It's All about Perspective

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6 Things We Learned While Building Measure

Contributions from the organization included

Open PRs

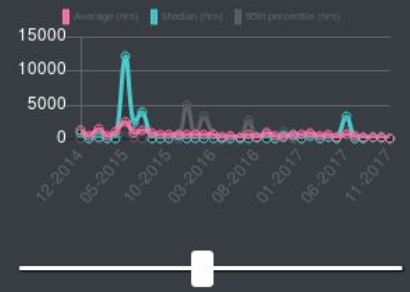
189

Pull Requests

November: **-211**

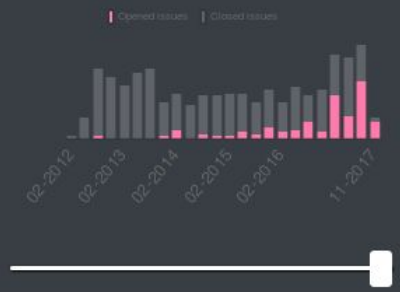
First issue response

Monthly Weekly



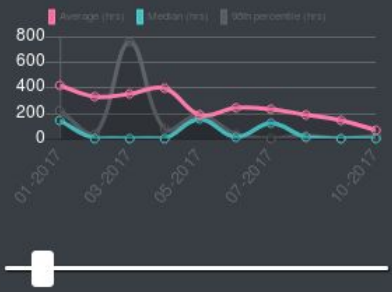
Issues open and closed this month

Monthly Weekly



Time to close an issue

Monthly Weekly



Total open issues

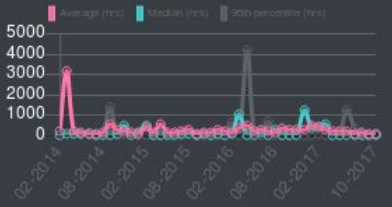
Monthly Weekly

Open issues

Open pull requests

First PR response

Monthly Weekly



Jeremy

- Datadog
- Had the idea
- Interested in community
- Interested in measuring it
  - Not to compare or rate, but to improve

Stuart

- architect and coder
- interested in community
- interested in design

The Six Things

HELLO
my name is

1. Naming things is hard

Names, good and bad

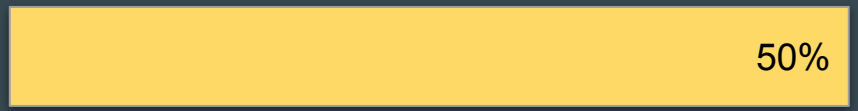
- Word
- Pages
- Windows
- Facebook
- Telegram

- Excel
- Alexa
- Medium
- Gimp
- Chrome
- Firefox

Poll for the name “Measure” of people on this stage

It’s a great name

As soon as someone suggests a better name we’re switching to that



2. Simple sounding things are sometimes complex (once you drill into them)

The quest for notifications

- An open source SaaS project has two sets of users: the people who use the project, and *their* users
- Use of external services is annoying to set up in this environment
- Everything is fractal: a simple-sounding thing has many ramifications
- It's better to not do a thing and be honest about that than to do a half-assed job

3. Work closely with your dependencies and they'll be nice to you

(Some) Modern open source projects

(Some) Modern open source projects

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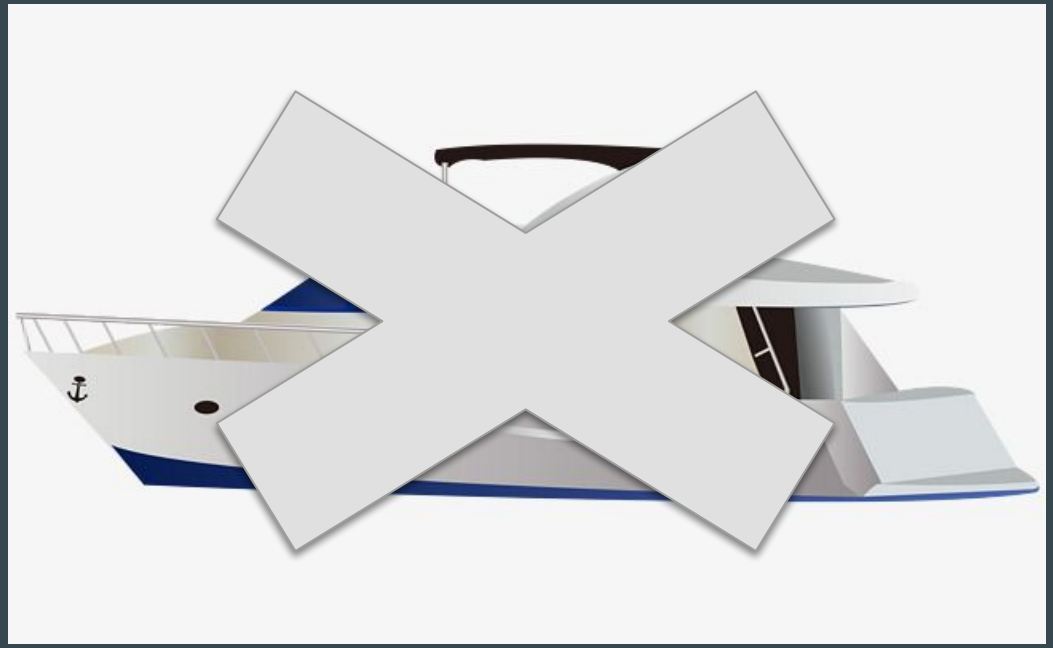


We’re all in this together

- Measure uses GHCrawler from Microsoft
- Some issues with the way it worked
- Fix them and contribute back upstream
- When we had questions, they listened

OOPS!

