



Fedora Websites 3.0

A joint effort towards enhancing Fedora Project's web experience

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What we have been upto?

A quick follow-up never hurts

- We have been **updating our websites according to Fedora Linux releases, following the translation changes** and **maintaining them** in their current state.
- We have been **working on our web applications** to **develop new features for them, fix issues and problems, maintain** and **rewrite them** if required.
- We have been **mentoring interns** and **onboarding newcomers** using our **documented, established and reproducible processes** that anyone can follow.
- We have been **coming up with multiple mockups** for the redesigned web experience of Fedora Project and **having them reviewed** by the community.

It is now time to step up our game...



You are late
Only one Pokeball left



Stakeholders

Hail from (but not limited to) the following places



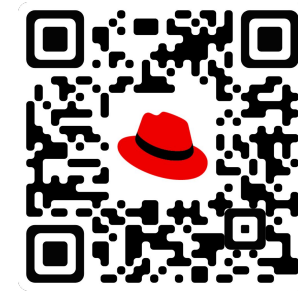
Fedora Websites and Apps Team

Consists of subteams like **Fedora Websites and Apps Engineering Team**, **Fedora Websites Revamp Stakeholders Team** and **Fedora Websites and Apps Objective Co-leads**.



Community Platform Engineering

Consists of subteams like **Community Design Team**, **Infrastructure Team**, **Release Engineering Team** and much more, working together on **CentOS** and **Fedora Project**.



One Platform Team

Consists of people working on a **unified platform** for **developing, deploying** and **delivering** applications and services using **frontend technologies, dedicated microservices** etc.



Take this Ash
Here is your Pokedex



What is the big idea?

Providing a 10000 foot view (on what looks like a pipe dream)

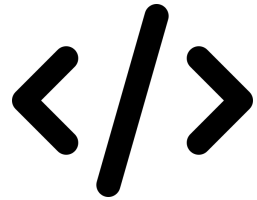
Step #1



Finalize on the mockups

Once we are done **with multiple rounds of feedbacks** from the community, we **establish a final setup of mockups** that need to be implemented.

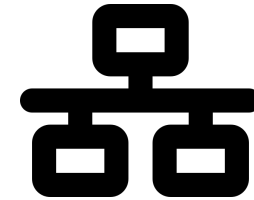
Step #2



Develop on the code

With the **decided set of mockups**, we **convert them into interactive proof-of-concepts** by building the relevant **frontend** and **backend** elements.

Step #3



Facilitate on the preview

After **the proof-of-concepts are worked upon**, we set up a **staging deployment to test waters in the community** on the work done so far with the new builds.

What is the big idea?

Providing a 10000 foot view (on what looks like a pipe dream)

Step #4



Iterate on the feedbacks

Once the **community responses** start rolling in, we work upon implementing the suggestions by **adding, removing** and **updating** relevant elements.

Step #5



Facilitate on the finale

With the **included set of improvements**, we keep updating the **staging** and soon enough, **production environment** from time to time.

Step #6



Document on the steps

After **every single step** is performed, they get documented to **pave the way** for the **community** to continue from where we leave off.

Hold on!
Let us take some steps back



Are you serious about this?

Of course, it is easier said than done

DESIGN & FRONTEND

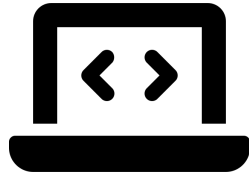


Involved parties

1. Community Design Team
2. One Platform Team

And more...

FRONTEND & BACKEND



Involved parties

1. One Platform Team
2. Fedora Websites and Apps Team

And more...

BACKEND & INFRASTRUCTURE



Involved parties

1. Fedora Websites and Apps Team
2. Community Platform Engineering

And more...



Gotta catch 'em all!



What is so special about the plan?

To be honest, it looks like any other run-of-the-mill plan

- We are breaking the siloes across multi-disciplinary teams and inculcate discussions with **the co-jointed workgroups model**.
 - **Plan** - ZERO gatekeeping as to who can do what and this opens up opportunities to upskill on the neighbouring related disciplines.
- We are planning on having weekly meetings apart from the ones that we already have to **check on progress, discuss blockers** and **plans for the coming times**.
 - **Plan** - ZERO stopping for folks who wish to connect more frequently as asynchronous communication is greatly recommended.
- We want to **update the documentation constantly** as we go on to **include/involve even those who join the project later** down the line.
 - **Plan** - ZERO confusion or ambiguity for newcomers and interns so that they can develop themselves and help the project seamlessly.



***Which Pokemons do
we catch first?***



Where do we start?

We start small - Then, we go on to hit the bigger targets



Flock To Fedora

The website is about **Flock, Nest, Hatch and other such events**. As the work on it is in progress and scope of the project is (comparatively) smaller - it can be a great starting point.



Start

This website is a **landing page for Fedora's default selected browser** where it aggregates news articles from Fedora Magazine and shows useful links. The smaller scope can be welcoming for starters.

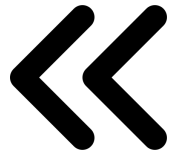


Here you go
Your very own PokeRadar



What “equipments” do we use?

The tools that most of us agree upon are the tools that we use



Backend

Python-based frameworks

1. FastAPI
2. Flask

And more...



Frontend

Javascript-based frameworks

1. VueJS
2. NuxtJS

And more...



***Get me MOARRR
Pokemons already!***



Let us plan for something long-term

Directions to go to once we are firm-footed with what we do

Meet with the representatives

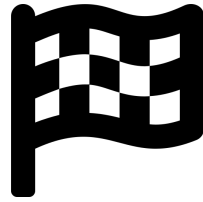


ZERO on-behalf promises

To have the teams contribute to the big idea, they must be onboard with what we plan.

Representatives/leads help understand the teams' motivations.

Plan a checkpointed roadmap

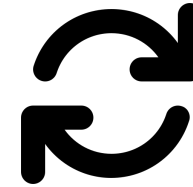


ZERO unaccounted goals

A long-term objective is best compiled from multiple byte-sized short-term objectives.

Dated plans on what needs to be achieved by when is crucial.

Iterate upon the objectives



ZERO fixation to initial idea

People, their motivations and circumstances change with time and we should too.

Continuously analyzing and reworking the plans make us agile.

Thank you so much!

Let us take it from here and make this reach
new heights!

