Issue when reverting the changes from higher environments

In recent times we have come across some stories which are marked as waste. The waste stories should be removed from the pipeline, which helps to maintain clean higher environments.

As an attempt to perform this, we are moving the story credentials back to the developer box and reverting the changes and re-committing the stories back to remove the changes from Int, QA and UAT.

One of the scenarios is constantly failing, causing an issue to revert the changes; the steps below will help to reproduce the issue.

<u>Step 1:</u>

- Assume you have a story with some component changes, and it is already deployed till UAT/QA
- Change the credential back to Dev and revert the changes
- Re-Commit the files by checking the new feature branch
- Then the story will not show any difference, and GIT doesn't identify any changes. This is because the feature branch you checked out is from the master. The changes you are committing are the same as the master, so it will not show any difference, but the components in QA/UAT are not the same as the master, so it has to be updated, but Copado will not let you do this.

<u>Reference Story Link:</u>

https://citation-qms.lightning.force.com/lightning/r/copado__User_Story__c/aLx4G000000TpqeSAC/view

<u>Deletion of Metadata:</u>

The approach suggested by Copado may not work in the current pipeline setup https://docs.copado.com/articles/#!copado-ci-cd-publication/delete-metadata-scenarios

Because we don't back promote from UAT, which we do from Int, which is two levels down, we need to perform manual work in QA and UAT for the deletion.