

# Annual Report

August 2016 - August 2017



## Dear Disrooters and supporters,

Since being open and transparent is a very important aspect of this project, we've decided to release yearly reports where we will put all relevant information regarding our financial status, our plans and budget for the upcoming year as well as a summary of what we've achieved in the previous year. This also gives us the opportunity to highlight events that had a significant impact on the Disroot project. So here is our first official report covering the second year of Disroot.

## 1. The team

First of, let's introduce ourselves. The Disroot team currently consist of two people. **Muppeth** and **Antilopa**. We are the ones maintaining the platform, the ones taking care of the servers and all the services. We are the ones to be blamed if things aren't working, and we are also the ones to pat on the back after a quick email response. We enjoy running Disroot and are happy with the interactions we are having with other Disrooters. We hope to keep it up for years to come.

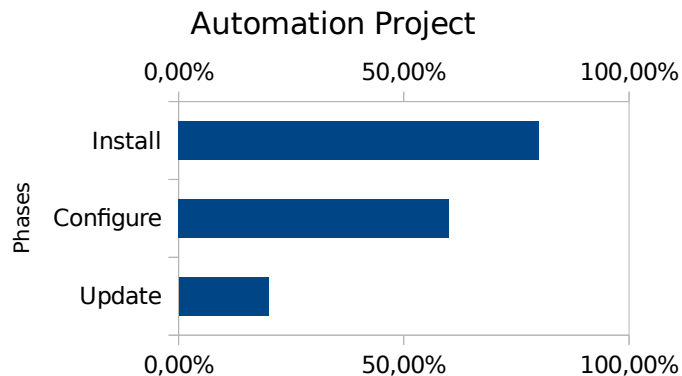


## 2. What has been done in the previous year - 2016

### Automation.

After initial launch in august 2015 -- where we mostly put our energy into testing and adding more services to our collection -- it was time to focus on a lot of under-the-hood improvements. As most services were already up and running, we spend this time tweaking and improving the general user-experience and writing automation scripts to unify the deployment, upgrade and configurations processes across the entire platform. Our goal is to be able to run all aspects of Disroot in an automated fashion. This will definitely decrease the time we spend on routine maintenance of the platform and most importantly, this will enable us to share those scripts and methods of working, so that our work can benefit others and be improved on with time. That, we hope, will spark more Disroot-like nodes on the net. Currently we are about half way through the process. (In the meantime, if you are part of a small group or just an individual who want to run Disroot-like services, we recommend to check Yunohost for easy deploy-able suit of application.)

### Current state of Disroot's automation project:



## **Tutorials.**

Another thing we kicked off in full swing last year was the writing of tutorials and howto's. We think it is important to make the tools we provide easy enough for anyone to use. We believe the services we are hosting are equal and in some cases superior to the commercial main-stream solutions, thanks to the hard work of dedicated developers. We want the entire world to realize it and embrace it but old habits often stand in the way of learning new things. We hope our guides and tutorials will help people go through this transition effortlessly. There is still a long way ahead before we manage to cover all the aspects of the provided services, for all possible devices and operating systems. We urge the community around Disroot to join this effort so we can create a universal documentation that can be used not only for Disroot, but other self-hosted platforms as well.

## **Self-owned hardware**

2016 was also the year we finalized the server migration to self-owned servers (hardware). Our servers are located in a small data-center in the middle of the Netherlands. This means we have full control on our hardware and more independence.

## **3. Becoming a legal entity.**

Throughout the year we kept mentioning that we are planning on becoming some form of a legal entity. As of now, Disroot is run by individuals with no legal framework. This is putting a lot of stress on us, as we are personally liable for everything that is happening on our servers. From the Disrooters perspective, being a registered organization further reassures our commitment to the project and the sustainability of the platform. After gathering enough funds, we have now scheduled an appointment in October to do the necessary "foundation-stuff", and sign all the needed paperwork. This means that before the winter hits here in central Europe, Disroot will become an official not-for-profit foundation.

