



OW2 Projects Life Cycle

[HTTP://WWW.OW2.ORG/](http://www.ow2.org/)

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This document describes the life cycle of OW2 projects. As the community grows, there is a need to clarify the OW2 vision of open source middleware and the processes that are in place to achieve this vision. This document explains how project life cycle works within OW2.

In the first part, we explain why and how one should propose a new project for hosting on OW2. OW2 is not merely a SourceForge specialized in open source middleware; there is much more to it and if you wish to host a project on OW2, you should read this document to understand the intent of the OW2 community, how to integrate with it, and how to contribute to make it evolve.

The second part of the document is dedicated to the life of projects hosted on OW2. All project team members should read this part of the document and eventually contribute to it by providing feedback to the OW2 Technology Council.

Contact:

Jacques Cayuela – OW2 CTO

Gael Blondelle – Technology Council Chairman

Mailto: technology-council@ow2.org

1 Submitting a new project

1.1 What does it mean for a project to be hosted by OW2?

Projects hosted by OW2 are projects targeting the development of middleware technology that participates in the long-term consortium vision of component-based middleware. A project benefits, of course, from the common development infrastructure put in place by the Consortium and also from the common software tools, architecture, and frameworks defined and developed by the Consortium.

In return, it is expected that the project participates in the reflections on the evolution of the overall code base, participate in the definition of this evolution, and apply the architectural principles and frameworks provided by the consortium to maximize reusability of its code in conjunction with components from other projects.

1.2 Open source licenses in OW2

OW2 recommends the LGPL license for its projects because it protects the open source code copyright holders and allows industrial partners to equally exploit the code base (in opposition to some dual licensing schemes where the copyright holder has a monopoly position in the commercial exploitation of the software). However other Open Source licenses are also accepted but be so kind as to explain the reasons of your choice to the Technology Council while submitting your project proposal.

Please read carefully the Consortium's Intellectual Property Rights Policy (IPR Policy) document. The IPR Policy states that a Project License can be any open source software license a) approved by the Board of the Association for each Project in accordance with reasonable and appropriate criteria and b) compliant with the non-assertion commitment described in Section 4 of the IPR Policy and/or imposing at least a royalty-free license of any Necessary Claims which cover the contribution of such patent holder, and which is revocable in the case of lack of reciprocity.

As explained in the same document, OW2 will accept as an Open Source license any software license abiding by the following criteria: (i) Freedom to redistribute, (ii) Source code must be included in the program, (iii) Freedom to create derivative works, (iv) Integrity of the author's source code (modifications must be distinguished from the original version), (v) No discrimination against persons or groups, (vi) No discrimination against fields of endeavor, (vii) Distribution of license (i.e redistribution of the software shall include the license and must - not need the execution of further license), (viii) The license must not be specific to a product, (ix) The license must not restrict other software, (x) The license must be technology neutral.

Choosing an open source license is a strong commitment and it is very difficult to change a license *a posteriori*. Changing a license requires the agreement of all copyright holders and the approval of both the Technology Council and the OW2 Board of Directors.

1.3 Identification

Each Project submitter must agree to identify work that is not of its original creation, providing the complete details of its source and of any license or other restriction (including, but not limited to, related patents, trademarks, and license agreements) of which the Project submitter is aware, and conspicuously marking the work as "*Submitted on behalf of a third-party: [named here]*".

OW2 does not request copyright ownership of individual projects. OW2 project leaders, however, may request copyright transfer from individual contributors, but the ultimate decision rests with the individual contributor. If an independent contributor wishes to maintain his or her copyright and the project leader wishes to integrate the contribution into the OW2 project, then it is the project leader's responsibility to

track the individual intellectual property rights. As a consequence, dual licensing approaches for OW2 projects are likely to become intractable and are therefore discouraged.

1.4 Project proposal

In this section, we give an overview of the questions you should ask yourself before submitting a project to OW2. Once you have answered of these you are ready to submit your proposal. The project proposal is used by the Technology Council to decide whether or not your project will be hosted by OW2. It is very important to explain how you plan to integrate and contribute to the community.

The following three subsections describe the kind of information a project proposal typically includes.

1.4.1 Project information

The following information helps the Technology Council in determining the purpose, intentions and scope of the project:

- *Description of the project and its goals:* Do not be too descriptive, but focus on the main features and contributions of your project.
- *Targeted audience:* Help us understand if your software is targeted to middleware designers, end-users, or a specific community. *Similar or competitor projects:* Identify the competing projects in the state of the art that partially or completely overlap with your project. Please provide name, URLs and a description of how your project brings new contributions. Note that it is fine for your project to overlap with other projects, even if they are hosted by OW2.
- *Supporting team:* The Technology Council is not only concerned with the technical and architectural aspects of the project, but also about its viability. Give details about your developer team (size, expertise, ...) and also your financial support if applicable.
- *Business model:* If you are a “for profit” organization, what is your business model or strategy for this product? What do you expect to gain from open sourcing your product? What about your competitors?
- *User community:* If your project already has a user community, provide detailed information about it or indicate user communities that could be interested by the project.
- *Internationalization:* OW2 is an international consortium, explain how globalization is handled in your project or how do you plan to support it.
- *Roadmap:* Provide a development plan (workplan) with possibly a short-term and a long-term vision.
- *Hosting:* If your project is an application, are you willing for it to be hosted as a sub-project of an existing project (i.e., a JOnAS application)? If yes, please detail in which project you would like to be hosted.

