Developer Experience in Open Source

Lorna Mitchell, Redocly

Developer Experience

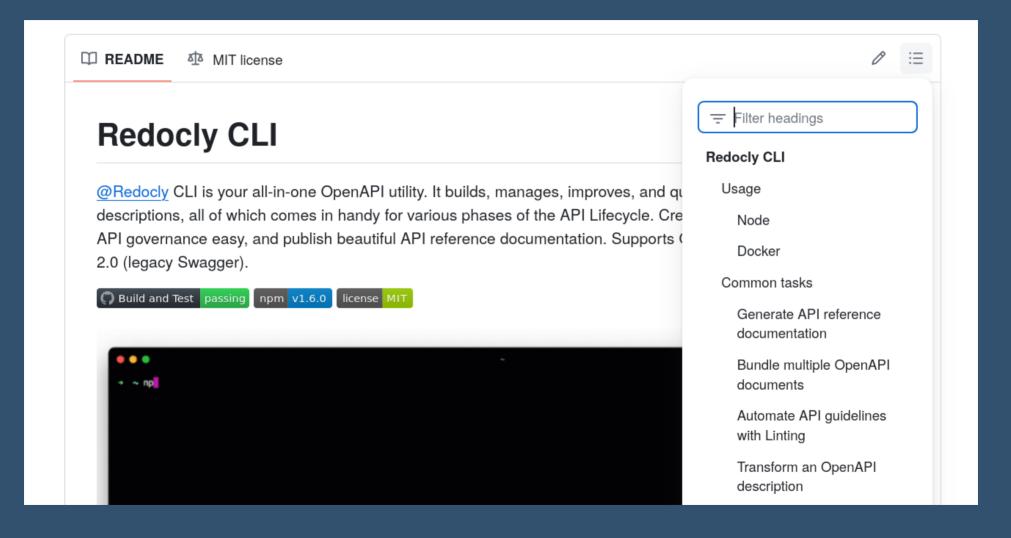
Developer experience is about people getting things done in a confident and efficient way.

Open Source Lifecycle

From user to contributor.

From contributor to maintainer.

The art of README



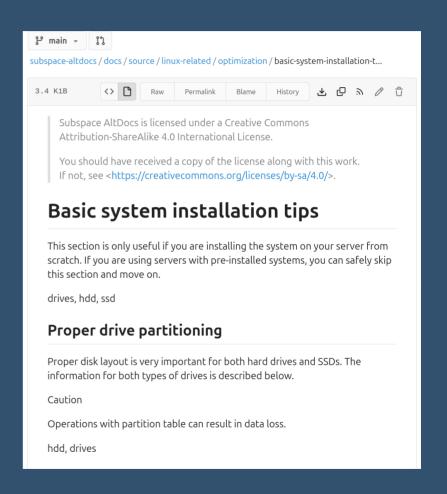
README structure

- 1. Project purpose
- 2. Installation
- 3. Basic usage
- 4. Further resources

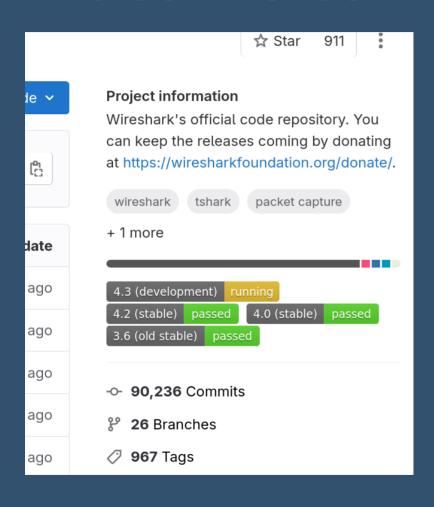
Documentation

Documentation is a multiplier.

- Use Docs-as-Code
- Publishing is optional
 - Getting started
 - Platform-specific info
 - Advanced usage



Metadata



Topic tags help project discovery.

Introduce your project briefly.

Key project measurements.

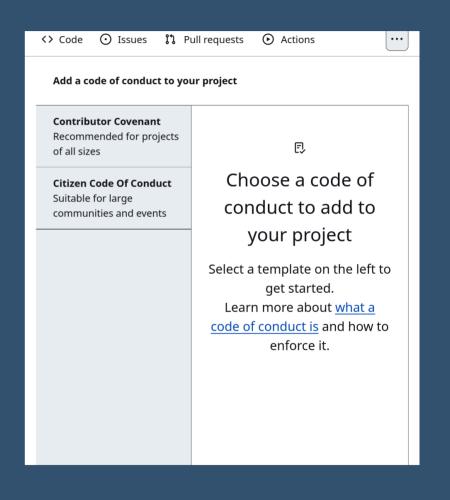
Issues

- A well-maintained issue list is a warm welcome.
- Respond, and close as appropriate.
- List all known issues, and any workarounds.
- Use the help-wanted and good-first-issue tags.

Code of Conduct

A code of conduct sets out expectations for all participants.

GitHub prompts with a selection of CoC templates.



Contributing file

Everything a new user needs to contribute.

- Branching strategy
- Commit naming requirements
- How to run tests
- Coding standards, linting
- How to set up local tools
- Docs process

Pull request reviews

Transferrable skill from other code projects.

- Be clear and constructive
- Be prepared to add one more commit
- Be consistent
- Be responsive

Does this feature improve things for the project audience/purpose?

Tools and automation

Let the machines do the work

What to automate

A non-exhaustive list of suggestions:

- tests
- linting (all file formats)
- formatting/coding standards
- build or compile
- spell and link checking

Include anything you can include.

Local tools

Provide developer information in contributing.md.

Local tools shorten feedback cycle and improve developer experience.

Outreach

Your project is more than the code.

Build and enable the ecosystem:

- write about the project
- feature cool projects using your project
- check stackoverflow questions
- speak at a meetup

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