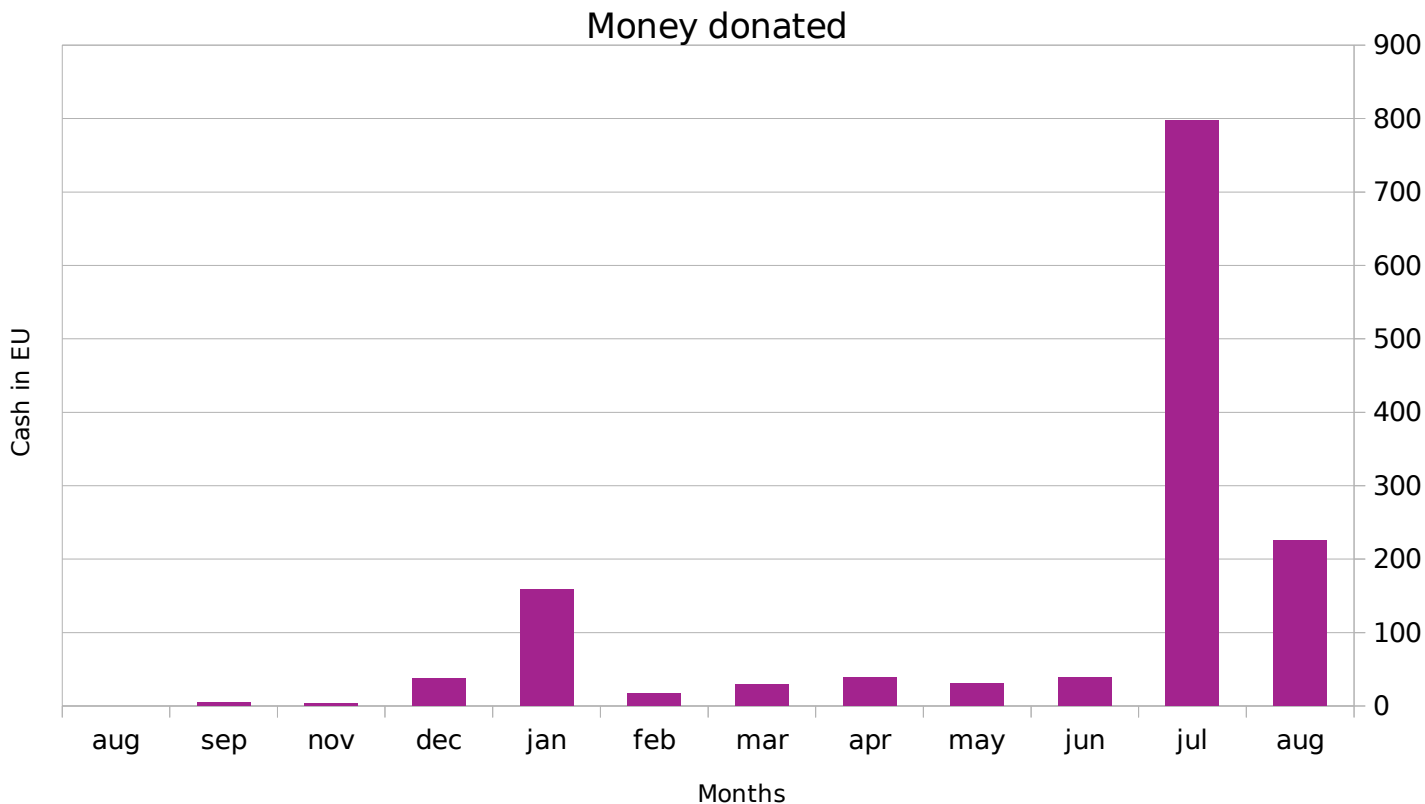
Once the process is complete, Disroot will no longer be a project run by two nameless individuals from the internet. By putting extra effort and money into this, we hope to make our serious intentions towards the project clear. Furthermore we will be able to more easily accept donations or apply (if we decide to) for other sources of funding. We will be able to officially sell more disk space or other custom tailored features which will definitely help the project gain some financial stability. Registering as a foundation will also mean that we, as an organization, will have a stronger position in future legal battles, and that we no longer are personally liable for all the activities on the Disroot platform. It is important to note that Disroot will be registered as a non-profit foundation, and that will be clearly stated in our statute. This means that Disroot as a project won't be able to generate profits that would go straight to the pockets of its founders. All possible profits will go back into the project itself. To understand how, see our 3 financial goals/ objectives described below in point 6.1.

#### 4. Summary costs - income 2016-2017

Here's a summary of the costs and donations received between august 2016 and august 2017. Hereby we would like to give a huge shout-out to the crew that organized a benefit rave for Disroot. Thanks guys, thanks to you we managed to get money to start the process of creating a foundation! We would also like to thank everyone else who supported us financially this year.

