

GoReplay started in 2013 as a small side project by me, Leonid Bugaev, as a response to struggling with standard integration and load testing approaches. The worst and most stressful part in software development is the bugs you can't replicate, which usually are never seen on QA environments but for some reason impacting your users in production. None of the tools I knew, at that time, provided an answer on how to safely find and replicate such cases, so I created mine. The main idea was: do not affect production at all, and instead of acting as a proxy, just intercept traffic, and re-construct HTTP stream from packets.

After 3 years, I realized that the interest for this project is so big, that I can't ignore it anymore and I decided to learn how I can monetize it so I will have the capacity to work on it even more, and for years to come, and my users will have enterprise-grade quality. That's where we are now, 7 years and still counting!

GoReplay is definitely an example of how an free and Open Source model can live in parallel with a commercial offering, and at the same time not trying to be a next unicorn. Our goal is stable self-sustainable development, beneficial for both Open Source users and our customers.

This project would not be possible without help from our community.