Here are a few tips when developing Nova:

1. Use a backup ALL WAYS. Normally what I do is burn a copy ever other week or so. (depending on how much I work on it) I also copy the entire plug over to the Nova Plug-ins and NEVER drop the original in the Plug-ins folder.

2. Keep GOOD records for EVERYTHING. Meaning all your bits, ID numbers and the like. This seems like a waste of time but trust me, when you get down the road with a fairly large project you will wish you did this

3. Try not to rush things. Keep it clean and nice. Even if you are pushing a deadline keep the quality level up. It's better to have higher quality plugs then a million half done crappy projects.

4. Map out your mission bits. This can be pone of the most confusing parts in a large story line. So, get a big piece of paper or use a spread sheet and detail each and ever bit. What does what and what goes where.

These are basic and easily remembered.

5. This is kind of a interesting idea, and has not been tested personally. But, I thought it would be cool to try a 'community' projects of sorts. Basically someone has to take control of a project, and get a small team or just work solo for awhile. Release a simple beta and keep doing so through out the project. People that are skilled to do so can help out in any way. But the project is almost open ended. I do think that keeping projects behind the vail works very well. But this is something that would be interesting to see. Most people would find this odd, but I think there are the few that could make something of it. Just a thought - Xeres