
Subject: U++ development: Two philosophies
Posted by [koldo](#) on Thu, 13 Jan 2011 08:17:03 GMT
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Hello all

After MediaPlayer misunderstanding (see [here](#)) there has been a conversation in the background that has explained it all.

The conclusion is that in U++ there are at least two development philosophies:

- Lone genius does the best job

Sometimes there are duplicated works, but finally the best remains like in Natural Selection.

- Team does the best job

Coordinated job avoids duplication and improves focus to let arriving to the goal with less effort.

My point of view is the second: Uncoordinated jobs like doing StreamCypher after AESStream, or Honza effort after MediaPlayer, without any previous explanation are, from my point of view, an heresy.

Because of it, Web based project management systems would be super important.