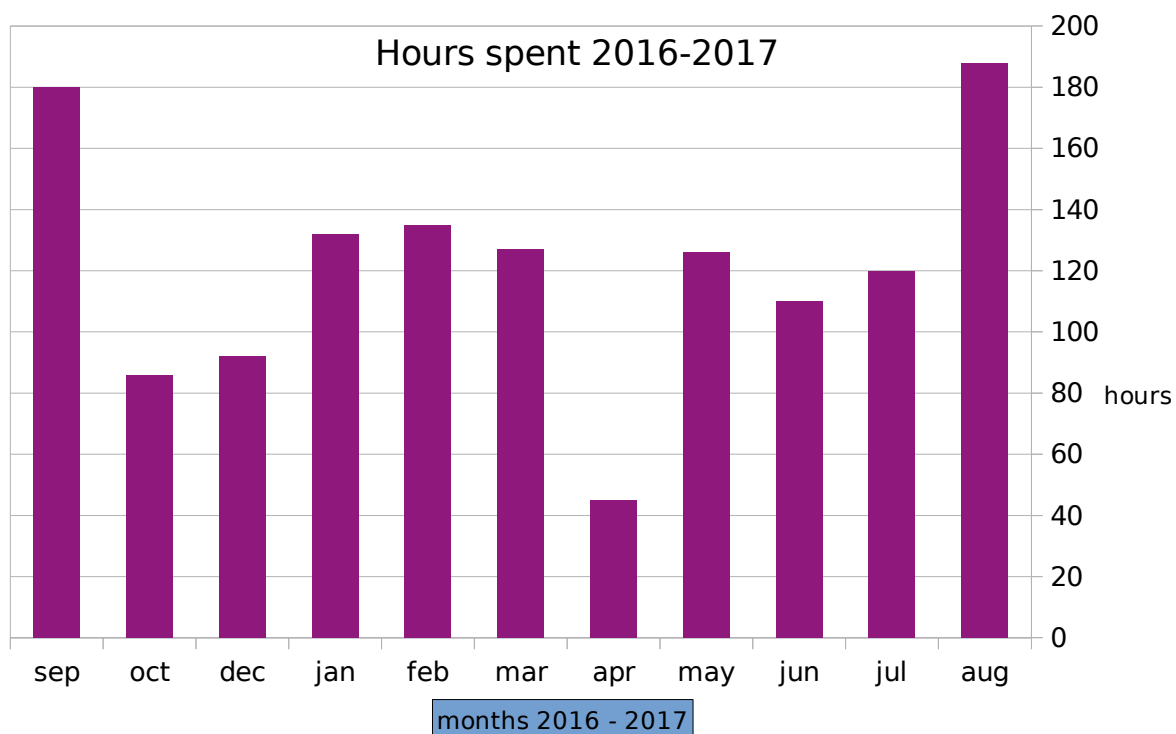
Costs	In Euro
Domains	36.30
Starting a foundation	400.00
Server hosting	
Main Server	708.00
Secondary server (backups/testing)	563.52
<b>Total</b>	<b>1707.82</b>

Donations	In Euro
August 2016	0.00
September	4.48
October	0.00
November	3.33
December	37.71
January	158.62
February	16.90
March	28.95
April	38.61
May	29.99
June	39.14
July	796.84
August 2017	225.88
<b>Total</b>	<b>1380.45</b>



## 5. Hours spent on disroot

Working on Disroot requires a lot of work. We are very proud of all the sleepless nights we devote to our beloved project, and we wanted to share those numbers with all of you. Those are rough estimates (most probably rounded down) as we haven't measure the time spent at all times. This year we've decided to better record the time spent on Disroot in order to have a more accurate overview on how much of our lives we actually spend on the project. :P



## 6. Our plans for 2017-2018

### 6.1. financial sustainability

It should be of no surprise that projects like Disroot consume a lot of resources; In bandwidth, electricity consumption, hardware and real person-hours. Recent explosion in the user-base indicates that we need to find a reliable and healthy financial structure. In the first months as a foundation we will conceive a plan to facilitate our three financial goals:

In the first phase we will need to make sure the project can pay for itself, without compromising the usage of the platform with senseless restrictions. At this point we need to be able to cover costs of infrastructure and support expansion when necessary.

The following step will be to create enough income to be able to contribute to the developers of the software we are hosting. Software does not write itself. In many cases it is as many sleepless nights spend on the code as we spend on maintaining the platform.

And finally we hope that at some point we will be able to compensate or own workload so we can comfortably dedicate time to the maintenance and development of Disroot, without our mundane day-jobs standing in the way.

## 6.2. Expand the hardware to accommodate project growth.

Growing number of users require better hardware and more complex infrastructure. Given the recent user growth in the last few weeks we need to make sure we develop infrastructure that will meet those requirements. We need to be able to expand way in advance, so we aren't forced to close user registration simply because our hardware resources doesn't allow for more. We need to be able to expand the amount of servers and disk-space once we reach about 80% of occupancy. (currently we are reaching about 50%, but recently, these numbers are growing fast).

As a result. We will need to make some serious hardware adjustments in the coming year. We will start small by adding one server and expanding our disc space capacities during the next few month. However if Disroot continues to grow in a steady pace, we will need to keep upgrading our hardware. At this point it is hard to predict how things will evolve but we just hope that our financial base will grow accordingly to allow the necessary changes even when the requirements of the project grow significantly.

## 6.3. Continue the work on Automation || Run your own Disroot

## 6.4. Continue the work on documentation on <https://howto.disroot.org>

## 7. Budget 2018

	Yearly costs
Server Hosting	1920.52
Extra disk space	500.00
Extra disk space (backups)	400.00
Domains (disroot.org + testing)	36.30
+Extra new short domain	18.15
Spare parts / Unexpected costs	300.00
<b>Total</b>	<b>3174.97</b>

DISROOT.ORG

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