

Bugs

System Impact

High Impact (row 2)

- **Security vulnerability**
 - Authentication, message integrity, or system availability are at risk
- **Affects primary functionality and**
 - Recovery without intervention is unlikely
 - There are no workarounds

Medium Impact (row 1)

- **Affects primary functionality but**
 - Functionality may recover on its own
 - Or, there is a workaround
- **Affects secondary functionality and**
 - Recovery without intervention is unlikely
 - There are no workarounds

Low impact (row 0)

- **Affects secondary functionality but**
 - Functionality may recover on its own
 - Or, there is a workaround
- **Affects tertiary functionality**

Levels of Functionality

Primary

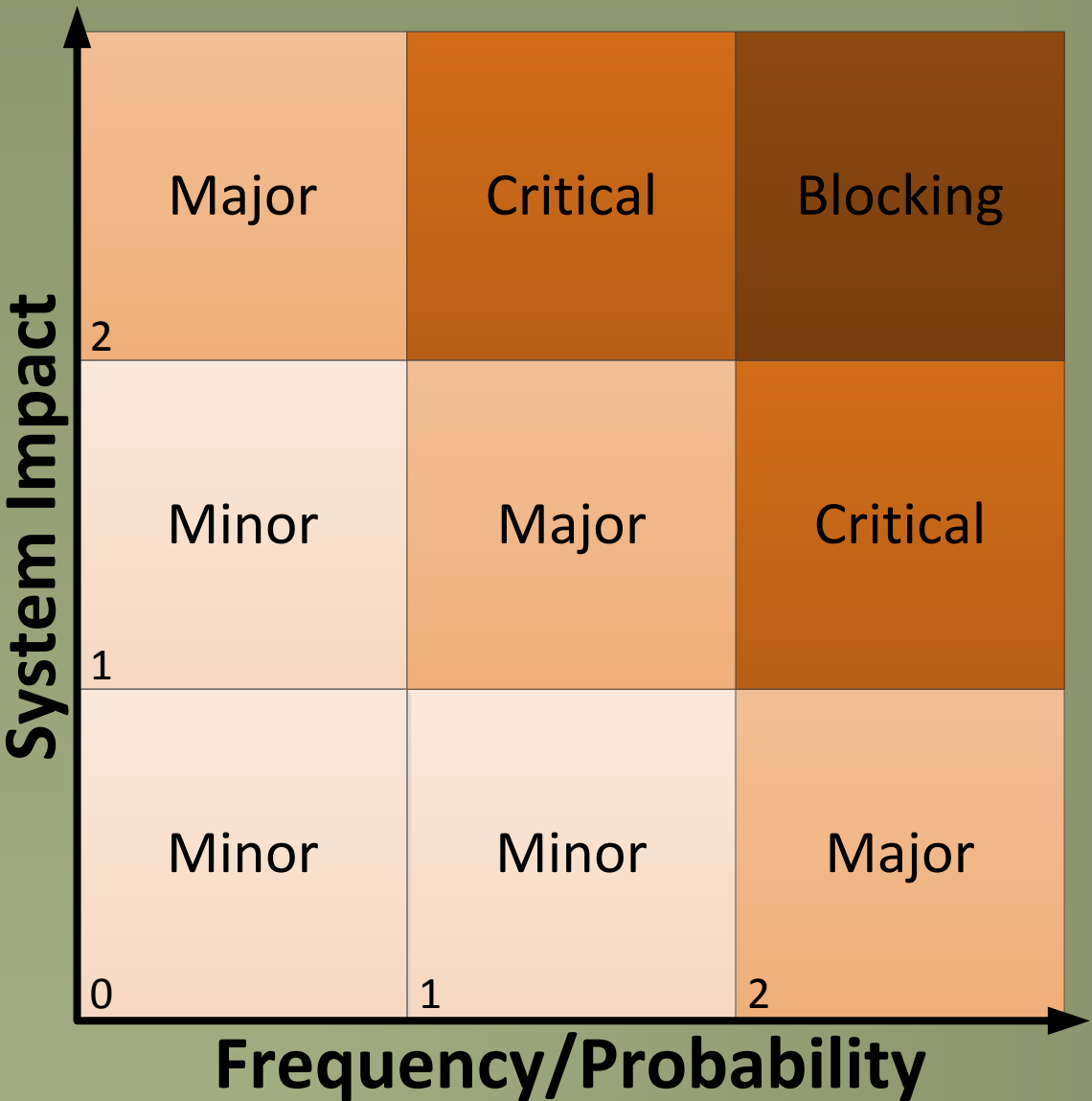
- Discovery
- Session establishment
- Methods, signals, and properties
 - Marshalling / Unmarshalling
- LN↔RN or RN↔RN transports
- Language bindings
- Security: Authentication / Encryption
- Unintentional app compatibility breakage
- Wire/Protocol incompatibility
 - For supported platform or version

Secondary

- Observer
- Presence
- Router selection
- Performance
- Unsupported version of supported platforms
- Policy DB (this is an optional feature)
- API Documentation
- Samples

Tertiary

- Auto-pinger
- Raw sessions
- Unsupported platforms
- Non API documentation



Frequency/Probability

The triage team will determine the magnitude of the Frequency/Probability axis as follows:

- Assign 0 or 1 to each of frequency and probability
 - 0 corresponds to low and 1 corresponds to high
- Add the values together

The resultant value indicates the corresponding column in the table. These assignments are based on input from the reporter.

Features/Tasks

Severity settings for features and tasks relates exclusively to their importance with respect to the release they are scheduled for, and are used as follows:

- Minor:** Nice to have
- Major:** Desirable, but *best effort*
- Critical:** Highly desirable, but ***will not** block release if not completed*
- Blocking:** Required, and ***will** block release if not completed*