Sprinting the PyPy way

Beatrice Düring/PyPy project
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The PyPy project

• The PyPy project aims at producing a flexible and fast Python implementation
• Document and disseminate an agile methodology suited for OSS
• Funded via the EU Framework 6 program
• Consortium of 7 partners
Sprints: a definition

- Originated from the Zope Corporation during the development of Zope 3
- A multiday session of intense development
- Ca 2-5 days long
- No more than 10 people
- Using aspects of XP
To sprint or not to sprint

• Makes distributed development more efficient
• Increased productivity
• Exchanging information/thoughts and ideas
• Dissemination
• Learning
How is it done?

- Preparation: content + logistics
- Procedure: introduction + tutorials + tracking + coach
- Development method: XP (pair programming + unit tests + cvs/svn)
- Infrastructure: connectivity + venue
Sprinting in PyPy

- Core method
- Every 6th week - up to 7 days
- Integrate community (PyPy/Python/other communities)
- Disseminate (content + method + tools)
- “learning by doing – learning by reflection” - process design
Sprinting in PyPy

• Creating methodology
• Integrating project management and software development
• Functioning within the EU funding
• ......
Challenges

Based on experiences from Zope 3, Twisted and PyPy:
• Expectations and participants
• Vision versus implementation
• Leadership and process management
• Work between sprints
• Organization and costs
Feedback from users ;-) 

Generally very good feedback – but:  
- More information and preparation?  
- Need core developers available for questions?  
- Need more structure and tracking?  
- Need more focused and structured closure?
And finally...

• You are welcome to our sprints
• Please help us evaluate and improve our process
• Please help us with advice on your experiences from your own sprints and projects
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