# Gta02-core Project Goals

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# Background

- Openmoko's products had quality issues, because ...
  - Mobile phone design is complex
  - Traditional process impedes information exchange
- Many requests for small modifications went unanswered
- Community seeks direct feedback, felt left in the dark

# Overview

- Make Open design process ready for real use
- Create visibility
- Clean up worst problems of GTA02

# Open Design Process

- Define principles and rules
- Bring people aboard
- Connect process to companies and organizations
- Validate and improve tools
- Establish project-internal workflow

# Visibility

- Keep user community together
- Keep key projects alive, e.g., FSO and SHR
- Get trade press coverage
- Find investors
- Improve access to vendors

# Fixing Mistakes

- Engineer's pride
- Demonstrate platform potential for future development
  (or show that it's beyond repair)
- Simplify first EVT run