- *Month/Day* Code freeze for the endgame
- *Month/Day* [Endgame done](#)
- *Month/Day* Expected release date (this may change)

Monday

- ☐ Check that all queries in this issue use the current milestone **endgame champion**
- ☐ Run [OSS tool](#) **endgame champion**
- ☐ Update links in the [Endgame notebooks](#) to point to new milestone **endgame champion**
- ☐ Code freeze at 5pm PT
- ☐ Ensure we have a green build on all platforms at 5pm PT
- ☐ Create test plan items following the template [here](#) by 6pm PT
- ☐ Add verification-needed label to [features needed testing and are not tested by TPIs](#).
- ☐ Update your availability for testing here - https://vscode-tools.azurewebsites.net/team-manifest **team**
  - ☐ Update availability of testers in vacation. Double check N/A testers. **endgame champion**

Tuesday

- ☐ Test plan items assigned (using https://vscode-tools.azurewebsites.net/test-plan-items)
  - Run the tool multiple times to balance load if test items come in later and assignments are already made
  - [Assigned to you](#)
- ☐ [All closed feature-requests](#) either have a `verification-needed` or `on-testplan` label
- ☐ Test build starts at 7am CET
- ☐ Test plan ready by 8am CET
- ☐ [Testing](#)
- ☐ [Verification needed](#)

Wednesday

- ☐ [Testing](#)
- ☐ Remind team members to assign issues that they intend to fix to the current milestone
- ☐ Fixing (self-assigned, milestone assigned)
- ☐ [Verification needed](#)

Thursday

- ☐ Fixing (self-assigned, milestone assigned, no need for PR or review)
  - Increased scrutiny sets in due to testing being completed. Fixes pose a much higher risk
  - Move issues to the next month that can be deferred
- ☐ [Verification needed](#)
- ☐ [Verification](#)

Friday

- ☐ Build a `stable` build to ensure stable build is green **endgame champion**
- ☐ Pause scheduled `insider` builds **endgame champion**
- Satellite modules/npm packages ready, version updated, smoke tested
  - ☐ yo generator **@aeschli**
  - ☐ node debug **@weinand**
  - ☐ js-debug **@connor4312**
  - ☐ node debugadapter node **@weinand**
  - ☐ debug adapter protocol **@weinand**

- ☐ custom data for html/css **@aeschli**
- ☐ Only candidate issues are open and assigned to 🏷️[milestone](#)
- ☐ All issues 🏷️[verified](#)
- ☐ Branch code to `release/<x.y>` after all expected fixes are in (latest 5PM PST) **endgame champion**
- ☐ Branch distro to `release/<x.y>` after all expected fixes are in (latest 5PM PST) **endgame champion**
- ☐ Announce `main` is open for business **endgame champion**
- ☐ Fixing (PR + review required once branched - major bugs only - to be discussed in stand-up meeting, labeled as `candidate`)
- ☐ All release notes updated
  - release notes are collected in a file named `v<Major>_<Minor>.md` in this [repo directory](#)
  - ☐ @aeschli
  - ☐ @alexdima
  - ☐ @alexr00
  - ☐ @bpasero
  - ☐ @chrmarti
  - ☐ @connor4312
  - ☐ @dbaeumer
  - ☐ @deepak1556
  - ☐ @egamma
  - ☐ @hediet
  - ☐ @isidorn
  - ☐ @JacksonKearl
  - ☐ @joaomoreno
  - ☐ @joyceerhl
  - ☐ @jrieken
  - ☐ @kieferrm
  - ☐ @lramos15
  - ☐ @lszomoru
  - ☐ @meganrogge
  - ☐ @mjbvz
  - ☐ @rebornix
  - ☐ @roblourens
  - ☐ @rzhao271
  - ☐ @sandy081
  - ☐ @sbatten
  - ☐ @tanhakabir
  - ☐ @tylerleonhardt
  - ☐ @tyriar
  - ☐ @weinand
- ☐ Acknowledge pull requests in release notes. We acknowledge PRs from outside the team. We have improved [the tooling](#) so that the endgame champion can generate the pull request acknowledgment for all repositories at once. **endgame champion**

- [ ] `debug-adapter-protocol` , `inno-updater` , `jsonc-parser` , `language-server-protocol` , `lsif-node` , `vscode` , `vscode-codicons` , `vscode-css-languageservice` , `vscode-debugadapter-node` , `vscode-dev-containers` , `vscode-docs` , `vscode-emmet-helper` , `vscode-eslint` , `vscode-extension-samples` , `vscode-generator-code` , `vscode-hexeditor` , `vscode-html-languageservice` , `vscode-js-debug` , `vscode-js-debug-companion` , `vscode-js-profile-visualizer` , `vscode-jshint` , `vscode-json-languageservice` , `vscode-languageserver-node` , `vscode-livepreview` , `vscode-loader` , `vscode-lsif-extension` , `vscode-node-debug` , `vscode-node-debug2` , `vscode-pull-request-github` , `vscode-recipes` , `vscode-references-view` , `vscode-textmate` , `vscode-vsce`

