Project Management

Final assignment
Release of a FLOSS product by a SME

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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 FLOSS[1] project with two Software Licenses.

One a FLOSS License and the other a Private License. We chose a *Dual-License* product.

Thus we can serve every type of costumers as MySQL business model explained by Elena Blanco[6].

> *For anyone who wants to develop and distribute but does not want to release the source code for their application, MySQL is able to provide a commercial licence. Because MySQL has full ownership of the MySQL code, it is able to tailor its commercial licensing terms to meet the unique requirements of users interested in embedding or bundling MySQL.*

2.1 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!).

FLOSS License selected to publish *Greenhouse* is *GPLv3*[2]. This FLOSS License provides all freedoms to the project:

[1] Free Libre Open Source Software
[2] GNU Public License Version 3 - `http://www.gnu.org/licenses/gpl-3.0.html`

- 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. A private License gives us more flexibility through market niche.

Good thing to take in advance using a Private License are:

- Avoid possible or unexpected License Violations.
- 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.

This private License gives you the opportunity to deal with *Greenhouse* libraries and include into other projects using full capabilities. This way you can avoid License problems with derivated works and be compatible with other FLOSS Licenses.

Brian Behlendorf[7] explains this model with a success and its weaknesses with the community development:

> *You have to be very careful, though, to make sure that any code volunteered to you by third parties is explicitly available for this non-free branch; you ensure this by either declaring that only you (or people employed by you) will write code for this project, or that (in addition) you'll get explicit clearance from each contributor to take whatever they contribute into a non-free version.*

We are very concerned about how to interact with the community. Our goal is provide to community the opportunity to develop solutions to our clients for *Greenhouse*.

> *I would claim that if you treat your contributors right, perhaps even offer them money or other compensation for their contributions (it is, after all, helping your commercial bottom line), this model could work.*

Last quotation is how *Transvirtual*[3] in Berkeley applied this model to a commercial lightweight Java. Encourage the developers to work and earn money directly with the software they make. We believe in this model to create a community involved around the product:

- The usability of the product.
- Tangible incentives as our case the money.

[3] `http://www.transvirtualsystems.com/`

In this way we will try to solve the dilemma of FLOSS developments that can be converted into proprietary solutions.

Therefor, an exchange of knowledge by salaries to the community through an assignment of copyright to Code Garden by using the *GPLv3 License*, they maintain the authoring and earn tangible rewards too.

We are the copyright holders of *Greenhouse* and thus , we want to share the maintenability with community knowledge to provide solutions for companies with private Licenses of the product.

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

3 Market niche

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

4 Management general path

services and personal.

5 Management Policies

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

5.1 Where will be published the code ?

5.2 Communication strategy and channels

Documentation, Netiquette.

5.3 Managing volunteers and attracting new users

6 Technology

Commodity.

6.1 Technical Infrastructure needed

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

7 Business scalability

Metasploit and MySQL.

7.1 Evolution

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

7.2 Emphasis

Integration, Upstream.

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