Looking behind Drupalcon.org, good and bad
Won the proposal

• We knew we are far away from the world
• So we proposed doing:
  - Marketing of the location (the Drupaltown concept)
  - Help with hotel room bookings
  - Organize shuttle buses from Budapest for fun
• Derived lots of our decisions from there
Looked at existing sites
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Select a base theme

http://drupal.org/project/burnt
Customized (a weekend)
The basic stuff

- Website registration, newsletter added later
- Forums, well defined categories matter
- Lots of FAQ, Travel, Location information
- People just do not anticipate things until you make them excited about the event
- User our management site to do the editing on the information materials, copied over (oh, staging)
Logo contest and voting

• CCK forms, image upload field
• Good to limit image size
• Voting done with votingapi and voteupdown (simple widget)
Photo galleries

- Simple nodes with file upload
- We did not want to work with importing/exporting, and we did not plan on doing an onsite gallery later for real Szeged photos
- Worked well with `jquery_update` and lightbox
Program and tracks

- Taxonomy: tracks, audience, length
- Same node type for sessions and BoFs
- Was easier to adapt later to some needs, but was sometimes confusing (e.g. articles)
- Voting on sessions again with votingapi and voteupdown; custom view theme for the checkmark
Attendee quotes

- Custom node type
- Always unpublished
- Using title to store the quote (enforces short and smart text and speedy SQL queries)
- Only possible to enter quotes from existing site users (we are not quoting Mark Twain)
The registration system

- Some nice modules with quite some custom hacks
- Looked at e-commerce, ubercart
- Start from simple, hack away (not a good slogan)
- Signups are the base, signup status provides status tracking
- Signup payment provided the idea, but we needed payment transactions to go
- At the end, we reinvented quite some of the Drupal commerce tools, but made it simpler
Signups

- Different price points (nodes, close through time)
- Shuttle bus, aftercon tours, sponsor shirts (“always open” - until closed)
- Room nodes
  - Imported from an excel sheet via taxonomy and node import modules
  - All had 1 signup limit
  - Added some custom code for field visibility/editing and implemented fine grained node permissions
  - Roommates can see rooms
Signup overviews

- Implemented via CSS styled views
- Rooms had exposed filters, so you can search in them
- Signup transactions were implemented via custom code
- Tracking of PayPal with simple_paypal, tracking of bank transfer via admin feedback
Famous issues

- Nodes can only be taken once
- Editing of booking dates once paid was an admin thing
- Adding stuff to your paid transaction afterwards was an admin transaction
- Yeah, we did expect people to understand that they have one transaction -> the increasing price worked against this
Room sharing, financials

- Bio module used with custom bio node type
- Checkmark for room sharing
- Simple view of people checking the box
- Financial help feature was more tricky, custom view filter to do when you entered text
Schedule

- Wireframe for sessions / day
- Session information from database
- The two sources merged for display (NOT Views)
- Caching on multiple levels
- Customized schedule also merges vote data
- Printing through CSS, so you get your own latest PDF stuff
Scheduling

- Used taxonomy for rooms, a date field (from-to) for timing of sessions
- Output wireframe for given day with dragzone of session to schedule and dropzones of “unmodified”, “unscheduled” and concrete room and time cells (identified by their table cell id values)
- Used jquery_update and jquery_ui again, look at the drag and drop demo at http://ui.jquery.com
Whiteboard

- Whiteboard node type
- Submission permission for all
- Editing permission for all
- Some simple custom code to list them
  - Sticky on top
  - Then last modified
  - After a while, just a list of items, not the whole item
  - A little bit of CSS to make it look sticky notes