DevMtg 2016-03-09

Developers Meeting on Weds, Mar 9, 2016

Today's Meeting Times

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- JIRA Backlog Hour: 16:00 UTC in #dspace IRC, i.e. one hour AFTER the meeting. During that hour, we will be working together to tackle our JIRA Backlog of "Received" tickets.
- Unfortunately, Tim has a conflict with this session on March 9
- DSpace Developers Meeting: 15:00 UTC in #duraspace IRC

Agenda

Discussion Topics

- Next week (March 16-17), Tim will be at the DuraSpace Summit.

 Would someone else be willing to lead this meeting?
- a. Would someone else be willing to lead this meeting?2. DSpace UI Prototype Challenge updates/comments (next mtg on Thurs)
- a. Summary / Notes in draft at: https://docs.google.com/document/d/1bvJrRWEO2ZLTCLqNiaJ_KXGZKHNfXDjnqHWt_ZYGek4/edit
- 3. DSpace 6.0 Status
 - a. Schedule for 6.0
 - i. What seems reasonable? How do we make major strides towards RC1 & Testathon? Currently, we have:
 - 1. One outstanding feature PR: https://github.com/DSpace/DSpace/pull/1162
 - Eleven outstanding "Blocker" bugs: https://jira.duraspace.org/issues/?jql=project%20%3D%20DS%20AND%20status% 20in%20(Received%2C%20%22More%20Details%20Needed%22%2C%20%22Volunteer%20Needed%22%2C%20% 22Code%20Review%20Needed%22%2C%20Accepted)%20AND%20priority%20%3D%20Blocker
 - Twelve outstanding "Improvement" PRs: https://github.com/DSpace/DSpace/pulls?q=is%3Aopen+is% 3Apr+milestone%3A6.0+label%3Aimprovement
 - 4. Twelve outstanding "code task" PRs: https://github.com/DSpace/DSpace/pulls?q=is%3Aopen+is%3Apr+milestone% 3A6.0+label%3A%22code+task%22
 - All the PRs flagged for 6.0 (some may need rescheduling): https://github.com/DSpace/DSpace/pulls?q=is%3Aopen+is% 3Apr+milestone%3A6.0
 - c. Tim needs help trying to keep this release on-schedule. Anyone willing to chip in on helping getting this release moving forward? We especially need "testers" (of all the outstanding above PRs)!
- 4. Other topics?

Meeting Notes

Meeting Transcript

• Full IRC Transcript is available at - http://irclogs.duraspace.org/index.php?date=2016-03-09

Action Items

(Action items go here, if any)