Dev Launchers Onboarding Guide

Welcome Checklist

Welcome to Dev Launchers! We are so glad you are here. Here's how to get started:

1) Get started in Discord:
● Introduce yourself in the Introductions channel.
● Introduce yourself in your team channel.

2) Get set up with the following tools:
● You might need:
  ○ GitHub
  ○ Zenhub
  ○ Storybook
  ○ Figma
  ○ Google Analytics
  ○ Hotjar
  ○ Sendgrid

3) Get an idea of the projects we are working on:
● https://devlaunchers.org/projects

4) Look out for meeting invites from your team lead.
● Team meetings.
● Monthly sprint meetings.

5) Post on LinkedIn about your new role with Dev Launchers!
● https://www.linkedin.com/pulse/how-announce-new-job-linkedin-resume-io/

Onboarding Guide

What is Dev Launchers?

Dev Launchers is an international nonprofit organization dedicated to preparing people from diverse backgrounds to tackle future-proof careers.

Dev Launchers facilitates ambitious open-source software projects, along with other projects centered around communities and products. We use those same projects to train our members in skills in the realm of software, leadership, community management, product development, marketing, and anything else that may be required to launch real-world products.

What does this mean?

Dev Launchers helps people like you launch their software development careers to the next level by working on real software projects in cross-functional teams with volunteers worldwide.

As a technical member of Dev Launchers, you might work on:
- Platform projects - develop the Dev Launchers platform.
- Independent projects - lead or participate in projects submitted through the Idea Space portal.

Dev Launchers also has teams that help with operations, fundraising, marketing, PR, and more.

What are the expectations for Dev Launchers members?

We will always try to work with your schedule. **The minimum expectation for commitment is five hours a week**. On average, though, most teams will require at least 7 hours per week, with 10 being the recommended level to develop your skills. Members who go above and beyond will see above-and-beyond results.

Your commitment level will be agreed upon when you start the project, and all changes in commitment should be communicated with your team lead.

We also require weekly communication between team members. Please let your team lead know ahead of time if you will miss a deadline or meeting or if you will be traveling or on vacation.
- If you miss a week of communication, you will receive a warning from your team lead.
- You may be removed from your team and projects if you miss two weeks of communication.

Being part of a Dev Launchers team means you should:
- Maintain regular communication with your team.
- Attend meetings on time. Try and minimize any distractions.

- Honor your commitments. Your team members depend on you, so it's important to set goals that you can complete! Of course, life happens. Please let your team know if you are falling behind on a commitment.

What can you achieve with Dev Launchers?

- Gain real-world experience and career development opportunities.
- Partner with team members of varying experience.
- Gain management experience.
- Try new things in a low-pressure environment.

What might my team role be?

You might be working as a:
- Feature owner - you or your group takes on specific tasks and own outcomes for individual features and campaigns.
- Specialist - you or your group have a focused skillset and role within the team and support members focusing on features and campaigns.
- Navigator - you guide your team and their direction when making big decisions. You might be a leader or an advisor. Navigators help coordinate team members and give valuable input when changes need to be made.
- Guru - you're dedicated to supporting team members with your expertise in an advisory or mentorship capacity.
- Collaboratory - external to a team, but still helping!

What are the levels of involvement with Dev Launchers?

- Orbit
  - Orbit members are not on Discord. They may comment on and contribute to ideas in Idea Space.
- Traveler
  - Travelers have access to Discord. They may not work on specific projects, but they may help and advise different projects. Additionally, Travelers may be on Discord to network with the community.
- Core
  - Core members are on Discord. They regularly work on platform and independent projects. Team members working on platform projects will likely be assigned to a specific team.

What are the existing Dev Launchers Core teams?

- Backend Team
  - Develops backend systems to support the entire Dev Launchers platform.
  - The team primarily works in Strapi and supports the Strapi needs of other teams.
    - However, each team should own their data model.

Dev Recruit Team

7 Team Members
Tech Stack: React, Next.Js, Javascript, CSS, HTML

Overview:
- Dev Recruit works on projects related to the Join page: https://devlaunchers.org/join.
  - The team helps other teams grow. Core team opportunities are created in Strapi and posted on the Join page.

Recent Projects:
- Join page features:
  - Open roles card display.
  - Search filters.
  - Create an account.

Ideaspace Team

8 Team Members
Tech Stack: React, Next.JS, Strapi

Overview:

- Leads platform projects to develop Idea Space: https://devlaunchers.org/ideaspace. It's a tool for the community to propose and workshop ideas.

Recent projects:

- "Sort by" drop-down menu on Ideaspace page.

New Build Team

Tech stack: React, Next.Js

Overview:

- New Build works on the Project pages. Example: https://devlaunchers.org/projects.
- Every new Core Dev Launchers member must be tied to a project.
  - Eventually, project pages will contain everything needed to manage the projects and check your team's progress. Everything project leaders need will be in one place!

Recent projects:

- A Resource Page - a one-stop resource for every team.

Platform Enablement Team

Overview:

- Responsible for developing everything in the style guide. Platform Enablement develops the standards for Dev Launchers.
- Designs tools and processes for all teams, including Storybook and per team staging environment.

Universal Design Team

6 Team Members
Tech Stack: Figma

Overview:

- The Universal Design team is responsible for developing and maintaining the Design System, providing design feedback and support for product teams, and establishing unified design and research processes across the Dev Launchers.

Recent Projects:

- Email templates.

- Notifications feature design.
- Design tokens.

User Profile Team

8 Team Members
Tech Stack: React

- Lead platform projects to develop what you see after signing in to Dev Launchers website.
- The User Profile team is also developing onboarding email for orbit members.

FAQs

What skills do I need?
We help people take their next step no matter where they start. We have hands-on orientations and consultation to guide members through acquiring the basics, but if you want to be able to dive in head first right off the bat, it's helpful to know:

- Basic coding knowledge (variable, functions, loops)
- Git

How much time do I need to commit?

Commitment levels will vary from team to team, but the minimum expectation is 5 hours per week. On average, most teams will require at least 7 hours per week, with 10 being the recommended level to develop your skills. You will get out what you put in!

We know life happens. Your commitment level will be agreed upon when you start the project, and any changes in commitment should be communicated with your team lead.

How will I communicate with my team?

Communication and community engagement are essential for all Dev Launchers members. We mainly use Discord and Google Meets for our communications.

Are there resources for team leads?

Check out [this presentation](#) if you're a team lead.

Additional resources:
- https://devlaunchers.org/c/2023/03/21/contributing-to-our-monorepo-a-branching-and-pr-guide-for-devs/