



Steps:

1. Developer A pulls latest from working branch
2. Developer A builds test for plug-in
3. Developer A builds code for plug-in
4. Developer A tests and commits changes to working branch
5. Commit triggers regression test/approval quality gate
6. On success, commit is compiled and imported into test environment

Development Instance



Visual
Studio IDE

- Plugin Assembly Project
- Plugin Test Project (FakeXrmEasy)

Plug-In Test Project

- Reference to Assembly Project
- Test Configuration Artifacts
- Test Result Artifacts
- Logging