Rhino – Staging build and Rollout process

# Background:

Our first release to Rhino’s live server had a big problem, where it brock the existing reports due to the impropriate method used while building the release. We have to make sure this will not happen again.

# Build staging process:

Say, we have confirmation to start the build on 2019 June 1st.

1. The leader would create a build that specific date. The staging’s branches would be named staging2019Jun01. If necessary, staging2019Jun01\_v1.0/ \_v1.1. Details how to create these ones are stated below.
2. Deploy this build to Staging (Rhino’s test server)
3. Perform checklist against this staging server, if any problems come up during this test, immediately inform the group “Rhino VN - Test”
   1. Perform checklist for mobile apps as well
4. Once confirmed, rollout to production.
5. Once the rollout complete, merge staging branches into master (remember, this is the last steps of the rollout process

NOTES:

* DO NOT include “last minute” fix, unless it was an urgent item OR test confirmed
* Any modifications must be done against the red-mine item’s branches itself, then merge the item into staging branch again if needed/confirmed.

# How to create staging branches:

1. Backend:
   * Create new staging branch, based on master
     + git checkout master
     + git pull
     + git checkout -b staging2019Jun01 (branch name should be all low cap for the first part before the date)
   * Merge every single ready item from Red-mine into this staging branch. We must do this manually in a command line window to get the merge log message. This merge log file is a very helpful incase anything was wrong.
     + git merge origin be9998\_2019May29
     + Copy and paste this merge message log into a single file (.txt) for future reference
   * Once done, publish/push this new staging2019Jun01 branch
2. Same steps for front-end & mobile.