4. Your error paths are *at least* as important as the parts that work

The unideal world

- What should happen:
  - They download the project
  - It works first time
  - Hooray! Time for cakes!
- What doesn’t happen
  - That

Character is what you are in the dark

- Make your errors helpful to your user base, not your developer base
- Explain what happened
- Explain *why* it happened
- Give possible fixes
- If there's only one possible fix, do it
- Have a switch somewhere to turn on the techie stuff but keep it off by default

5. Publicising your thing is as much a skill as writing it

If you build a better mousetrap, the world will *not* beat a path to your door. Stop thinking it will.

Marketing

- Bit of a dirty word among OSS community people
- This is wrong
- It’s a skill
- Learn that skill
- Getting eyes on your project is just as important as building it right
- Publicising your project gets you feedback and grows your community of contributors

6. Have a philosophy

What's it all about, when you get down to it?

Measure's philosophy:

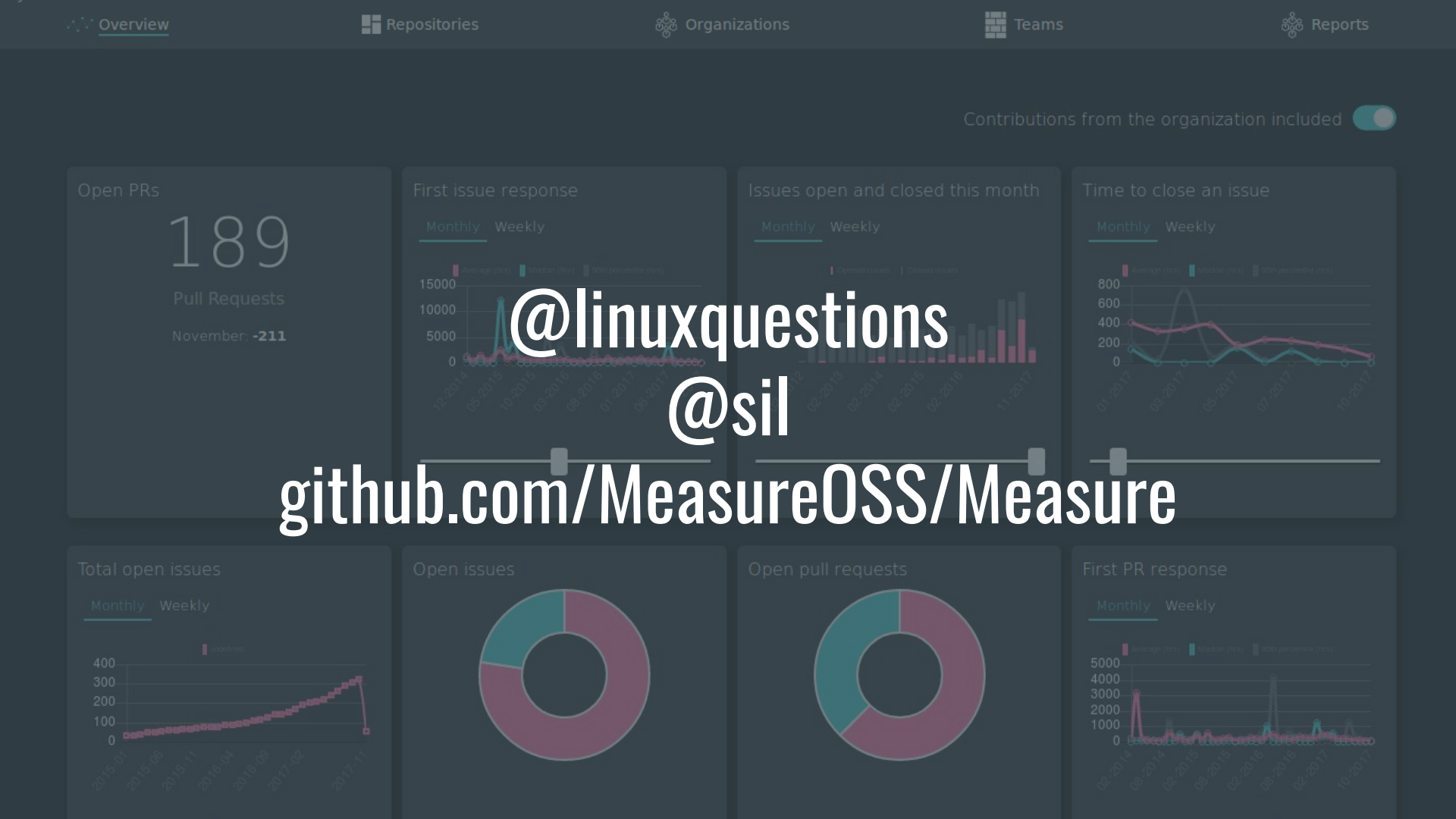
- Should be simple
- Should be visually appealing
- Should offer an opinionated default experience, but be extensible
- Should be able to completely separate inside and outside contributions
- Should treat the concept of contributors as first-class citizens

Why have a philosophy?

- Really helped us decide what's important and what isn't
- Can say "Measure doesn't do that; another tool may be a better fit"
- Can close issues

The Six Things We Learned

1. Naming things is hard
2. Simple sounding things are hard once you drill into them
3. Work closely with your dependencies and they'll be nice to you
4. Your error paths are at least as important as the parts that work
5. Publicising your thing is as much a skill as writing it
6. Have a philosophy


Overview
Repositories
Organizations
Teams
Reports
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@linuxquestions
@sil
github.com/MeasureOSS/Measure
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Monthly
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Open issues
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