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<<团队之美>>

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前言

BEAUTIFUL TEAMS WAS CONCEIVED IN LATE 2007 DURING A CHANCE MEETING IN O'REILLY EDITORAndy Oram's office in Cambridge, Massachusetts. We'd been invited to give a talk for thelocal PMI chapter, and we decided to take the opportunity to drop by the O'Reilly office tosay "Hi" and finally put faces to some very familiar voices we'd worked with over theyears. Beautiful Code had spent a few months at the top of the O'Reilly bestseller list, andthe company was looking to follow up with another anthology. Since we've spent somuch of our careers talking and writing about how projects work and how teams buildsoftware, the idea for Beautiful Teams basically fell out of thin air.The original idea was just to follow up on Beautiful Code with a straightforward anthologyabout project management. Like all great projects, Beautiful Teams took on a life of its own.It attracted contributors of an incredibly high caliber. It became a journey for us, allowingus the opportunity to learn from some of the brightest minds in software developmenttoday. These are personal stories and experiences. Each person who contributed to thisbook is talking about his or her own past work life, which very few of us ever get a chanceto examine. And every single contributor was happy to donate his or her time and effortwithout any payment whatsoever; proceeds from this book are instead being donated toPlayPumps International.

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内容概要

在一个正面临着棘手问题的大型软件开发团队中工作会是怎样的状况？
如何建设一个高效的团队？
一群无法和谐相处的人也能开发出好的软件吗？
项目非常重要，而时间又相当紧张，团队领导者该如何保证每个成员都能赶上进度？
《团队之美》带你走进软件工程史上最有趣团队的幕后，你将从一流程序员、架构师、项目经理和思想领袖的系列故事和访谈中，学到资深团队领导者的成功经验与失败教训。

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章节摘录

插图：Dave had a lot of experience with physics, for example, and he made this 2D physicsengine that was very cool, so we knew we wanted to use that somehow. And with the RagDoll Kung Fu game, although it was a very small indie game, there were certain aspects ofthat that we knew people really got excited about; in particular, the fact that you couldeasily make your own characters and put them in the game, and that you could act. So wehad this idea of user-created content and self-expression, if you like, coming into the mix.So you could say, in a way, that I brought in the Rag Doll Kung Fu, and Dave brought inthe physics element, and then Alex was very keen to show off his technical skills——hisgraphics coding （he made the rendering engine） is second to nonel He was also down withthe kids more than the rest of us, I think, and threw in the YouTube/MySpace element.We managed to munge all of this together somehow into a small, hands-on demo and pre-sentation, which ended up being very cool. Try searching YouTube for "Yellow Head" andyou can see what the playable part of the presentation was like. That was all put togetherin less than a week, thanks to some ninja physics coding from Dave.

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媒体关注与评论

有好的团队就有坏的团队，有丑的团队自然也就有美的团队。
你将从本书中了解那些无论如何都能保持最佳状态的团队，以及某些著名组织打造卓越团队的成功之道。
如果想学习如何构建团队，或者如何把它变得更美，请读此书。
——Johanna Rothman，咨询师、作家

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编辑推荐

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