

digital4u 

Project requirements

Be sure to read this document carefully.

IMPORTANT

digital4u.nl effectief op internet



CSS / HTML

Browser compatibility

IE7 / IE8 / IE9 / IE10 / Safari (Mac OS X) / Firefox (latest version) / Google Chrome. The project should be working 100% in all of these browsers.

Valid XHTML / CSS

The theme should be valid XHTML / CSS.

Separate folder 'Basing'

Put the CSS / HTML in a separate folder: Basing. (so we have a fallback)

Text headings

Always use H1, H2, H3, H4, H5, H6 P for headtext / text.

Zoom functions

Website layout should stay intact when using zoom functions (ctrl + -) or web browser zoom function.

WordPress

Forbidden to edit WordPress core and plugins!

Do not program / edit in the WordPress core or WordPress plugins. This will be checked by us by overwriting existing code!

Project naming

Do not call the theme "testtheme". Please name every theme similar to the project name. Changing theme name afterwards will lose the relation with the widgets and all widgets have to be placed again!

No child theme

Do not use another theme like Twenty Eleven as a parent or clone. Each theme should be on his own.

No HTML / CSS in editor

Do not put HTML or CSS into the editor. Most of our clients aren't able to edit this correctly by themselves. Our clients will change page content on their own! If there is some extra HTML or CSS needed, put the (extra) content into custom fields (Advanced Custom Fields).

No text classes

No classes for text in the editor.

Dynamic content

Every item on the website should be dynamic so its editable. Examples: Photos, text, form fields, contact information.

Cropped photos

If photos are used, please put cropped photos through `add_image_size`.

Plugins

Contact information

Contact information should be placed in sidebar with contact-widget.

Contact forms

Forms must be made with plugin Contact Form 7

Language

Language files

Use language files for the theme. By default please edit everything in English. We will translate it into Dutch ourself.

About milestones

Creating & and releasing milestones

We follow Freelancer's rules: Create milestone and only release them after the project is approved by us. This means we will only release milestones after successfully completing the **complete project**. In short:

- 1. Milestone 1 (50% of total price)**
Milestone 1 will be created at the start of the project.
- 2. Milestone 2 (50% of total price)**
Milestone 2 will be created after the freelancer completed the project.
- 3. Checking the project**
We will check the completed project. We will create a document with possible flaws/bugs.
- 4. Project succesful: release milestones**
After the freelancer successfully completed the project according to the document, both milestones are released immediately.

Final note:

By accepting the project you agree to have read and understand all requirements mentioned above! If you have any questions, please contact us!