GiveCamp Houston 2010 Event Guide Developers

Thank you for volunteering to be a developer at GiveCamp Houston! This guide should provide all of the essential information you need to get through the weekend. If you have any questions, email info@givecamphouston.org.

WHEN

Kick-off: Friday, January 14th at 6:30 PM
Closing: Sunday, January 16th at 1:00 PM

Please arrive by 7:00 PM on Friday. If you plan to arrive late, please let us know.

WHERE

CTREC Hilton IT Academy (complete directions in "Finding CTREC" section)
5051 Westheimer, Suite 500
Houston, Texas 77056

Located near the Galleria. Please refer to "Finding CTREC" for parking instructions.

WHAT TO BRING

At a minimum, please bring:
- Your laptop (or a computer you can use for the weekend)
- Pen & Paper (for taking notes)
- A jacket (in case it gets cold in the middle of the night)
- Sleeping Bag & Pillow (if you plan on sleeping at the event)

Please make sure your computer is configured with the needed software for development before you arrive!

WHAT TO DO WHEN YOU ARRIVE

When you arrive on Friday, please check-in at the welcome table. You will be provided with a **National GiveCamp long sleeve t-shirt**, **name badge**, and **3 raffle tickets** for closing raffle on Sunday. *A pizza dinner will be served during check-in on Friday, so please arrive on-time and enjoy dinner as you meet charities and other volunteers.*

If you do not know your team members, please use this time to meet and get familar.

WHAT TO EXPECT DURING THE EVENT

After the event opening introduction, you are encouraged to meet with your team and charity to review the project requirements. Charities have been asked to provide an organization representative for the event kick-off and closing, though some charities may provide a representative throughout the event weekend. *If your charity will not be present on Saturday, please make extra sure that all questions have been asked on Friday so missing information does not slow your team.*

After meeting with your charity, you and your team should plan your work for the weekend and then get straight to work. Teams are encouraged to spend as much time as possible during the weekend at the event working, but two nearby hotels are available if you'd like to book a room for quick rest breaks. **Food, snacks, and caffeine will be provided throughout the weekend, but otherwise the time is yours for work.**

All work should be done by 11:00 AM on Sunday so that you can meet the noon deadline for submitting "final" code. Your team will show-off your finished project in the closing GiveCamp ceremony beginning at 1:00 PM on Sunday.

FOOD

All meals will be provided during the event. Friday dinner and midnight snack, Saturday breakfast, lunch, dinner, and snacks, and Sunday breakfast and lunch will be served. See the full schedule for meal times and details.

If you have special dietary needs, please make the necessary arrangements to handle your meals separately. A refrigerator and microwave will be available at the event.

SLEEP

GiveCamp is like a "developer lock-in," so teams are encouraged to spend as much time as possible at the event. You are welcome to bring sleeping bags and cots to catch some sleep at the event, or you can get a room at a nearby hotel if you'd like to have a room for a shower and several hours of sleep.

Two hotels are conveniently located to GiveCamp Houston:
1. **Residence Inn** – Just a few blocks from the CTREC Hilton location, Residence Inn is providing a special $79/night room rate for GiveCamp participants.   Refer to the CTREC site for booking information - http://ctrechilton.com/homepage/hotel-accomodations

2. **Westin Galleria** – The Westin Galleria is located above CTREC Hilton in the Galleria. The Westin does not provide special room rates, but it is closer to the event than Residence Inn.

It is recommended that you either sleep at the event or at one of these nearby hotels during GiveCamp. We discourage returning home for sleep because A) it tends to waste many of the limited GiveCamp hours, reducing your ability to serve your charity, and B) we don't want to see anyone unsafely drive exhausted leaving GiveCamp in the middle of the night.

TRAINING

On Friday night, a developer training for Sitefinity CMS will be provided for all development teams choosing to use Sitefinity. Training will begin at 9:30 PM.

On Saturday, an end-user Sitefinity CMS training will be provided for charities, teaching them how to use the CMS to update their websites. This training will begin at 1:00 PM.

Pluralsight provides flexible training solutions for Microsoft .NET developers, and should your volunteers have a need to prepare for the upcoming National GiveCamp, Pluralsight has issued an *On-Demand!* Multi Use code. The code is active starting today, December 27th and will remain active until the offer ends on January 17th. Please note, you do need to go to the specific URL listed below for the code to work.

Please respect Pluralsight's generosity in supporting GiveCamp, and DO NOT SHARE this code with others who are not participating in GiveCamp.

