

Unlock One-Shot Coding: Design Docs are 50%+ of My Work!

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SUMMARY

The discussion centers on the significant amount of time spent on writing design documents and plans in software development, highlighting the shift from hands-on coding to more strategic planning and documentation. The speakers emphasize the importance of detailed documentation for effective communication and to challenge assumptions in design.

- *Over 50% of time is dedicated to writing design documents and plans.*
- *Detailed documentation helps clarify thoughts and assumptions that may not be initially apparent.*
- *The coding process has become more streamlined, allowing more focus on planning.*
- *Good design docs can lead to more efficient code writing, as they serve as clear instructions.*
- *Writing design documents encourages questioning of underlying assumptions and design patterns.*
- *Effective documentation is crucial for collaboration and ensuring everyone is on the same page.*

How much time do you spend on writing maps? I spend like, or not maps, but like writing design docs. I spend a lot of time like writing design docs and plans for almost all of my work now. It's like Yeah, [music] I think Yeah, I would say I would say it's more than 50%. Most of my time I spend writing docs, coming up with plans. I like to keep it I err on the side of more detail. Um, and I think it's similar to kind of, you know, what we've seen. I'm not going into more detail than your threading one. But >> [laughter] >> I Yeah, I spend most of my time reading design documents and plans and iterating on them.

>> [music] >> And um, because the code you kind of just again, if it's good enough, you can kind of just one shot it. So, you just send the design doc and the code kind of writes itself and then you review the code and or [music] and then you and then you merge and then you're done. Yeah. >> So, now that the the job of hands-on-keyboard typing code is kind of just been solved. We I have a lot more time to do the to write the design docs and it's so much more important to do that since you're not writing the code. You have to You know, if you're giving instructions on to someone how to do it, all the stuff that's kind of in your head that you or assumptions that you've made, you have to make sure it's really explicit in the doc.

>> I 100% agree. And it also helps um, question your assumptions, right? It finds that you're assuming different design patterns and things like that that you didn't realize you you didn't even realize that you were assuming and that and that might not be best. >> [music]