



SCOUTS | TERRAIN

The latest news and information

September 22nd 2021

As part of the ongoing commitment to Scouts | Terrain, there are two streams of work that continue to update and improve the system – monthly support and maintenance plus an annual development sprint, as detailed in previous updates.

This month, there are a few items that have been bundled together from work that has occurred in the last month from the support and maintenance stream. Some of this is addressing bugs, and other aspects are maintenance to continuously improve the system. The release occurring shortly includes:

- Manage Achievement Pathways
 - Reduce the frequency of a member being swapped to an incorrect section when Manage Achievement Pathways is utilised, especially where the users may not be in the same section
- Record Achievements
 - Bundle/batch achievement records in 'bite-size' chunks to reduce the timeout experience occurring when multiple statements across larger cohorts are attributed at once
- Approvals
 - Revert to draft any pending achievements that are in place when a Unit is deleted

These are due to be released on Thursday 23rd September 2021.

Additionally, there are functions being developed to enable greater support scope in the form of automations that the support team can utilise. The most recent additions include:

- Retract Credit automation – this should enable the support team to remove incorrect credits from a member's Milestone.

The team looks forward to being able to provide you with another update shortly!