Pluralsight URL: http://training.pluralsight.com/GiveCamp
Multi Use code for your GiveCamp location: 123-22-K43Z-5ZPX

WHAT'S DUE ON SUNDAY

While your project may still have a few finishing details by the end of the weekend, you are asked to **deliver a final project by noon on Sunday**. To meet this deadline, please plan on delivering:

- A zipped archive of all project code
- Any necessary documentation and/or instructions
  - *Please allow time during the weekend to create documentation for your project! This will greatly improve the value of your code to your charity.*
- Any usernames/passwords created during the weekend
  - *For example, credentials for CMS Admin account, database, web hosting, 3rd party online services*
- The name and email address of the lead contact from your team that will help coordinate event follow-up communication
- A running version of your project accessible online
  - *Needed for the event closing presentation of projects. You will use this to demo your results on Sunday.*

Unfinished Projects

It is not uncommon for GiveCamp projects to require a little more polish at the end of the event. While not required, teams are encouraged to work with their charities in the weeks following GiveCamp to polish unfinished items and help with the final deployment of your new project.

Follow-up work should focus on finishing work started at GiveCamp. It should not be used as a time to add more features or increase your project's scope.

EVENT SCHEDULE

Friday, January 14	
6:30 PM	Check-in opens, Dominos Pizza dinner served
7:00 PM	Event kick-off and introduction of charities
8:30 PM	Team and Charity meetings
9:30 PM	Sitefinity 4.0 Developer Training
10:45 PM	Team Development Begins
Midnight	Midnight Snack – Popcorn Machine
Saturday, January 15	
8:00 AM	BREAKFAST – [VENDOR]
Noon	LUNCH – [VENDOR]
1:00 PM	End-user Sitefinity 4.0 Training
3:00 PM	SNACK - Marble Slab
6:00 PM	DINNER – [VENDOR]
Midnight	Midnight snack – [VENDOR]
Sunday, January 16	
8:00 AM	BREAKFAST – [VENDOR]
11:00 AM	Team Development Finalized
Noon	All Team Code + Documentation Due!
Noon	LUNCH – Pizza
1:00 PM	Closing & Presentation of Team Projects & Raffle
2:30 PM	End

Project Development

Your teams will have a maximum of 38 hours to work. Open work time begins at 9:30 PM on Friday and closes at 11:00 AM on Sunday.

Training Times

There is one schedule developer training event on Friday at 9:30 PM. This training will help you learn how to use Sitefinity CMS for your GiveCamp project.

Meals

All food will be served in the large gathering area at CTREC Hilton. When food arrives, it will be announced on the @givecamphouston twitter account. Please follow @givecamphouston to ensure you hear the dinner bell.

CHARITIES

There are 9 charities participating in GiveCamp Houston 2010.

- **Habitat for Humanity NWHC**
- **LifeSupport Northwest Houston**
- **Guardian Pit Rescue**
- **Knights of Columbus**
- **Real Life Angels**
- **Faulk Foundation**
- **The Friendship Center**
- **Chrysalis Children's**
- **Watch Over Me**

Your development team will be assigned to a charity **before the event begins.** You are welcome to contact your charity before the GiveCamp kick-off to ask questions about the project and begin planning before you arrive.

GiveCamp Best Practices

While GiveCamp does not make any requirements for how the charity development projects should be done, there are best practices that will help your team deliver the best possible results in this unique format.

The most important thing to remember is that you are building a project for a charity, not for yourself.

That means GiveCamp is not the right time to experiment with new technologies or build things from scratch to prove your developer chops. The highest priority should be building a working, usable project that can be used by charity volunteers when you're done on Sunday.

Since many GiveCamp projects are websites, additional best practices are:

- **Use a Content Management System (CMS).** Most charities don't have the ability to maintain a website via notepad and FTP. Giving them a usable CMS will deliver maximum value, and it will ultimately save your team time.
- **Use software tools that you know.** You have less than 40 hours to plan, start, finish, and deploy this project. Using unfamiliar tools can lead to time wasting problems that will set your team behind.
- **Don't Try to Do Too Much.** It's better to deliver a few features that work well than working 'til the bitter end to build features that require extra training, debugging, and increase the complexity of site maintenance.
- **Finishing Early is Okay.** If you complete your dev work early, you can deliver great results by using the extra time to train your charity, polish your work, improve your documentation, and help other teams that may be behind.

Available Development Resources

Thanks to generous donations by GiveCamp sponsors, you will have access to many popular commercial software tools and components to assist with your project. If your favorite tools are not listed, try contacting the vendor directly. Many software vendors are willing to donate licenses to support GiveCamp projects.

CMS Platforms
- Sitefinity CMS
  - Sitefinity is also providing a custom tailored GiveCamp Starter Kit that is designed to jumpstart GiveCamp charity websites.
  - Sitefinity developer and end-user training will be provided during the GiveCamp event.

