

Pharo Enhancement Proposals

(The future for Pharo?)



Pharo is yours!



How do we work now?

- We have ideas that we discuss internally.
 - Since this is a live community, we have feedback and an idea of what “the community wants”, this is not a windowless monad :)
- The Consortium members do influence in what we put in the line as “wanted” or “needed”.
- Community is invited to work on the ongoing projects (often by “cooptation”: we say community member X or Y “hey, do you want to participate on this?”).
 - And of course in bugfixing and testing.



This system has limits.



(Some) Limits

- Our communication process is not as transparent as we want.
- We are not going to be here forever (don't worry, we are not going anywhere soon ;).
- We cannot foresee all possible things that would be needed (or cool) to have.



To help on this... we introduce the
“Pharo Enhancement Proposals”



Pharo Enhancement Proposals

- A process to take decisions, using PEPs (Python Enhancement Proposals) as model.
- Managed by the Pharo Board members.
- Not a place for “nice-to-have”, “feature requests” or bug reports, but a place for **real enhancement proposals**, with people wanting to work on them.



Objectives

- Improve and make clearer the decision making process.
- Give the Pharo Board a positive function other than acting as “advisory” organ.
- Stablish a mechanism to allow community to participate on Pharo, other than fixing bugs.



How it works?

- A repository:

<https://github.com/pharo-project/pheps>

- A PhEP describing the process!

<https://github.com/pharo-project/pheps/blob/main/phep-0001.md>

- It can be improved (iterated) when experience say is needed.



Process in a nutshell (PhEP-0001)

1. Clone and add phep-proposal.md, submit PR.
2. Send mail to pharo-dev (to inform community there is a new proposal).
3. Discuss, enhance, iterate.
4. If the Pharo Board approve it, the proposal is merged and author can submit the enhancement to Pharo.



Now, go and check it!

<https://github.com/pharo-project/pheps>

