Rucio 1.29 retrospective, 2022-07-21

Aim of this retrospective is to look back at the 1.29 Rucio release and evaluate **what went well**, **what should be improved** and which **actions** we will take to do so. The focus is on the **processes**: roadmap planning (selection, effort estimation), weekly tracking and followup, differ from the goals, difficulties to identify the objectives, etc.
Specifically look on elements associated with the previous 1.29 release process, but this is also open to other project improvements.

I like

I didn't really work on the release. Sorry no comments.

No hotfix releases needed in release line

That we made some (a lot) improvements overall

That we think more about clean code/development

Lots of progress in this release; many large features got done

I like this mural idea as the format of this discussion

Many ideas for improvements got openly discussed

Good motivation with reviews

I wish

More people would do reviews

Output would be more in line with planning

Having a hackathon again

I wish the PR approval process was faster.
Suggestion: consider making smaller releases combining groups of isolated changes and/or particular features ->
1. prioritize the approval effort
2. Shorten the development cycle
3. Reduce the need to re-visit PRs due to other PRs getting merged ahead of time

We will

Better clarify difference between patches and features in the contribution guide: Lots of contributions can be brought in as patches and do not need to wait for a major release

Plan a hackathon: Next one will be a documentation hackathon

Release planning: Increase awareness for realistic estimates and time it takes to implement issues.

Release planning/followup: Have 1-2 checkpoints during a release sprint to decide which objectives can still be realistically achieved and potentially decide on re-focusing/droppingobjectives

Encourage people to do reviews