Lab Rats Experience with Collaborating with Sugar Labs Free Open Source Software Community.

Steven Higgins, Manny Lopez, David Rust, Mackenzie Stall,

Software Engineering Practicum, Department of Computer Science, College of Charleston

April 2020

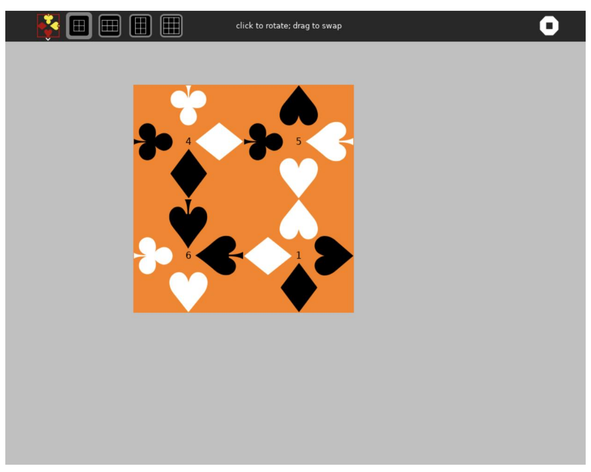
Introduction

This poster is an overview of our team, Lab Rats, experience throughout our semester in CSCI462. The objective of the course was to participate and become active contributors of a FOSS community. Our team was made of 3 CS students and 1 CIS student. We chose Sugar Labs as our FOSS project. Sugar Labs provides their platform as a teaching resource for children to learn programming and other technical skills.

Bugs Addressed During Project

IQ Activity Issue #12:
This issue was classified as a documentation issue. The activity readme file needed more descriptive and accurate information.

Cardsort Activity Issue #9:
A display issue in where the main graphic would not resize nor center properly in the window.

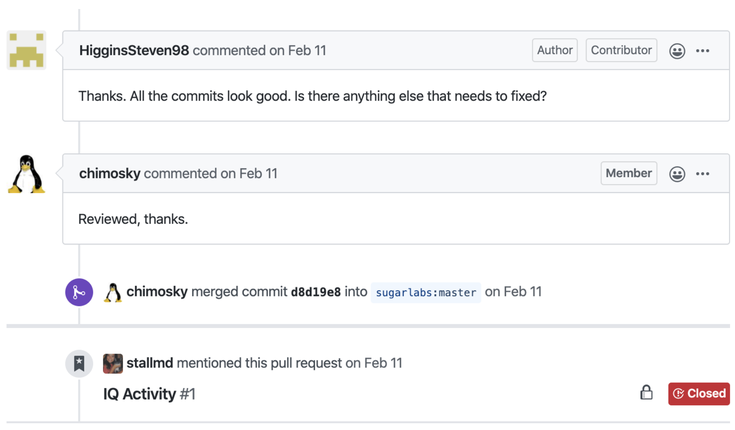


Cellgame Activity Issue #5:
This issue was opened in order to update the activity files from python2 to python3.

Results of Bug Fixes

IQ Issue #12- Success:
Contributing Group Members: All

We found previous README files within the project that we would mimic our documentation improvements to. We collaborated on the document over GitHub and one person submitted the pull request. After a little feedback it was approved. We worked collaboratively on this one to gain our bearings in the community and practice the standards.



Cardsort Issue #9- Failure:
Members: Steven & Mackenzie

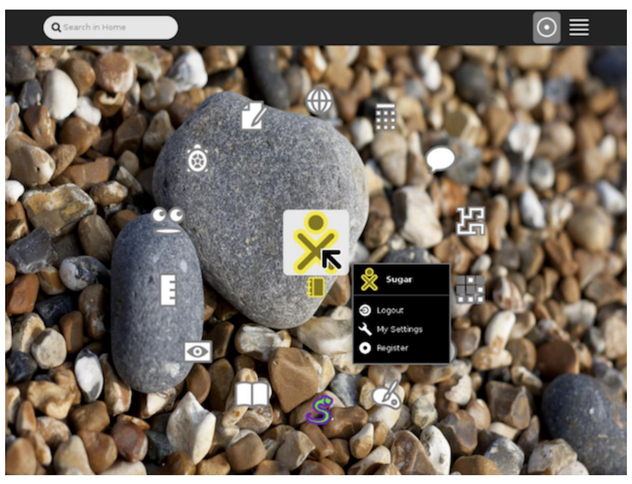
We found where it looked like the issue could be resolved but when we attempted to change the code, we either got an unexpected result in the way that the code moved the object on the screen, or the activity would not load entirely. We worked spent around 25 total hours working on the issue and never got anywhere we reached out to the main contributor of the project and he tried to give us some insight on somethings we could try to alter and insight on how the backend of sugar worked.

Cellgame issue #5- Failure:
Members: David & Manny

The developers of the Sugar activities had a very good set of instructions hosted on GitHub for how to go about this. We followed their instructions, and using a program called Six, were able to port the code from successfully. However, we deemed this issue a failure as when we sent a pull request, we realized that this activity, and every other activity on Sugar had already been ported. The developers of Sugar, to this day, still have the issue of porting most of their games open, and we blame the failure of being able to push our code on the lack of communication on the part of the Sugar developers.

Conclusions:

As a group we enjoyed the experience of working on this open-source project together. Though we had more failures than successes, we learned about effectively approaching issues and communicating with a team. Overall we were well organized and very successful in communicating with each other. Everyone contributed equally and respectfully through the entirety of the project. There were many practices within Sugar that the team felt could be improved to help other members contribute more in the future. Our team thought the issue tracking should be better maintained, and a more unified code structure applied to the activities developed.



Sugar Labs Resources

Website: https://sugarlabs.org/

GitHub: https://github.com/sugarlabs

Acknowledgments

Thank you, Dr. Bowring, for a great semester.

Team blogs:

Manny: https://mamelbandicoot.wixsite.com/mannysblog

David: https://rustdm.wordpress.com/blog/

Mackenzie: http://stallmd.stu.cofc.edu/portfolio/CSCI462.html

Steven: https://higginss2csci462.blogspot.com/