Welcome to Water The Trees!

Project summary

Water The Trees is an open source platform that helps local communities crowd source urban tree maintenance and planting. We believe in the power of trees to increase carbon sequestration, to restore our natural habitat for birds, insects, fauna, and the human race.

Introductory readings

1. WaterTheTrees Vision, Mission, Strategies, and Goals
2. V1 Product Definition
3. V2 Product Definition
4. V3 Product Definition

Things to play with

1. WaterTheTrees.com — try watering, mulching, planting, or recording the health of a tree in your neighborhood and add it on the map.
2. opentrees.org — a similar project in Australia that we want to emulate
3. mapbox.com - mapbox examples

Things to join

1. Code for SF Slack — then join the **#waterthetrees** channel
2. Trello — follow this link to join the team
3. Post your email/GitHub on the **#waterthetrees** channel and we'll add you to our GitHub.

Tech Stack

4. Mapbox, React, Node, Postgres

Ready to contribute?

1. Introduce yourself on the **#waterthetrees** Slack channel.

2. Join the zoom meetings @7:00pm on Wednesdays.
3. Get [waterthetrees](#) cloned and running on your computer.
4. A starter task: play around and see if you find any problems with the data or functionality. File an issue with the problem you found.
5. Check the [trello](#) and add yourself to a task

Our development process

1. Pull from main so you have the latest code
2. [Create a new GitHub branch.](#)
3. Build your feature.
4. Test your feature with unit tests, integration tests, and acceptance tests. Feel free to bring in new testing tools to the group.
5. Make a pull request to the development branch. Request reviews from members of the team.
   a. When in doubt, ask more people for reviews!
   b. Include screenshots whenever you're building a frontend feature
6. Pull development to the dev server and test to make sure everything works.
7. Then we will deploy to the production server, test it there, and push it to the main branch. The main branch should always be what's on the production server.