



## PHLASK CfP Discussion

### Purpose:

To generate greater exposure to the project and explain the technical evolution of the project.

### Goals:

- Recording asset: a recording that can be shared and re-used in full, or repurposed and edited into different clips for social media
- Tech Narrative: Circle conveners continue advancing co-created narrative of technical evolution to the project
- Awareness & Inspiration: attendees become aware of the project and more inspired by the project's mission

### Format:

Chris Alfano, a CfP founder and longtime organization steward, sits with conveners of the Development and Data circles for a ~30min virtual facilitated discussion. This would be recorded live as a Zoom Webinar, where any member of the public would be invited to attend. After the discussion, attendees would be invited to share questions, comments and feedback.

The intent is for Chris to initiate the discussion as a facilitator, but for the discussion to encourage ad-hoc discussion between all four participants directly, rather than Chris serving as the discussion node. Chris will try to organically surface the targeted discussion themes throughout the discussion.

### Key Discussion themes:

- PHLASK V1 to V2 technical changes
  - Class-based to functional components
  - Reorganizing, yet respecting, prior iterative contributions

- Firebase (JSON no-sql) to Supabase (sql + NoSQL)
- Transition from create-react-app to Vite (Development Framework)
- Improving Developer Experience: Bootstrap to MaterialUI, Using TypeScript, ESLint
- Automation: Test Automation with GitHub Actions + Cypress, Infrastructure Automation with Terraform
- Others
- Convening contributors
  - Convener's experiences with organizing tasks for contributors (the good & bad)
  - Convener's experiences with motivating and retaining contributors (the good & bad)
  - General lessons learned
- Who are the conveners
  - What is life like outside of PHLASK (open-ended intent - career, family, hobbies, etc.)
  - What has been interesting/challenging about integrating 'outside' ways of working with PHLASK team's ways of working