Activity: Winding down an Open-Source Software Program

Goals

1. Decide when a project or program is no longer useful
2. Understand how to disengage from a project or program
3. Determine what to do about code, repositories, websites, wikis, and other project or program assets

Prerequisites

None

Who Should Participate?

Program leadership (strategic), Program management (tactical)

Length

X minutes

Activity Instructions

Visit the Linux Foundation "Winding Down an Open-Source Project" Guide, linked below. From the Linux website:

This Open-Source Guide is designed to offer advice about how your enterprise and your development team can plan for the day when you are ready to end or move away from an unneeded open-source project. By shutting down the project gracefully or by transitioning it to others who can continue the work, your enterprise can responsibly oversee the life cycle of the effort. In this way, you can also set proper expectations for users, ensure that long-term project code dependencies are supported, and preserve your company’s reputation within the open-source community as a responsible participant.

This guide will help you decide when a project is no longer useful, understand how to disengage from a project, and determine what to do about its code, repositories, websites, wikis, and other project assets as you head in a new direction.


Questions for Reflection after visiting the Linux Guide

1. Does your program have any of the trouble signs the guide discussed? Are the trouble signs confirmed with actual data on usage, number of contributions, or errors in the system?
2. If you are planning to disengage, have you decided whether to transfer the project, end your specific portion, or end the entire program? Have you thought through the pros, cons, and resources necessary for each option?
3. What is your plan for program assets, such as code, repositories, website, documentation, etc.?