- [ ] Acknowledge [issue trackers](#) from the community **@chrmarti**
- [ ] Add notable fixes to the release notes **all**
- When done fixing/verifying and there are changes since last build at the end of day PT
  - [ ] Build and manually release Insider from release/<x.y> **endgame champion**

- [ ] Localization: Run [Update VS Code Branch](#) in the vscode-loc-drop repo with `release/*` as the VS Code Branch parameter (it's the default so you shouldn't have to change anything) **endgame champion**

Friday/Monday

- [ ] Polish release notes **redmond**
- [ ] Fixing (only critical bugs - no string changes)

Monday - Wednesday

- [ ] 🏷[milestone issues](#)
- [ ] 🏷[candidate issues](#)
- [ ] Polish release notes **redmond**
- [ ] Cherry-pick hand-picked and reviewed changes to `release/<x.y>` **endgame champion**
- [ ] Build `Insider` from `release/<x.y>` **endgame champion**
- [ ] Manually release `Insider` **endgame champion**
- [ ] Build stable for all platforms as new candidate issues come in **endgame champion**
- [ ] Documentation updated
  - [ ] @aeschli
  - [ ] @alexdima
  - [ ] @alexr00
  - [ ] @bpasero
  - [ ] @chrmarti
  - [ ] @connor4312
  - [ ] @dbaeumer
  - [ ] @deepak1556
  - [ ] @egamma
  - [ ] @hediet
  - [ ] @isidorn
  - [ ] @JacksonKearl
  - [ ] @joaomoreno
  - [ ] @joyceerhl

- ○ ☐ @jrieken
- ○ ☐ @kieferrm
- ○ ☐ @lramos15
- ○ ☐ @lszomoru
- ○ ☐ @meganrogge
- ○ ☐ @mjbvz
- ○ ☐ @rebornix
- ○ ☐ @roblourens
- ○ ☐ @rzhao271
- ○ ☐ @sandy081
- ○ ☐ @sbatten
- ○ ☐ @tylerleonhardt
- ○ ☐ @tyriar
- ○ ☐ @weinand
- ☐ Run `scripts/test-documentation.sh|bat` and add file or fix issues if there are new colors that are not documented. **endgame champion**

> **Note:** The `Insiders` build needs to be in the wild for 24 hours before we can enter the last phase of the endgame. **endgame champion**

Wednesday/Thursday - Expected release day (this may change)
- ☐ Build stable for all platforms **endgame champion**
- ☐ Sanity check of installable bits ([server instructions](#))
  - ○ ☐ Windows 32 bit **owner**
    - ■ ☐ signed installer 32-bit
    - ■ ☐ signed user installer 32-bit
    - ■ ☐ zip 32-bit
    - ■ ☐ server 32-bit
  - ○ ☐ Windows 64 bit **owner**
    - ■ ☐ signed installer 64-bit
    - ■ ☐ signed user installer 64-bit
    - ■ ☐ zip 64-bit
    - ■ ☐ server 64-bit
  - ○ ☐ Windows ARM64 **owner**
    - ■ ☐ signed installer ARM64
    - ■ ☐ signed user installer ARM64
    - ■ ☐ zip ARM64
  - ○ ☐ macOS
    - ■ ☐ Universal **owner**
    - ■ ☐ Intel **owner**
    - ■ ☐ Intel server **owner**
    - ■ ☐ Apple Silicon **owner**
  - ○ ☐ Linux x64

- - - ☐ deb **owner**
    - ☐ rpm **owner**
    - ☐ archives **owner**
    - ☐ snap (`sudo snap install --classic --dangerous <file>.snap`) **owner**
  - ☐ Linux server **owner**
    - ☐ x64
    - ☐ x64 Alpine
    - ☐ ARM32
    - ☐ ARM64
- ☐ Publish website **@gregvanl**
- ☐ Publish to stable **endgame champion**
- ☐ Create an official release **endgame champion**
  - ☐ Create a tag (make sure you pull the release branch first): `git tag <x.y.z>`
  - ☐ Push the tag: `git push origin <x.y.z>`
  - ☐ Create a GitHub release: [Open the GitHub tags](), and click far right `... > Create Release` . Use the correct title and description from our release notes. Also change the relative links for the key highlight list items to absolute links [Example]()
- ☐ Twitter announcement **@chrisdias**
- ☐ Enable scheduled `insider` builds **endgame champion**
- ☐ Bump up the version in `package.json` on `main` - **endgame champion**
- ☐ [Publish @types/vscode]() **endgame champion**
- ☐ Close the milestone on [GitHub]() **endgame champion**