

Any free software developer will tell you that when you start building a new product, all sorts of things have to be planned out beforehand. In fact, a lot of the design decisions that you make up front can have a profound impact on the success of the product down the road. Today I'm going to start by going over the most important kinds of decisions that you'll need to make when building your own product.

Documentation In the beginning, you'll probably just make a prototype of your project in some sort of sketching or design software like Visio. Then when you start working on actual code, it will be much easier to handle all of the input and output connections that your code will need. For example, when coding a graphical user interface, it's much easier to write test code and mock all of the output connections than it is to try to work out where all of the things that the graphical user interface is going to send and receive data from will be. There are a lot of different ways to document your project, and some of them are better than others. Some people like to use a wiki for documentation, but if you have ever tried to use a wiki for a big project, you'll know that it's more like maintaining a living memory than it is about writing formal documentation. Another useful technique for documenting your project is to create a UML class diagram. I know that you've probably heard of UML already, but you can download any of the UML modeling tools that you like and just create an internal specification of how your classes should interact with each other. You'll probably end up creating a lot of diagrams over the course of your project, but you can always put them back into an archive when you're done so that you don't have to worry about accidentally deleting them.

Feature Listing Every feature that you decide to put into your project will affect the way that you are able to design it. For example, suppose that you decide to implement the support for a single image input feature into your product. When you do that, you'll be able to make use of functions that allow you to manipulate the input image in various different ways, and you won't have to deal with dealing with the slightly different ways that different file formats have of representing a single image. Here is a list of common features that you should plan

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