

Chandler Update

Jan 2004



OPEN SOURCE APPLICATIONS FOUNDATION

Significant Recent Events

- 0.2 released end Sep 2003
- 6+ new hires but Dev Mgr resigned Nov 2003
- OSAF reorganized into 4 working groups Nov 2003
- 0.3 scheduled for Feb 2004 release



Hiring Acitivity

- Heikki Toivonen - **Repository Dev Manager**
- Mimi Yin - **UI Designer**
- Suzette Tauber - **Human Resource**
- Ted Leung - **Repository Development**
- Stuart Parmenter - **Apps Development**
- Chris Haumesser - **Desktop Sys Admin**
- Brian Skinner - **Product Manager**
- Michael Toy, Dev Mgr, resigned to pursue startup opportunity



Canoga Planning

- Canoga will have baseline PIM features with a few well chosen 'cool' features
- Strong bias toward paring down feature list rather than lengthening Canoga development
- Focus on four major applications areas: Email, Calendar/ Tasks, Notes and Contacts
- IM will be provided only in a supportive role
- Prioritized features found on OSAF wiki topic: [ProjectOverviewTable](#)
- Better update on Canoga timeline once we gain confidence and momentum with our dev process



Four Working Groups

- Design - Chao
- Applications - Katie
- Repository - Heikki
- Community - Mitchell
- Mitch is responsible for high-level inter-group issues



Development & Planning Process

- Aim for a 'Dot' Release, once per quarter
- Within a Dot Release, 6-7 fortnightly 'milestone' releases
- Design Team proposes major 'stories' or 'features' for each Dot Release
- Apps and Repository teams responsible for fine-grain schedule estimates and implementation
- Design works with Apps and Repository to finalize planned scope and schedule
- Rapid iteration and recalibration esp. at each milestone. Monitor progress with 'demos' at each milestone.



0.3

- Base architecture framework in place:
 - Chandler Presentation and Interaction Architecture
 - Parcel loading
 - Repository enhancements including transactions and multi-threading support
 - Agent and Notification Framework
 - Content Model
 - Unit Tests Framework and real tests(!)
- Our initial “Caterpillar” UI
- Design docs for 0.4



0.4

- Goal is to be experimentally usable for a few key end-user tasks
- Next rev of UI landscape
- Generic information management capabilities
- Basic calendaring
- Users and Groups framework
- Elementary sharing
- Access Controls
- Queries and Searching



Design Team Roles

- Requirements gathering and rationalization
- User interaction and interface design
- Product scoping and prioritization
- Feature specification
- User-testing



Design Team: Near-term deliverables

- Key Usage Patterns
- UI Landscape
- End-user content model
- Users and Groups Design
- Sharing Design
- Security Design
- Initial major capplets scoping and high-level specification



Apps Team: Near-term deliverables

- Caterpillar UI
- Repository Viewer
- RSS Reader (ZaoBao)
- Infrastructure to support UI goals:
 - Notification framework
 - CPIA framework
 - Parcel framework
 - Content Model



Apps Team: Other Focus Areas

- Quick, interactive cycles for UI development
- Unit test development culture
- Hiring



Repository Team Roles

- Support application development
 - Implement features needed by apps team
- Build and release management for Chandler



Repository team: 0.3 deliverables

- Basic low level repository features completed
- Unit, stress and performance tests
- Repository documentation (data model)
- Preliminary querying and indexing



Repository team: 0.4 focus areas

- Queries, indexing and searching
- Access control
- Sharing
- Authentication



Key Challenges

- Hiring remains key area of focus. Key positions:
 - Email Backend Developer
 - Applications Developers
 - Applications Infrastructure Developer
 - Release Engineer
- Monitoring and tweaking organizational structure and development process
- Goal is to get a minimally useful Chandler out as quickly as possible

