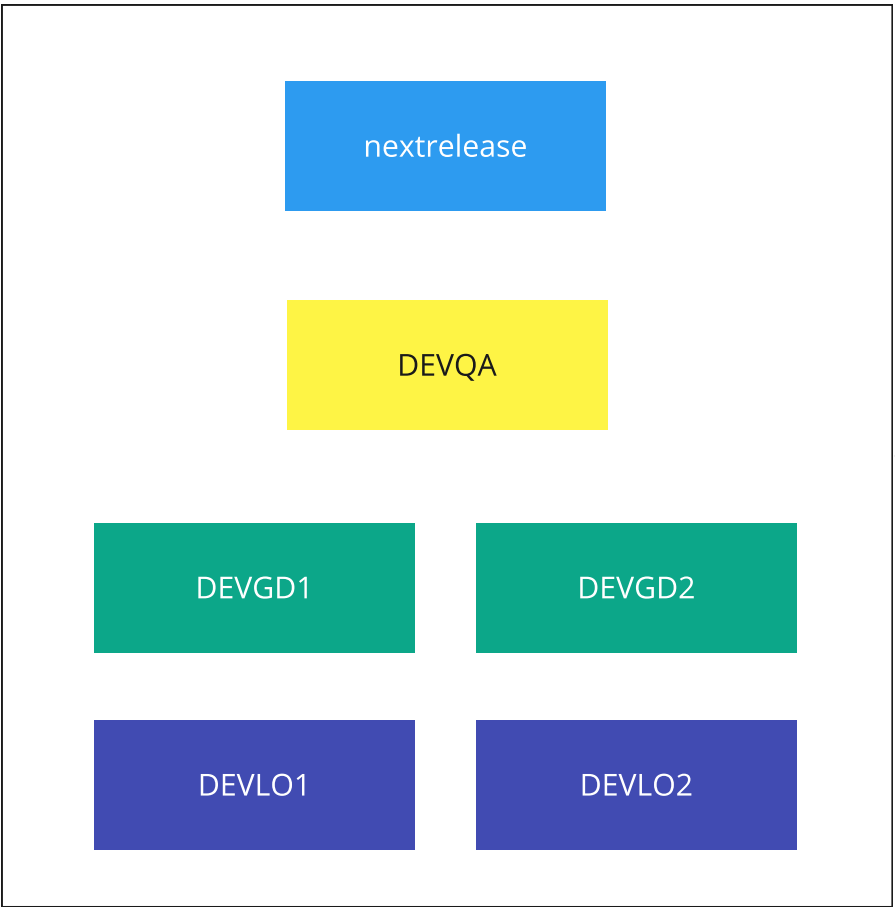


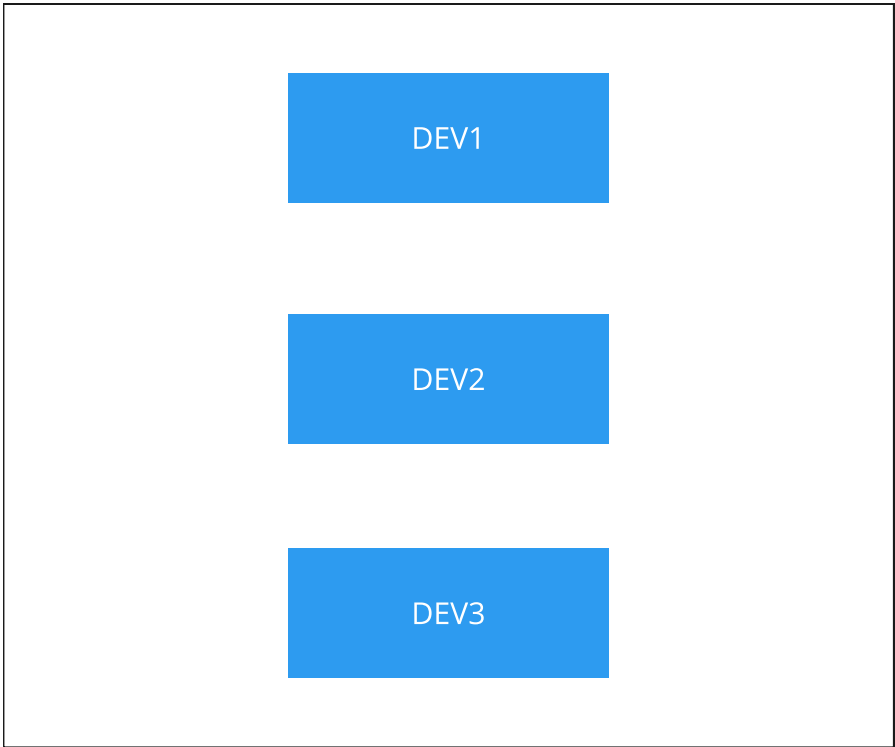
Feature environments

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.



