

A proposal for a community-based openSUSE testing team

Alberto Passalacqua



Outline

- Why a testing team?
- The current situation
- Possible improvements
- What the users community can do?
 - Testing team
 - What do we need?



The background is a dark green color with several lighter green, wavy, and flowing shapes that create a sense of movement and depth. The shapes are layered and overlap, giving the impression of a dynamic, abstract environment.

Why a testing team?

Why a testing team?

- Have a better feedback during the whole development process.
- Increase the quality of bug-reports.
- Make testing more systematic, to ensure minimum level of qualities of the distribution.
- OpenSUSE wants to be the best and most usable distribution!



The background is a dark green color with several lighter green, wavy, and flowing shapes that create a sense of movement and depth. The shapes are layered and overlap, giving the impression of a dynamic, abstract environment.

The current situation

The current situation...

During development phases:

- Community testing is concentrated in the beta stage, and extremely limited in alpha stage.
- Problems are often reported too close to the release
 - Blockers and critical bugs are fixed, but testing is limited.
 - Non-critical but very evident bugs goes in the final release too frequently.



The current situation...

After release:

- Patches are released with a complicated process, not completely transparent to the community:
 - Complicated approval mechanism
 - Approval does not account for users needs.
- Slow release of non-critical patches
 - To a user not only security is important, but also functionality.
 - Redirecting users to the buildservice is not a solution.



Short problem analysis

- **Problem 1**
 - Alpha are not tested enough
- **Consequences**
 - The alpha stage is lost from a testing point of view.
- **Causes**
 - Alpha are sometimes barely installable
 - **Solution** → Improve the quality of at least the last alpha releases.
 - Not enough people with sufficient experience to test alpha releases
 - **Solution** → Write guided tutorials to teach users how to perform testing of development releases
 - **Solution** → **Have a stable group of users that performs tests on development releases**



Short problem analysis

- **Problem 2**
 - Problems are reported too late in beta stage
- **Consequences**
 - Short time to fix bugs and to test fixes.
 - Bugs risk to be present in the final release.
- **Causes**
 - Limited testing in alpha stage → Already discussed.
 - Users are not involved in early development stages
 - **Solution** → **Have a stable group of users that performs tests on development releases.**
 - **Solution** → Involve more users **providing them easy documentation** so they can learn and **making them feel part of the project**, which should target their needs.



Short problem analysis

- **Problem 3**

- Patches are released with a complicated process, not completely transparent to the community

- **Consequences**

- Non-security related problems are fixed too slowly or not fixed at all.
- Users perceive their needs are not listened to.
- Possibly negatively influences participation to the community and number of users.

- **Causes**

- Complicated approval mechanism
- Approval does not account for users needs.
- Solutions → **It is a Novell internal problem. Discussion is necessary with decision-makers.**



The background is a dark green color with several lighter green, wavy, and flowing lines that create a sense of movement and depth. The lines are smooth and curved, resembling liquid or smoke. The overall effect is a dynamic and modern aesthetic.

What the users
community can do?

Testing team

- What is it?
 - A relatively small group of users and community members.
- What is its role?
 - Coordinating the testing activities.
 - Performing systematic testing in critical areas.
 - Write documentation for new potential users/testers.
 - Help newcomers to perform testing and to report their problems.



What do we need to start?

- Volunteers
 - Motivated
 - Many things need to be done
 - A lot of things need be learnt.
 - Patient
 - It will take time to set it up.
 - It will need “testing” ;-)
 - Reasonable
 - Do not expect advantages in having your problems fixed or quick bug fixes.



What do we need to start?

- Collaboration from Novell developers
 - Testers and users expect fixes
 - Reasonable time frames.
 - Re-discussion of the patch release policy
 - It has to become easier and more efficient.
 - Some help
 - Support in revising tutorials.
 - Reduction of procedure complexity.



General Disclaimer

This document is not to be construed as a promise by any participating company to develop, deliver, or market a product. The author makes no representations or warranties with respect to the contents of this document, and specifically disclaims any express or implied warranties of merchantability or fitness for any particular purpose. All Novell marks referenced in this presentation are trademarks or registered trademarks of Novell, Inc. in the United States and other countries. All third-party trademarks are the property of their respective owners.

This work is licensed under the Creative Commons Attribution-Noncommercial-Share Alike 2.5 License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-sa/2.5/>.

For other licenses contact author.





www.opensuse.org