Remy’s oversimplified Brave New CASA World:  (guaranteed to anger everyone)

Problem: developers don’t always clearly understand what users need
Problem: cabal doesn’t always clearly understand how hard it is to really implement something
Problem: poor knowledge of what’s being worked on by whom, or who is the expert on a part of CASA

Solution 1: module bosses, not just to control and guide the architecture of a code section, but to be the point person for questions, from developers and user support specialists

Solution 2: define release cycle priorities in a collaborative and transparent way:
- cabal digests and prioritizes user needs
- senior developer(s) attach realism and provide constructive alternative solutions
- both sides sign off on the list, which is then posted for ALL developers
- new tickets/targets are related back to the telescope or cabalist that could best clarify
- assignments are posted for all developers – we will know what we’re all working on, be able to collaborate, reduce duplication of effort, etc

Solution 3: implement targets in a collaborative and transparent way:
When a developer thinks a target is ill-conceived, instead of complaining to other developers or implementing something that is known to work poorly, sit down with the scientist, discuss for 10 minutes, try to understand each other, and design a solution that will work well for both CASA and the scientist/user. Say you’ve formed a “tiger team” – management will love it.

Solution 4: in-cycle discovered issues: first clarify with the module boss, (conversation with < full casa-staff), then post it on the priority list so that everyone else can see it – other developers who may have related problems, cabal understands better why original targets are not getting completed, documented justification for more developers or reallocation of person-power