TRACK DEVELOPMENT BRANCH FROM THE BACKEND



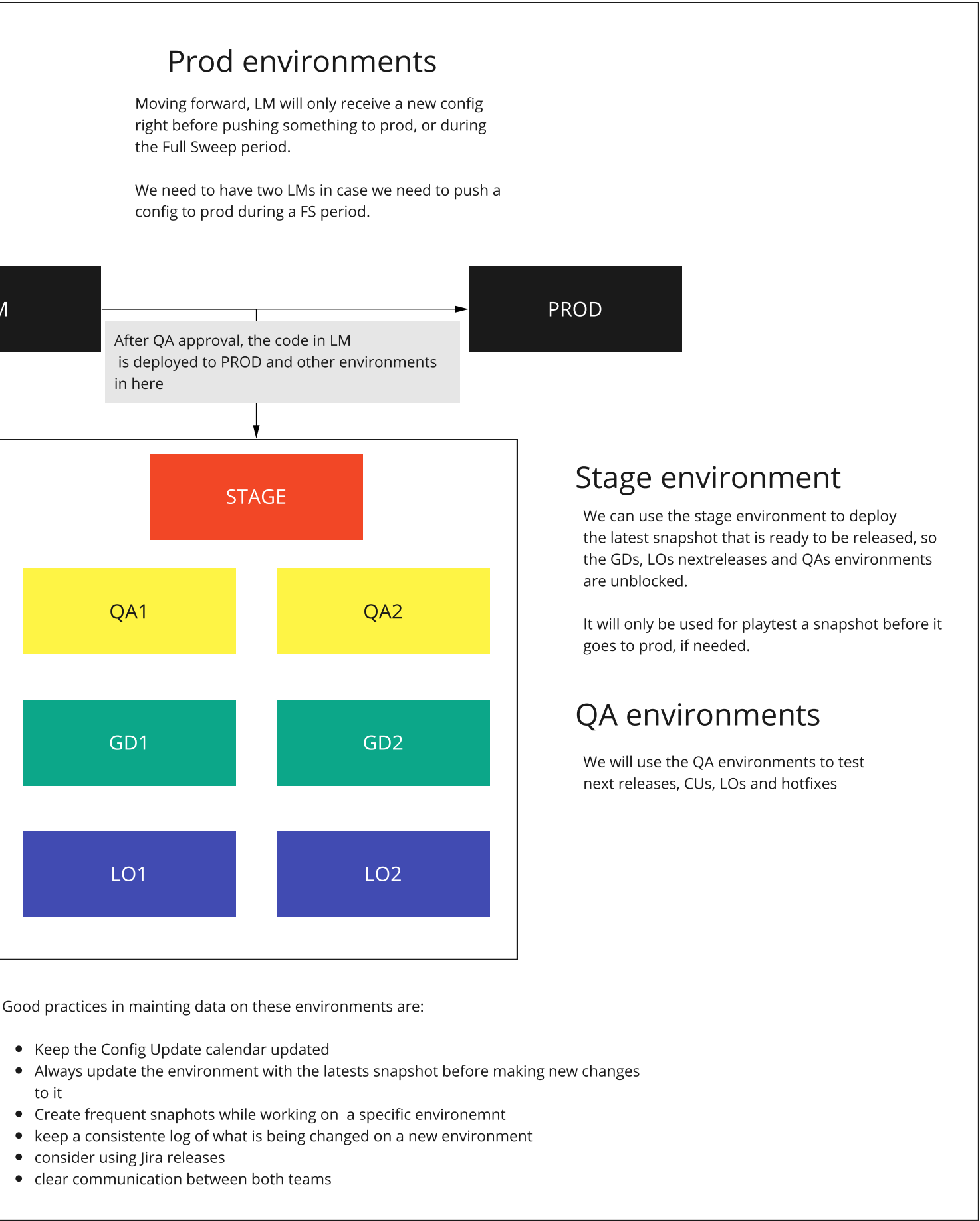
TRACK ANY FEATURE BRANCH THE DEVELOPMENT TEAM NEEDS DURING FEATURE DEVELOPMENT

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 qualitative tests on play sessions.

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 Calendar](#) and [Releases](#) log.



TRACK MASTER BRANCH FROM THE BACKEND