

# Release Team

The [Release Team](#) is about managing the process to achieve timely releases of Tiki, and coordinating throughout the community as almost all [Teams](#) should participate actively to each release. A balance needs to be maintained: "Don't rush, yet don't slow down". See all the [Contributions of each Team to the release process](#).

## Ongoing responsibilities

- Set a general timeline for each release, according to our [Version Lifecycle](#).
- Pick a star name.
- Decide [When to branch](#) and create the branch.
- Coordinate with the [Wishlist Triage Team](#) to track list of regressions and follow-up to get resolved (triage, blockers management, etc.).
  - [Tiki18](#)
- Coordinate with other teams to insure that each of the [Contributions of each Team to the release process](#) are covered.
  - Agree to an action plan which is on or linked from the release page, such as [Tiki18](#).
  - These people know several months in advance what their responsibilities are and thus, have ample time to plan and improve the procedure (and make sure nothing happens in the development cycle which will jeopardize their part).
- Coordinate the actual various [release](#) runs (Alpha, Beta, RC) with the [Packaging Team](#).
- Decide [when to release](#).

For each release, a *release coordinator*, and two *assistant release coordinators* are picked. This should be done towards the beginning of the cycle, so for example, as soon as 19.0 is released, it's time to identify them for 20.0

Version	Coordinator	Assistant(s)
22	<a href="#">Roberto Kirschbaum</a>	<a href="#">Jonny Bradley</a> , <a href="#">Fabio Montefusco</a>
21	<a href="#">Roberto Kirschbaum</a>	<a href="#">Jonny Bradley</a> , <a href="#">Michael Finko</a>
20	<a href="#">Roberto Kirschbaum</a>	<a href="#">Jonny Bradley</a> , <a href="#">Michael Finko</a>
19	<a href="#">Roberto Kirschbaum</a>	<a href="#">Jonny Bradley</a> , <a href="#">Michael Finko</a>
18	<a href="#">Bernard Sfez / Tiki Specialist</a>	<a href="#">Jonny Bradley</a> , <a href="#">Luis Henrique Fagundes</a>
17	<a href="#">Bernard Sfez / Tiki Specialist</a>	<a href="#">Jonny Bradley</a>
16	<a href="#">Bernard Sfez / Tiki Specialist</a>	<a href="#">Jonny Bradley</a>
15	<a href="#">Bernard Sfez / Tiki Specialist</a>	<a href="#">Jonny Bradley</a>

As with any role, it's important to have more than one person with the skills.

# Projects

- [How to improve the release process](#)

# Requirements

Note: Some of these should be moved to the [Packaging Team](#).

- Be in touch with the developments on your release. It's mandatory to be subscribed to the [SVN Mailing List](#) for this, so you can catch up after you're away.
- Be available on IRC throughout the release cycle for assistance/support and coordination.
- Have knowledge of or background in software engineering, and especially with SVN.
- Be comfortable working with people. Self-sufficient release managers can end up working in isolation. Social skills are a plus, adequate English is useful, too.
- Have a Linux computer so you can use the release scripts, and create the tar.gz files. See: [How to release](#).
- It's useful to be able to code in PHP, too, especially to fix any last minute showstoppers.

# Who

## Team Release

- [Jonny Bradley](#)
- [luciash d' being](#) □
- [Roberto Kirschbaum](#)

# Related links

- [Next Release](#)

## Related

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- [http://en.wikipedia.org/wiki/Release\\_management](http://en.wikipedia.org/wiki/Release_management)

## alias

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- [ReleaseManagerRequirements](#)
- [Release Manager](#)
- [Release Managers](#)
- [Release Coordinator](#)

- Release Coordinators
- Contributions of each Team to the release process