BAD** CODE QUALITY

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*Cutting corners to meet arbitrary management deadlines*



*Essential*

## Copying and Pasting from Stack Overflow

O'REILLY®

*The Practical Developer*  
*@ThePracticalDev*

**ENCODINGS**  
**USE THEM!**

# IMAGES/IMAGE TYPES

I – GOLDEN RULE: ONLY WAY TO SEND SCREENSHOTS: IN WORD  
FILE!

CHANGE TOOLS EARLY  
CHANGE TOOLS OFTEN

# PROJECT METHODS

AGILE IS JUST GUIDELINES  
**NO RULES**

USE THE  
LATEST, HOTTEST SHIT



# ONE MACHINE FITS ALL

HELP OTHERS FUCK UP  
RELEASE IT OPEN SOURCE!

# BACKUP

# GIT BLAME-SOMEONE- ELSE

# GIT BLAME-SOMEONE-ELSE

```
→ core-decorators.js git:(master) |
```

# SOURCES

- EXPERIENCES (RICO NEITZEL, FABIAN BLECHSCHMIDT)
  - SONJA RIESTERER
  - FABIANS LOVELY GIRLFRIEND PIA
  - LOTS OF ATTENDEES OF OUR TALKS. THANKS!
- [HTTP://PEOPLEPROCESSANDPROFIT.COM/2010/03/14/TEN-WAYS-TO-SCREW-UP-A-PROJECT-2/](http://peopleprocessandprofit.com/2010/03/14/ten-ways-to-screw-up-a-project-2/)
- [HTTP://WWW.CIO.COM/ARTICLE/2384088/PROJECT-MANAGEMENT/15-WAYS-TO-SCREW-UP-AN-IT-PROJECT.HTML](http://www.cio.com/article/2384088/project-management/15-ways-to-screw-up-an-it-project.html)

**MORE IDEAS?**

**I WOULD LOVE TO SHARE  
THEM**