**GGP Build Flow  
DevOps Guide**

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| 1.0 | 04/2017 | Florin Iacob |  | New Document |

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# GGP Branches

The GGP Branches can be found in TFS at this location: **$/GamingX/Develop/GGP/Branches**

At the time of this writing there is only one major GGP branch: **3.x**   
Subsequent branches (4.x, 5.x) branches will be added in the future but we estimate that there will be one new major branch every 2-3 years.

Each GGP branch will have 3 main folders: DEV, QA, PROD.

The GGP developers will use the DEV folder to develop new GGP features. Once a feature is ready for QA the code will be merged to QA folder.

Once the code is merged to the QA folder the build process should be triggered.

The PROD folder will contain branches for GGP installers and it will be used mostly as a source code for supervised build and for hotfixes.

# GGP Build Types

There are 3 types of GGP builds: **Main** Build, **ProductionHotfix** Build, **QAHotfix** Build. Each of these build types will be discussed in the following sections.

For each of this build type we need one Jenkins project. In other words for each GGP major branch (example 3.x) we’ll define 3 Jenkins projects.

Each of these projects will have its own trigger and they all will execute the **GGPBuilder.exe** tool with different parameters as will be explained in the following sections. The **GGPBuilder.exe** tool can be found in TFS here: **$/GamingX/Develop/GGP/BuildTools/GGPBuilder.**

The following parameters will be used in the next sections:

**{BRANCH} =** 3.x, 4.x etc.

## GGP Main Build

Trigger: **$/GamingX/Develop/GGP/Branches/{BRANCH}/QA/Main/Trigger**

Actions:

**GetLatest** for **$/GamingX/Develop/GGP/BuildTools/GGPBuilder**

**GGPBuilder.exe branch={BRANCH} buildType=Main**

**SendMail (success or fail) to GGP dev team**

## GGP Production Hotfix Build

Trigger: **$/GamingX/Develop/GGP/Branches/{BRANCH}/PROD/HotfixTrigger**

Actions:

**GetLatest** for **$/GamingX/Develop/GGP/BuildTools/GGPBuilder**

**GGPBuilder.exe branch={BRANCH} buildType=ProductionHotfix**

**SendMail (success or fail) to GGP dev team**

## GGP QA Hotfix Build

Trigger: **$/GamingX/Develop/GGP/Branches/{BRANCH}/QA/HotfixTrigger**

Actions:

**GetLatest** for **$/GamingX/Develop/GGP/BuildTools/GGPBuilder**

**GGPBuilder.exe branch={BRANCH} buildType=QAHotfix**

**SendMail (success or fail) to GGP dev team**

# GGP Installer Build Types

There are two main installer build types: **QA Installer** builds and **Production Installer** builds.

**For each GGP branch** (3.x, 4.x etc.) we’ll have one QA Installer build Jenkins project.

**For each production environment** (GIB, NJ, DE) we’ll have one Production Installer build Jenkins project.

Each of these projects will have its own TFS trigger and they all will call the same tool **GGPInstallerBuilder.exe** but with different parameters as will be explained in the next sections.

The GGPInstallerBuilder.exe can be found in TFS here **$/GamingX/Develop/GGP/BuildTools/InstallerBuilder.**

The following parameters will be used in the following sections:

**{BRANCH} =** 3.x, 4.x etc

**{PATH} =** A path where the installer binaries will be delivered. This can be a temp folder or it can be the actual folder on the R or I drive. **GGPInstallerBuilder.exe** will append to the {PATH} the Regular or Customized subfolder according to the **CustomizedInstaller** property value in the latest.txt file.

So if **CustomizedInstaller = true** the the binaries will be delivered in **{PATH}\Customized** otherwise if the **CustomizedInstaller = false or is missing** then the binaries will be delivered in **{PATH}\Regular.**

**{PRODUTION\_ENVIRONMENT}** = GIB, NJ, DE

## GGP QA Installer Build

Trigger: **$/GamingX/Distributions/GGPInstaller/QA/{BRANCH}/latest.txt**

Actions:

**GetLatest** for **$/GamingX/Develop/GGP/BuildTools/InstallerBuilder**

**GGPInstallerBuilder.exe environment=QA branch={BRANCH} installerDistributionPath={PATH}**

**CopyInstallerBinaries from {PATH} to R Drive (**if you choose the {PATH} to be the R drive then this step is not necessary**)**

**UploadInstallerToArtifactory from {PATH} to Artifactory**

**SendEmail (Success/Fail) To EVERYONE**

Notes:

The latest.txt file contains information about the installer (Version, Publisher, IsCustomizedInstaller).

## GGP Production Installer Build

Trigger: **$/GamingX/Distributions/GGPInstaller/Production/{PRODUTION\_ENVIRONMENT }/latest.txt**

Actions:

**GetLatest** for **$/GamingX/Develop/GGP/BuildTools/InstallerBuilder**

**GGPInstallerBuilder.exe environment=Production branch={PRODUTION\_ENVIRONMENT} installerDistributionPath={PATH}**

**CopyInstallerBinaries from {PATH} to I Drive (**if you choose the {PATH} to be the I drive then this step is not necessary**)**

**UploadInstallerToArtifactory from {PATH} to Artifactory**

**SendEmail (Success/Fail) To EVERYONE**

Notes:

The latest.txt file contains information about the installer (Version, Publisher).