赛题 42

openEuler 社区上线 bugzilla 缺陷管理系统

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题目背景

当前openEuler社区缺陷管理依赖于码云（gitee.com）issue管理，但openEuler社区用户对缺陷管理有一些定制化需求，为快速响应，希望能实现一套社区自己的缺陷管理系统以便于社区开发与版本管理。

题目介绍

1. 基于开源bugzilla系统（https://www.bugzilla.org/about/）

2. 提供可部署的服务组件，支持基于代码仓库+Dockerfile+必要的yaml文件部署服务。

3. 搭建自动构建容器镜像的流水线。

4. 推荐基于kubernetes + openEuler + bugzilla实现，也可考虑其他可行方案实现。

Bugzilla

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About Bugzilla

What is Bugzilla?

Bugzilla is a robust, featureful and mature defect-tracking system, or bug-tracking system. Defect-tracking systems allow teams of developers to keep track of outstanding bugs, problems, issues, enhancement and other change requests in their products effectively. Simple defect-tracking capabilities are often built into integrated source code management environments such as Github or other web-based or locally-installed equivalents. We find organizations turning to Bugzilla when they outgrow the capabilities of those systems - for example, because they want workflow management, or bug visibility control (security), or custom fields.

Bugzilla is both free as in freedom and free as in price. Most commercial defect-tracking software vendors charge enormous licensing fees. Despite being free, Bugzilla has many features which are lacking in both its expensive and its free counterparts. Consequently, Bugzilla is used by hundreds or thousands of organizations across the globe.

Bugzilla is a web-based system but needs to be installed on your server for you to use it. However, installation is not complex.

Bugzilla is...

- Under active development
- Used in high-volume, high-complexity environments by Mozilla and others
- Supported by a dedicated team
- Packed with features that many expensive solutions lack
- Trusted by world leaders in technology
- Installable on many operating systems, including Windows, Mac and Linux

A Brief History of Bugzilla

When mozilla.org first came online in 1998, one of the first products that was released was Bugzilla, a bug system implemented using freely available open source tools. Bugzilla was originally written in TCL by Terry Weissman for use at mozilla.org to replace the in-house system then in use at Netscape. The initial installation of Bugzilla was deployed to the public on a mozilla.org server on April 6, 1998.

After a few months of testing and fixing on a public deployment, Bugzilla was finally released as open source via anonymous CVS and available for others to use on August 26, 1998. At this point, Terry decided to port Bugzilla to Perl, with the hopes that more people would be able to contribute to it, since Perl seemed to be a more popular language. The completion of the port to Perl was announced on September 15, 1998, and committed to CVS later that night.

After a few days of bake time, this was released as Bugzilla 2.0 on September 19, 1998. Since then a large number of projects, both commercial and free have adapted it as their primary method of tracking software defects. In April of 2000, Terry handed off control of the Bugzilla project to Tara Hernandez. Under Tara's leadership, some of the regular contributors were coerced into taking more responsibility, and Bugzilla began to truly become a group effort. In July of 2001, facing lots of distraction from her "real job," Tara handed off control to Dave Miller, who is still in charge as of this writing.

Additional release history after version 2.0 can be viewed on the releases page.

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产出标准

1，组件可容器化部署， 满足x86_64、aarch64架构支持。

2，输入为符合标准的代码托管平台稳定分支, 如 https://github.com/openEuler-mirror/bugzilla

3. 输出为可使用的线上bug管理服务平台，比如https://bugzilla.openeuler.org/

4，支持插件化需求定制

技术要求

1，（推荐）使用云原生技术栈，利用openEuler提供的Docker镜像作为基础操作系统。

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