

Holochain Readiness response [from Ryan](#):

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Summary:

Answer Summary: I think Holochain is currently ready to build on, but you will need to be prepared for breaking changes and to spend time keeping up to date with the latest versions. You'll also need to be willing to work with the Holochain devs and submit bug reports, etc. The thing is, you can build a project on Holochain that you can't build on anything else, so in some regards there isn't really an alternative. Because it is a different way of thinking, the time you spend with Holochain now won't be wasted. Of course there is going to be a learning curve no matter when you tackle it, so if you get started, you'll be an expert by the time Holochain is production-ready. I haven't seen anyone commit to a timeline, but you should be able to build 99% of your application, test it, and get user feedback until the release. Regarding your work being carried forward into beta/full release—I don't think it's possible to tell at this point. However, the concepts are not going to change; your architecture, agent-centric design, DNAs, and app bridging design will all carry forward.

===minor editing to improve grammar etc.

Join the conversation on Holochain Dev Chat

What's the readiness of Holochain? Can I start developing a commercial application on Holochain now?

=== Community Conversation

@jkrush

Hey y'all, I'm interested in hearing your take on the "readiness" of Holochain for developing commercial applications. Pauldaoust thought that [@pospi](#) or [@ryan](#) would have some input. We are about to secure funding for our project and I'm exploring the viability of going forward with Holochain at this time. Do you think it makes sense for us to start developing in the current alpha release—can I be confident that the work we do now can be carried into the beta/full releases? Do we have a ballpark timeline for full release?

Question Summary: What is the "readiness" of Holochain for developing commercial applications? If I begin to develop now, can I be confident that work can be carried into the beta/full releases, and do we have a general timeline for full release?

@ryan

It really depends a lot on your project and the level of risk you are willing to take. I think Holochain is currently ready to build on, but you will need to be prepared for breaking changes and to spend time keeping up to date with the latest versions. You'll also need to be willing to work with the Holochain devs and submit bug reports, etc.

All the bits are there to get started and it works. The whole thing is cutting edge and has never been done before, so you'll need to be prepared to test out new patterns of building apps and see how they work in the wild. The biggest factor for me would be the ability to upgrade apps that are in production. Apparently, the bare functionality exists to do it now, but I haven't seen it happen yet. So until the Holochain Conductor is production-ready—so you can safely update the conductor and your apps without losing data—I don't see how a project can go into production.

However, I think the time is now to get started building a project. The thing is, you can build a project on Holochain that you can't build on anything else, so in some regards there isn't really an alternative. You'd just be testing the front-end and using a different back-end, then migrate to Holochain when it's in production. You'd probably still want to stay familiar with Holochain so you'd know how to approach problems in an agent-centric way and what you can and can't do.

I haven't seen anyone commit to a timeline, but if you're looking at going into production in say, a year, then that might line up (super-rough ballpark). Until then, you should be able to build 99% of your application, test it, and get user feedback. However, you probably don't want to put it into production for mission critical data.

So you could sit back, wait, or build on a different back-end and migrate. On the other hand, you could embrace Holochain where it is—yes, with the possibility of doing a fair amount of rework and perseverance through bugs and changing APIs. I think if you want to build a really great app on Holochain, now is the best time to start. Because it's a different way of thinking, the time you spend won't be wasted. There is going to be learning curve no matter when you tackle it, so by starting now, you'll become an expert by the time Holochain is production-ready.

Addressing your work being carried forward into beta/full release—I don't think it's possible to tell. However, the concepts are not going to change—so your architecture, agent-centric design, DNAs, and app bridging design will all carry forward. I think that is a huge part (probably the larger part) of it. The rest is just refactoring to fit the latest API, etc.

I hope that helps. And please, chime in if I'm off with any points or to offer a different opinion.