Release Process Example

In this document, emojis are used to better understand the process

- 👷 = manual task
- 🤖 = automated task
- 🕐 = waiting times / dependencies

Workload summary

In total, is required for a release

- 43 👷 manual tasks
- 2 🤖 automated tasks
- 9 🕐 waiting times / dependencies

Each release requires about one week of work for one person.

General workflow

A Git branch *v1.xx* must be created for each new release. Tickets are merged into this branch as we get along.

When the product manager decides that a new version should be released, it is then necessary to:

1. merge the release branch into `master`
2. release on the `testing` environment
3. prepare the tickets for the `staging` and `production` deployments
4. release on the `staging` environment
5. wait for validation
6. release on the `production` environment

A new release must be anticipated because the process of pushing to production is long (~2 weeks). Let's imagine that we want to release a new version of the project on March 15, then roughly

- pushing to the `staging` environment must be scheduled for March 8
- pushing to the `testing` environment must be scheduled for March 1

The `staging` and `production` environments actually have 2 machines each. Each machine requires a manual deployment. A deployment is validated when developers

- have manually tested the critical endpoints via Postman
- have manually performed some verification on the database