Hosting
- DiscountASP.NET
  - ASP.NET and SQL Server hosting
  - Providing 1-year of hosting for charities (up to charities to negotiate on-going donation of service)

Source Control
- SaaS Made Easy
  - Providing TFS source control during GiveCamp event
- DiscountASP.NET
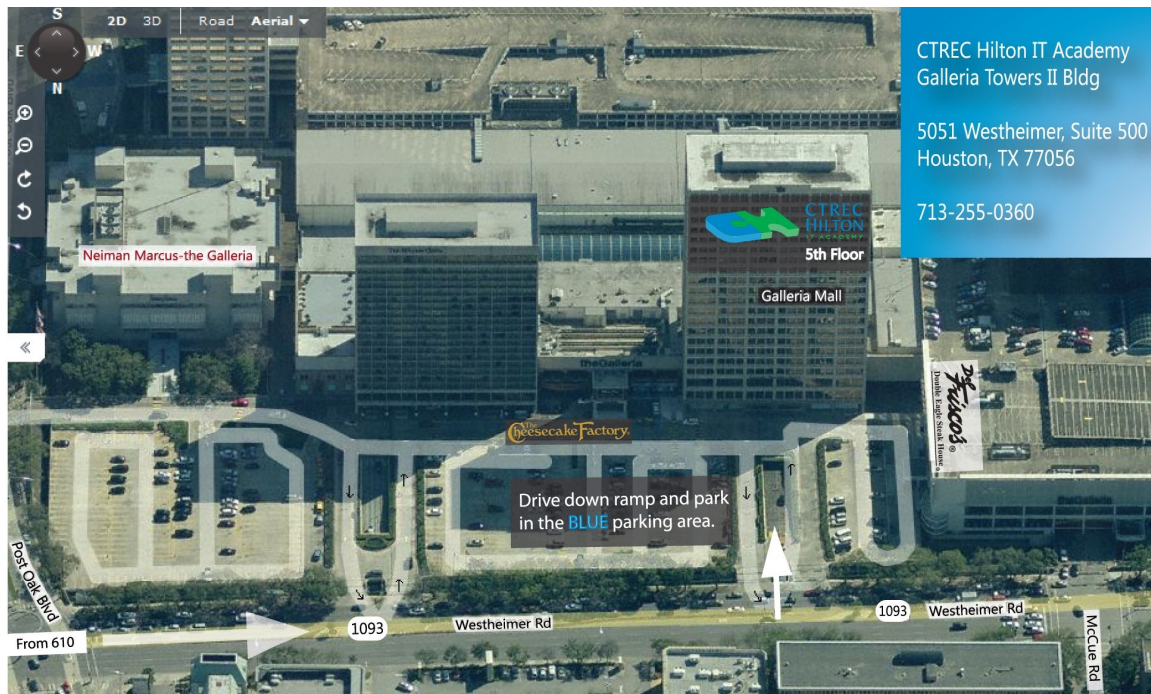 - Providing TFS source control during event

Developer Tools
- Infragistics
- DevExpress
- Telerik

FINDING CTREC HILTON

GiveCamp Houston 2010 will be held in the offices of CTREC Hilton IT Academy, a training company located near the Galleria.

Galleria Towers II is on Westheimer, between The CheeseCake Factory and Del Frisco's

Driving Directions from 610 S

1. At exit 8C, take ramp right for W Loop Fwy S toward Westheimer Rd
2. Turn right onto FM-1093 / Westheimer Rd
3. After Post Oak Blvd, turn left into the Galleria street level parking lot. *This is before the next light at McCue.*
4. Drive down the ramp into the Galleria blue parking garage. This is the free parking area for CTREC students and GiveCamp volunteers.
5. Enter the Galleria Towers II from the glass door entrance in the Blue Parking Garage.
6. Use the elevator to go to the 5th floor, and enter CTREC Hilton IT Academy.

Note: If parked in any other color garage, when entering the mall, students must go to the skating rink level. Take the hallway between **Le Madeleine** and **Hoops** to get to the Galleria Towers II elevators. Use the elevator to go to the **5th floor**, and enter CTREC Hilton IT Academy.

For more help finding CTREC Hilton, visit: http://ctrechilton.com/location

ADDITIONAL EVENT FAQs

1. **Should we expect to deploy finished websites by the end of GiveCamp?**
    a. In most cases, no, you will not deploy live websites by the end of GiveCamp. At a minimum, you should have a finished website available online at a temporary URL for final charity review in the days following GiveCamp. Once the charity is satisfied and ready, finished websites will be moved to production via DNS record changes.
2. **Are we expected to provide assistance with GiveCamp projects after GiveCamp weekend?**
    a. While GiveCamp teams are not explicitly required to provide additional assistance, teams are encouraged to work with their charities for at least a week following GiveCamp to wrap-up any unfinished loose ends. Charities are instructed to not rely on GiveCamp teams as on-going tech support, but often a few additional days are required to get final approval and new website deployment completed.
3. **Do we have to use Microsoft technologies to do our project?**
    a. No, there are no explicit requirements for how projects are completed or which technologies are used. Please make the decisions that best benefit your charities and refrain from using GiveCamp as a time to experiment with new technologies.
4. **Do we have to work all weekend with no sleep?**
    a. Teams are encouraged to spend as much time as possible at the GiveCamp event working or socializing with other GiveCamp volunteers. Nearby hotels are available for volunteers wishing to take short rests or showers, but the spirit of GiveCamp is a that of a working lock-in. That said, delivering good, working projects is also important. Recognize your limits and get rest when your code starts to make you laugh.