## DevMtg 2016-03-09

## Developers Meeting on Weds, Mar 9, 2016

## Today's Meeting Times <br> (i)

- 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

1. Next week (March 16-17), Tim will be at the DuraSpace Summit.
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:
4. One outstanding feature PR: https://github.com/DSpace/DSpace/pull/1162
5. Eleven outstanding "Blocker" bugs: https://jira.duraspace.org/issues/?jql=project\ \%3D\ DS\ AND\ status\% 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
6. Twelve outstanding "Improvement" PRs: https://github.com/DSpace/DSpace/pulls?q=is\%3Aopen+is\% 3Apr+milestone\%3A6.0+label\%3Aimprovement
7. Twelve outstanding "code task" PRs: https://github.com/DSpace/DSpace/pulls?q=is\%3Aopen+is\%3Apr+milestone\% 3A6.0+label\%3A\%22code+task\%22
b. 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)!
8. 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)

