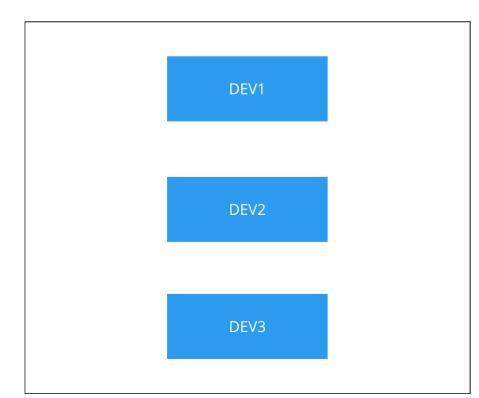
### Feature environments

The data of this environment will be updated with the latest live snapshot described on the Releases log before preparing it for the next release.

GD team will work on this environments to create the expected config for the next release. Use this environments to also collect qualitative tests on play sessions.

# DEVQA DEVGD1 DEVGD2 DEVLO2

TRACK DEVELOPMENT BRANCH FROM THE BACKEND

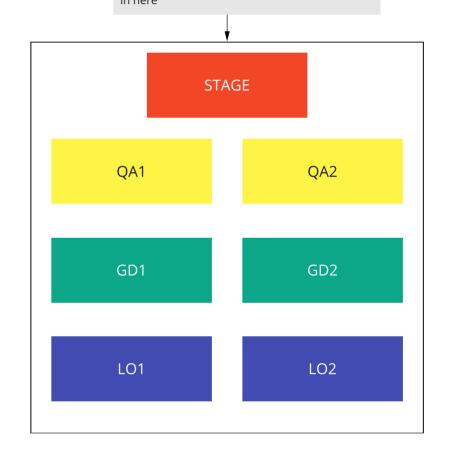


TRACK ANY FEATURE BRANCH THE DEVELOPMENT TEAM NEEDS DURING FEATURE DEVELOPMENT

## Prod environments

Moving forward, LM will only receive a new config right before pushing something to prod, or during the Full Sweep period.

We need to have two LMs in case we need to push a config to prod during a FS period.



After QA approval, the code in LM

is deployed to PROD and other environments

# Stage environment

PROD

We can use the stage environment to deploy the latest snapshot that is ready to be released, so the GDs, LOs nextreleases and QAs environments are unblocked.

It will only be used for playtest a snapshot before it goes to prod, if needed.

# QA environments

We will use the QA environments to test next releases, CUs, LOs and hotfixes

# Good practices in mainting data on these environments are:

- Keep the Config Update calendar updated
- Always update the environment with the latests snapshot before making new changes
  to it.
- Create frequent snaphots while working on a specific environemnt
- keep a consistente log of what is being changed on a new environment
- consider using Jira releases

LM

Config Updates and Live Ops environments

GD and LO team will now have 4 fixed environments to work on. Use this environment to also collect

These are the environments that will be used for Config Updates, Events and Hotfixes for live issues.

Teams will be responsible in managing the data on this enviornments by observing the Config Update

qualitative tests on play sessions.

<u>Calendar</u> and <u>Releases</u> log.

clear communication between both teams

TRACK MASTER BRANCH FROM THE BACKEND