Severity

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| **Severity** | **Meaning** |
| Blocker | Blocks further development and/or testing work. |
| Critical | Crashes, loss of data (internally, not your edit preview!) in a widely used and important component. |
| Major | Major loss of function in an important area. |
| Normal | Default/average. |
| Minor | Minor loss of function, or other problem that does not affect many people or where an easy workaround is present. |
| Trivial | Cosmetic problem like misspelled words or misaligned text which does not really cause problems. |
| Enhancement | Request for a new feature or change in functionality for an existing feature. |

Priority Levels

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| **Severity** | **Meaning** |
| Needs Triage | Default option, signaling that the priority is to assign a priority. |
| Unbreak Now! | Something is broken and needs to be fixed immediately, setting anything else aside. |
| High | Someone is working or planning to work on this task soon. |
| Normall | Less priority than High, but someone is still planning to work on it. |
| Low | Less priority than Normal, but someone is still planning to work on it. This does not necessarily mean the task is not important; it is just not on the to-do list of anybody as the task is not considered urgent. |
| Lowest | Nobody plans to work on this task, but we would be happy if someone does. |

Bug Status

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| **Open Bugs** | |
| **UNCONFIRMED**  This bug has recently been added to the database. Nobody has validated that this bug is true. Users who have the "canconfirm" permission set may confirm this bug, changing its state to NEW. Or, it may be directly resolved and marked RESOLVED.  **NEW**  This bug has recently been added to the assignee's list of bugs and must be processed. Bugs in this state may be accepted, and become **ASSIGNED**, passed on to someone else, and remain **NEW**, or resolved and marked **RESOLVED**.  **ASSIGNED**  This bug is not yet resolved, but is assigned to the proper person. From here bugs can be given to another person and become **NEW**, or resolved and become**RESOLVED**.  **REOPENED**  This bug was once resolved, but the resolution was deemed incorrect. For example, a **WORKSFORME** bug is**REOPENED** when more information shows up and the bug is now reproducible. From here bugs are either marked **ASSIGNED** or **RESOLVED**. | No resolution yet. All bugs which are in one of these "open" states have no resolution set. |
| **Closed Bugs** | |
| **RESOLVED**  A resolution has been performed, and it is awaiting verification by QA. From here bugs are either reopened and given some open status, or are verified by QA and marked **VERIFIED**.  **VERIFIED**  QA has looked at the bug and the resolution and agrees that the appropriate resolution has been taken. Any zombie bugs who choose to walk the earth again must do so by becoming **REOPENED**. | **FIXED**  A fix for this bug is checked into the tree and tested.  **INVALID**  The problem described is not a bug.  **WONTFIX**  The problem described is a bug which will never be fixed.  **DUPLICATE**  The problem is a duplicate of an existing bug. Marking a bug duplicate requires the bug# of the duplicating bug and will at least put that bug number in the description field.  **WORKSFORME**  All attempts at reproducing this bug were futile, and reading the code produces no clues as to why the described behavior would occur. If more information appears later, the bug can be reopened.  **INCOMPLETE**  The problem is vaguely described with no steps to reproduce, or is a support request. The reporter should be directed to the product's support page for help diagnosing the issue. If there are only a few comments in the bug, it may be reopened only if the original reporter provides more info, or confirms someone else's steps to reproduce. If the bug is long, when enough info is provided a new bug should be filed and the original bug marked as a duplicate of it. |