

1. Add the ability to add sightings to a bug.

You cannot add sightings to a bug that you cannot see or edit. (So, under normal Bugzilla permissions, the bug must be visible to you and you must have “editbugs” permissions for it, to add a sighting to it.)

Sightings will be displayed in a read-only table on the show_bug page with a fixed set of fields. The set of fields will be determined by the Bugzilla Project as what is best for all Bugzilla users as a whole.

A good inspiration for this part of the Interface is the “Affects” table that appears in the “Launchpad” bug tracking system.

To make it clear which bug is the “primary” bug, when you add a sighting to a bug, the bug you added a sighting to is marked as the “master bug.” The master bug should be somehow accented in the table of sightings. If the current bug you are viewing *is* the master bug, the interface should make this clear.

There can be only one master bug for any set of sightings. So, if you try to make a bug a sighting of a sighting, it becomes a sighting of that sighting's master bug instead. (That is, sighting relationships are only “one deep”, they are not hierarchical.)

Comments and attachments should be “synced” across Sightings. That is, adding a comment or attachment on any sighting should make it appear on show_bug.cgi for all sightings.

Any time the “Change Several Bugs At Once” page is used to add a comment to multiple sightings at once, it is only added to one sighting, and “shared” between them.

When email is sent for any change that affects all sightings (such as adding a comment or an attachment), the Reporters, Assignees, QA Contacts, and CC Lists of each sighting will be merged, so that only one email is sent. Reporters and CCs will only see the email if they have permission to see that email on at least one of the sightings they have that role on.

Bugs may not be *made* into sightings of another bug after they are filed. Bugs must be marked as a sighting when they are created.

You cannot add sightings to a bug while filing it—bugs may only become master bugs after they are filed.

2. Add a link to the “Change Several Bugs At Once” page on show_bug.cgi, underneath the Sightings table, that brings up all Sightings in the table list for editing, for users in editbugs. (This only applies to users in the global editbugs group, not users with per-product editbugs permissions.)

When using the “Change Several Bugs At Once” page in this manner, any comment added will be added to the master bug, and shared between all sightings.

3. When searching, bugs that are sightings but are not the master bug are hidden by default. However, the master bug will show up if the criteria you are searching on matches *any* of the sightings. Essentially, Bugzilla will cull non-root-cause sightings from the list and replace them with their master bug. (Or if the master bug already appears in the search results, it will just remove all the sightings.)

You can modify this behavior by un-checking a box that says “Show Master Bugs Only.” If the box is unchecked, then all bugs show up in your search results as normal search result items, and sightings are not hidden.

4. Sync the following fields between all sightings (so that they have identical content): short_desc, status_whiteboard, keywords.

Changes to these fields on sightings work similarly, in terms of email and “change several bugs at once”, to how comments and attachments work for sightings.

5. Display Sightings on show_bug.cgi grouped by product and sorted by status. (Resolved sightings are displayed after open sightings, and products with all sightings resolved should be displayed last.)
6. Modify the permissions for using the “Change Several Bugs At Once” page so that any logged-in user can use it, but their edits will be denied if they cannot edit a particular bug. Then, show the editing link at the bottom of the Sightings table to all logged-in users.
7. Add the ability to add a Sighting directly on show_bug.cgi for all single-select fields except Product. When adding a sighting in this way, all fields are directly cloned from the existing bug to the sighting (though comments and attachments are shared between sightings, so they aren't physically copied to the new sighting) except for the value of the field selected.
8. Add the ability to add product Sightings directly on show_bug.cgi. This will cause the verify-new-product page to appear so that the user can select any field or group changes necessary for creating the sighting in the new product.
9. You should be able to search for bugs based on when their sighting list was last added to (using the “where one or more of the following changed” section on query.cgi).
10. Add the ability to edit multiple sightings directly on the bug display page, and submit changes to them all at once. The read-only table will optionally become an editable form, for logged-in users, and different values can be set for each field on each bug.

When the user commits changes to the sightings using this form, they are also committing changes to the bug they are viewing.

11. Add the ability to set the assignee, QA Contact, Severity, and Priority for all of the sightings in a product at once. (That is, there are form fields that allow you to set these things globally for each set of product sightings. If all sightings in the Product already have the same assignee, qa contact, etc. then the boxes should already be populated with that, otherwise they should be empty.)
12. Add the option for all of a bug's sightings to appear on bug lists in a collapsible tree whenever the master bug matches (or, if “Show Only Master Bugs” is checked, any sighting matches) the search criteria.