Project Management

Final assignment Release of a FLOSS product by a SME

Ricardo García Fernández

February 25, 2013

©2013 Ricardo García Fernández - ricardogarfe [at] gmail [dot] com.

This work is licensed under a Creative Commons 3.0 Unported License. To view a copy of this license visit:

http://creativecommons.org/licenses/by/3.0/legalcode.



Contents

1	SME Introduction	3
2	Publish the project	3
3	Dual License	4
4	Market niche	4
5	Management general path	4
6	Management Policies6.1 Where will be published the code?	4
7	Technology 7.1 Technical Infrastructure needed	4
8	Business scalability 8.1 Evolution	

1 SME Introduction

Code Garden is our SME. We develop software products using quality patterns. Quality patterns are our main goal, applying Quality patterns to software development as is. plants and the code can not be kept alone, they can grow with life, diverted, or wither in a forgotten place. So plants like the code, need extra care, some gardeners, so they can grow and flourish.

Technical Debt is not a monster chasing us in every development sprint is another ROL that we accept and we have interaction with it. We need him and he needs us.

Thus, we created a software product that helps us to deal with Technical Debt, **Greenhouse**.

Greenhouse is our tool to track the progress of the evolution of code quality within a controlled environment. Using quality metrics for each programming language helps us reduce technical debt faster

"we are the code we write"

2 Publish the project

We want to publish *Greenhouse* as a FLOSS¹ project with two Software Licenses. One a FLOSS License and the other a Private License.

FLOSS License selected to publish Greenhouse is $GPLv3^2$. This FLOSS License provides all freedoms to the project:

- the freedom to use the software for any purpose,
- the freedom to change the software to suit your needs,
- the freedom to share the software with your friends and neighbors, and
- the freedom to share the changes you make.

The other License is a private License for the project to avoid possible or unexpected License Violations. For build a project in your company and be 100% sure that you are not violation any License under your product. This License envelops the whole product into a private version.

We want to evolve with the community and spread our developments.

¹Free Libre Open Source Software

²GNU Public License Version 3 - http://www.gnu.org/licenses/gpl-3.0.html

3 Dual License

Free Software License and Private, Brief discussion about licenses (your company has heard about some BSD or GPL, but they are not sure!).

4 Market niche

Competitors analysis. Code climate - https://codeclimate.com/

5 Management general path

services and personal.

6 Management Policies

Communities, Enterprise ROLE, Single Vendor or Apache Software Foundation.

6.1 Where will be published the code?

6.2 Communication strategy and channels

Documentation, Netiquette.

6.3 Managing volunteers and attracting new users

7 Technology

Commodity.

7.1 Technical Infrastructure needed

Rationality, critical analysis, Development plan (good practices for source code development) and roadmap.

8 Business scalability

Metasploit and MySQL.

8.1 Evolution

Teams, Volunteers, Expansion. Where , How, Which mechanisms?

8.2 Emphasis

Integration, Upstream.

References

[1] Philip H. Albert,

Dual Licensing: Having Your Cake and Eating It Too, http://www.linuxinsider.com/story/38172.html

[2] Milking The GNU,

Dual-licensing: revoking the GPL, http://blog.milkingthegnu.org/2008/05/dual-licensing.html

[3] Milking The GNU,

Dual-licensing is unfair and community debilitating, http://blog.milkingthegnu.org/2008/05/exisiting-dual.html

[4] StackOverflow,

MIT GPL Dual-license in commercial software, http://stackoverflow.com/questions/3336161/mit-gpl-dual-license-in-commercial-software

[5] Producing OSS,

Dual Licensing Schemes, http://producingoss.com/en/dual-licensing.html

[6] Elena Blanco,

Dual-Licensing As A Business Model, http://www.oss-watch.ac.uk/resources/duallicence2

[7] Brian Behlendorf,

Open Source as a Business Strategy, http://oreilly.com/openbook/opensources/book/brian.html