**Bugs Priority in Daily Workflow**

The main rule we should follow in dealing with bugs is that they basically always come first when compared to ongoing milestones. As developers, the first thing that should be done every day is to check the board for reported issues so that they can be addressed in time before they start causing real problems to the platform.

From their side, bugs are of course reported in priority, following an easy enough schema:

- Urgent priority: means that the bug is basically preventing one or more customers from properly using the platform, or even some modules of it. Of course they are picked up and addressed pausing any other ongoing task from the tech side

- High priority: means that the bug is seriously damaging the experience for users on the platform. They are addressed before resuming new features development in all cases as well

- Medium priority: means the bug is not that severe, while still providing either a slightly buggy UX, a problem with weird / missing translations, or just in general a not-so-smooth interaction between the platform and the end user. These are the only cases in which the dev autonomously decides the right course of actions: if the ongoing milestone he/she is assigned to is close to be done it is usually the case for that to be completed before jumping on the bug, otherwise the opposite stands true and the bug is again addressed as first thing in the workload

- Low priority: means that the bug is not affecting users at all in how they use the app, and generally relates to either rollbar errors to deal with, warnings in console to remove or purely cosmetic changes to apply. This is the only case in which for sure a bug is addressed after the ongoing milestone is accomplished.