

# Bugfix Accelerator Program 2025

V.3 Draft 1

## Introduction

This is a proposal from the Inkscape developer team for contracting one issues administrator and two developers for a fixed budget to cover the release of 1.4.1 and if resources permit it, 1.4.2.

The focus on delivering a higher quality 1.4.x release is with the understanding that 1.5 is expected to be more unstable and will take time for it's own issues to be worked out. A more robust 1.4 point release would give the developer team breathing room to decide when 1.5 should be released.

The design of this proposal is decidedly different from that of a "bug bounty" program. Instead, it relies on the self-management of the contractors, who were chosen from the set of trusted and experienced core developers. They have already demonstrated that they have the project's interests at heart and are (by nature of FOSS contribution) not driven by money, but they still need to cover their expenses. If this proposal is enacted, it would free them from other (paid) work during the bug contract and allow them to focus on Inkscape. In return, they commit to working on the issues that are important to the stability and health of the release.

## Hiring Selection

A hiring committee will be formed from members who are NOT interested in participating in the bugfix project.

There will be a call for participation from interested developers and admins in the project who will be able to perform the work in the given time frames.

The hiring committee will make a decision on who to contract for the program.

## Payments

The project will use the SFC's standard hourly rate for the given contractor's location, or the standard contract rate where a specific variant isn't defined.

The budget will be split into three portions of 140 hours for the developers and 60 hours for the admin position.

## Budget

The current maximum known hourly rate at the SFC is \$75 per hour (as of 2024) and an gross total of 340 hours is requested for this project. This requires the budgeting of \$25,500 for this project.

Any remaining budget not used because of insufficient work time, unexpected issues or dropping out will be deallocated and not used. An extension can be used to add more hours to the bugfix project.

## **Extension**

Should the bug fix project be successful and the project require the services for more time than currently budgeted, then an extension can be submitted to the project leadership committee to vote on a further funding allocation without needing to re-select the contractors through the hiring committee.

## **Schedule & Selection of issues**

The administrator will use their hours to assess, test and appropriately tag issues using the 1.4.x milestone, they will assign importance to the issue using the same metrics currently used based on robustness, data integrity, presentation, etc.

The programmers will use this list using the GitLab milestone burndown page to choose issues which are the most important tasks that they have the skill and confidence to tackle.

All three contractors will meet for an hour to discuss issues, progress and review backport requests and merge reviews at least once a month and may occur after or before the regular developer meeting.

All fixes must be applied to the main-line developer branch *\*first\** if the issue is present in both it and 1.4.x. The contractors must avoid forward porting requests. Merge requests to fix issues that only effect 1.4.x are permitted.

## **License**

The work done by the candidate will be licensed as GPL2+, and the copyright will be with the SFC.

## **Evaluation**

Merge Requests financed by this proposal will be assigned a unique tag by the contractor to make the allocation of users' donations visible and to facilitate evaluation.

The progress of the project will be a (potential) discussion item at the weekly developer meetings.

A brief report on the project will be written by the contractor and added to the website under the membership blogs section each month.