START

Got a fresh design? Let's bring it online!

1 — **Design exploration** helps you find the gaps and edge cases. Even more with a F/E developer on your side: you avoid reworks ahead of time.

2 — You started developing with an **atomic design** approach and now there's a living styleguide coming together. Magnifico!

3 — Your website "adapts" more than "**responds**". You can do better, but you've got devices and unusual screen sizes covered.

7 — Every interaction with your website fires a swarm of **jQuery events**. Your users' smartphone becomes a tiny meteorite.

6 — You've been wise on picking the right plugins. **Vanilla** and **coffee**. Smooth and tasty.

5 — User testing is essential to go ahead smoothly. With **prototypes** and a **MVP** you're getting the right feedback. And mojo.

4 — The designer used **10 different fonts**. We need to talk about performance, and go back to those font choices.

8 — Big heros need big **images**. But you can master their sizes and serve just the right one for mobile users. Who's the hero now?

9 — Your **<table>** based layout is sooo hipster, but we're in 2015. Total rework. And skip one turn.

10 — A **javascript error** blocked the main navbar. Progressive enhancement is the new "I told you!"

11 — **Page speed** index says you're moving right. Still over 1000, but not bad. Next step, speed demon!

15 — You wished a WordPress **theme** could be that "Pronto! Here's your new site!" Welcome to the real world, my friend. While you ponder, skip one turn.

14 — **More content** than the website was designed for. We really wish that editors wrote less content and shorter headlines, but there's no limit to poetry, creativity and originality, except the ones in the boxes that should hold the content.

13 — Everyone in the company shares a performance budget. Your website is faster than **theguardian.com**.

12 — Suddenly we need to support a North Korean mobile phone. No worries, you have access to an **Open Device Lab**.

16 — Wonderfully **fluid**. Content looks tailored even on a smartwatch. Bravo!

17 — The Head of Design gets a little overzealous, and your **CSS file** is the size of Call of Duty. Drop weapons, drop weight and talk to her.

18 — So close, yet not online. It's the **extra-mile**. Before full browser galore.

GO LIVE!

Your site is online and you can celebrate appropriately!

MODO

THE MODO GAME

The goal of the game is to bring your site from design to Go Live, quickly and first among the other players, without compromising on the quality of your work. You'll step through many Front End development tasks: try to avoid missteps and gain bonuses for wise choices.

Rules are simple:
each player chooses a counter and places it on the Start space. The youngest player goes first, then turns move clockwise. No browser has been hurt in making the counters.

On each turn the player rolls the dice once [hint: it's the box the game came in ;-)] and moves the counter forward by the amount.

Bonuses and penalties
Spaces might have bonuses and penalties: they are drawn as round paths branching out from the space and bring the player backward or forward.
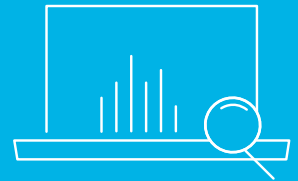
Some penalties require to skip a turn. None will ever ask the player to sing.

Bonuses and penalties are applied only for the space the player lands on, following the dice score. Throw the dice, move your counter, apply bonuses or penalties, stay where you've landed. We do not offer complimentary drinks.

Players may not share spaces: if the player would land on an occupied field, she will have to stay where she is until it is her turn again.

To win you must reach the Go Live space by an exact count of the dice. If you overthrow the required number, you must step forward into the Go Live space and then move backwards the surplus number of points. We think this is the most truthful parallel with real–life projects going live.

We'd love to hear your feedback (tweet us @madebymodo) and hope you'll enjoy playing it as much as we did making it.

This is a first iteration: you'll find this board and future ones at modo.md/modogame

MODO