March 2018 Developer Congress Meeting Agenda

Logistics

- **Date/time:** March 29-30, 2018 - 9am to 5pm
- **Location:** IC Classroom (Green Library East 166), 557 Escondido Mall, Stanford, CA (map)
- **Facilitator:** Bess Sadler
- **Code of conduct:** This event follows the [Code of Conduct](https://library.stanford.edu/projects/ldcx/2018-conference/location-and-travel)

Note: please consider attending and separately registering for LDCX on the preceding Monday through Wednesday.

Goals

- Focused face to face time for Samvera developer community
- Knowledge sharing, new developer on-boarding, & paring time
- Community code exchange
- Move community development goals forward

Dev Congress Rough Schedule

**Thursday AM**

8:30 am to 9 am: Coffee and introductions

9:00 am to 9:30 am: Start of Conference

   Fast Introductions

   One Minute Curated Session Pitches (sign up here)

   - Hyrax Release 2.1.0 - bug fixes (**Lynette Rayle**)
   - **Actor Stack** Dry Transactions (**Tom Johnson**)

   Plenary Topics (10 minutes max per topic, if further discussion is needed a group can be spun off)

   - Core Components Working Group (**Bess Sadler, Tom Johnson**)
   - Developer Onboarding (**Tom Johnson**)

9:30 AM to 11:10 AM: Group Work or breakout to Component Maintenance discussion in Partners Meeting

11:10 am to 11:30: Groups report on morning work

**Thursday PM**

1:00 pm to 4:45 pm: Continuation of Group Topics

4:45 am to 5:00: Groups report on morning work

**Friday AM**

8:30 am to 9 am: Coffee

9:00 am to 9:30 am: Road map (sorta). Where would we like to go?

   Road Map (more of a wishlist):
   - Blacklight 7 - requires bootstrap 4 - we should use it!
   - Valkyrie Hyrax
     - Data mapper pattern instead of Active Redord
     - Advantage: you can run tests w/ fedora objects just in memory
     - Advantage: you can swap out fedora for other persistence stores
   - Hyrax decoupled feature specs
   - Hyrax UI / API separation
   - Extract Plugins
   - Actor Stack refactor DRY Transactions
   - Solrizer is going away
- It's functionality has been incorporated into AF See issue AF #1303
- Can that really happen?
- Carolyn Cole is the product owner and will move this forward one way or another
- Hyrax Accessibility (A11y) - Bess Sadler will talk to Mark Bussey about next steps
- Explore the impact of Bootstrap 4
- Hyrax Analytics -
- Documentation
  - Migration of fully populated repositories and documentation of the process
  - Component maintenance will involve documentation review and production
- Frustrations with current documentation site:
  - Empty pages (remove them and replace them with TODO tickets)
  - Review wiki and replace with pointers to github.io site
  - Review website and replace with pointers to github.io site
  - Add a header to the samvera wiki with a reminder that technical documentation belongs in the github.io site
  - Bess will talk to Justin about how to remove samvera-labs.github.io and replace it with a pointer to the new location of that info

9:30 am to 10:00 am: Repitch and reconvene groups

10:00 am to 11:10 am: Group Work

11:10 am to 11:30: Groups report on morning work

Thursday PM

1:00 pm to 4:45 pm: Continuation of Group Topics

4:45 am to 5:00: Groups report on morning work

Potential Topics (Add your ideas here)

Development Ideas (Add your ideas here)

- A sentence or more about your development idea, and how long you think it will take to implement with a team of ~5 developers. (Your name)
  Take a look here for more ideas: https://github.com/projecthydra/hydra/wiki/Hackfest-ideas and February Hydra Developer Congress

1. Extract Sipity from Hyrax to an engine or microservice. ~1.5 days (Justin Coyne)
2. Bug fixes for v2.1.0 release (Lynette Rayle)
3. Core components working group - prioritize work, populate backlogs, kick off work for phase 2 of the WG (Bess Sadler)
4. Optimization of nested collection indexing. (LaRita Robinson) minimally address issue: https://github.com/samvera/hyrax/issues/2798 which may require changes in ActiveFedora (help wanted)
6. How do we onboard new developers to the community? What could be covered quickly - e.g. in 4 days or so at Samvera Camp? What things need more time and mentoring from others in the community? (Mark Bussey)

Development Ideas, Prioritized (for later use, pls do not edit)

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<thead>
<tr>
<th>Rank</th>
<th>Well Defined</th>
<th>Achievable by Friday</th>
<th>Feature/Description</th>
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