REPORT OF THE RELEASE TEAM 2012-2013

The release team has been working on a series of releases from 3.4 to 3.12 over the last year with new features and integrations in the Gnome shell. It diligently planned features, took regular updates, reviewed them, jotted down external dependencies, tested the existing GNOME shell for bugs and regressions, prepared a list of bugs, and assigned priorities to them based on triage decisions. The team worked on sending drafts to the bug squad, distributors list and finally desktop level-list, module sets like html/wiki page tool, Jhbuild in their early releases. They had done POCs (Proof Of concept) on OSTree and took it forward from its nascent stages of development. Bugs/patches have been added for ATK support on GNOME Shell so that it becomes usable with Orca. Magnifier was enabled to be configured from system settings. Feedback was taken from the users (orca users starts using GNOME□) and marketing team.

For their 3.6 release, features like Extension Hook Support and Updates, Message Tray, Bugzilla for freeze break requests etc. were planned to come up with Guidelines for new/bumped module dependencies like systemd. The release-team took up license verification as a responsibility.The release team showed its presence at a GNOME Asia, to popularize GNOME as a product and state its goals. They decided to make live media creation integral part of the process for 3.6 for whichever features that work (ostree, jhbuild etc.)

Going forward, features like SkyDrive support, Automatic Extension Updates, internationalization features like Port pango to Harfbuzz, Magnifier, Lock Screen, Videos application implementation, Enterprise Accounts etc. have been added. A prototype on Focus-caret tracking in GNOME Shell, Exchange support in gnome-online-accounts was created.It was realized that a potential improvements in communication was needed. The team reflected on incorporating the feedback received on Nautilus UI changes. There were discussions on "what is gnome" as a product and "A bright future for GNOME".

Moving to their 3.8 release the focus was on Collaborating more between modules, it was decided to isolate consolekit and move all the session tracking to gnome-session. It was planned to port all the platform to Python 3 in future.A set of cool features like Gnome shell app picker design, Integrate Flickr in Photos, Focus-caret tracking in GNOME Shell 3.9.x, Hi-DPI display support, Maps, Music, Notes etc. 3.10 release and features like integration of Facebook photos with GNOME Photos, GNOME Logs, IRC's like Polari, Gnome Sound Recorder Preview, Systemd for the user session, Color, Videos, Integrate Windows Live email in GOA and Evolution, Integrate Zimbra in GNOME etc. have also been added in this release.