

### **0.0.1 How to make this project succeed in the long run.**

#### **Common issues related to projects that fail**

- The project don't expand from the initial authors. A project can be kept artificially alive for a while by the dedication of people emotionally/or otherwise attached to the source code or project. To survive in the long haul it needs to be adopted by users who depend on it, and therefore maintain it because they need it.
- The project are unstructured and have a unorganized and/or unfair management/maintainer.

#### **Best practices for surviving**

- When the initial developers/maintainers can't continue development, for whatever reason, it is their last duty to appoint a competent successor. [Citation: The cathedral and the bazaar].
- Make the program useful and the code understandable and easy to modify/hack. When, and only when, this is achieved the project can start to gain a community who will need/want the application, and therefore continue development.
- Get some attractive features going early preferably, before the first developers gathering(the 28th of January), to attract attention, and possibly spark some interest.
- Make it easy for new developers to get going. Provide help on getting started, some documentation and good packaging. Once the developers have gotten their head into it, they are likely to continue.

See Open Source Development with CVS, 3rd Edition By Karl Fogel and Moshe Bar for more on the above.