1.4.2 Your project and OW2

The following information identifies interaction with the OW2 community so that we can understand where and how your project fits in the overall picture.

- *OW2 components:* Provide a list of OW2 components that are used (or that you plan to use) in your project and which components could benefit from your project.
- *Synergies:* Identify possible synergies with OW2 projects or working groups.
- *Technologies and standards:* Detail the technologies or standards that are used or implemented by your project. Identify which standards are already covered by the OW2 code base.
- *Contribution to the OW2 community:* Describe the benefits for OW2 to host your project.

1.4.3 Motivations to join the consortium and its community

Finally, we would like you to briefly expose your motivations to join the consortium. You have certainly considered other open source communities to host your project (at least we hope so), but why did you to choose OW2?

- *Hosting*: Explain why, if your project is already hosted somewhere else (sourceforge.net, own website, ...) you would like to move to OW2 and how do you envision the transition.
- *Why OW2*: Explain why do you think that OW2 is the right host for your project.

1.5 Decision process

Project proposals are submitted through OW2 Forge (<http://forge.OW2.org>). The webmaster checks that the submitter is an OW2 member and forwards the project proposal to the Technology Council.

The Technology Council decides by consensus on project acceptance and issue recommendations. If additional information is required, additional mail exchanges or meetings will be organized to allow the college to take an appropriate decision. A rejected project can be resubmitted when the issues raised in the Technology Council response are addressed.

2 Project lifetime

2.1 Project stages

The project life cycle is composed of three stages : ***Incubation, Maturity and Archive***. New projects start in the Incubation stage then may move to the Maturity stage and, ultimately, might end up in Archive stage depending on periodic evaluation by the Technology Council.

2.2 Project evolution and reviews

In order to enter the code base life cycle, the projects are evaluated by the Technology Council according to the following criteria : functionality, community, maturity, trend/intention, enterprise-readiness. The Technology Council periodically review projects in order to reassess their status. Typically, they may ask the project team to provide a report for a Quarterly Meeting.

Another, and just as important, purpose of the review is to initiate discussions on:

- - How to move forward with possible synergies with other projects, initiatives or OW2 reference platform?
- - How to integrate contributions to/from the OW2 community?

2.3 Project autonomy

OW2 is an open community (not just an open source community) and there are no strict rules on how a project must or should be managed. However, we encourage projects to federate their efforts to make real our vision of middleware made of reusable components.

Every project leader is responsible for the management of his/her project and has complete control over it. The leader has the entire freedom on architectural and technical choices, on how to manage the communities around the project or on how to communicate on the project (marketing, ...). The only constraints is that the project remains in the scope of the OW2 development path.

2.4 Getting involved in the OW2 community

The best way for a project to remain in the scope of the OW2 vision is to get involved in the community. The simplest means to get involved is through participating in the discussions held by the Technology Council and to contribute via the technology-council@ow2.org mailing list. Project leaders are entitled to participate in the Technology Council or may nominate a representative for the project in the Technology Council.

We also strongly encourage you to participate in the **OW2 quarterly meetings** and in the discussions on the OW2 Projects and Initiatives mailing lists according to your topics of interest.

2.5 Developer community

The project leader can manage his/her developer community using the OW2 Forge tools to make decisions such as who will get CVS/SVN access, to assign different roles with regard to bug, task, patch, release management and so on.

Fostering contributions from external developers is very much encouraged, but do not be mistaken into thinking that external contributors will be numerous, this does not happen often. You must be aware that simply open sourcing your project is not sufficient to magically attract contributions and register new contributors. You need to make significant efforts in terms of communication, documentation, code legibility, education, and support to newcomers if you want to build a self-sustainable developer community around your project.

There is no policy regarding the transfer of copyright, but it is a common rule that each contributor retains his copyright. A contribution can not be rejected because a contributor wants to keep his/her copyright. A contribution can only be rejected if it does not match the architectural or technical vision that the project leader wants to take for the project.

2.6 User community

Depending on the target audience of your project, your users could be other middleware developers or a very large audience of people with heterogeneous skills and needs. In all cases, you have to keep in mind that your project would not survive without users. Providing support to users is a real challenging and resource consuming task, but it is necessary to make a successful project.

You have to encourage your users to provide you with feedback since most users take the product, try it and do not say anything about whether it suits their needs or not. An active mailing list is often synonymous with a healthy user community and users feel more comfortable posting on an active mailing list.

2.7 End of a project: moving to the Archive

As the field of middleware is constantly evolving, it is natural that parts of the overall code base may become deprecated or inactive. Different projects might also combine their effort into a new common code base. It is not possible, and it is not the intent, to drop projects and delete their code base. However, we must clearly advertise deprecated or inactive projects so that users are properly informed when they choose a technology. An old code base is often very useful and we think that it is good to keep past projects in an Archive space where it is always possible to consult them.