

Attendees: Carlos Matos (Fidelity), Kodi Atuchukwu (Vodafone), Milind Bhagwat (BT), Randy Levensalor (CableLabs), Serge Manning (Sprint), Steven Wright (AT&T)
Also joining from the Linux Foundation: Heather Kirksey, Min Yu, Ray Paik

- To frame today's discussion, Steven pointed the attendees to the content on the VNF Onboarding daughter page created under the Pain Points page on the [EUAG's Wiki](#).
- A clarification was made that EUAG should provide high-level input to hand off to the technical community and the Polestar WG.
- Regarding the scope of EUAG's input on VNF onboarding, it was noted that EUAG will focus on providing 1-2 priority user stories or use cases to ensure the desired features are included and implemented in future releases instead of covering the whole life cycle like what the MANO WG is working on.
- The attendees had a discussion regarding if EUAG's input should also include the how-to process. The attendees generally agreed that EUAG's input in the form of a use case that describes functionalities would be more helpful, as the audience of the input will be developers and the upstream communities who are more used to seeing requirements in the form of use cases. It was further noted that the value of user stories captures functions and features that are missing today, while the hows should be left to the technical community rather than being prescribed by EUAG.
- Steven suggested that it would be helpful to start with categorizing the types of VNFs in the interest of building functions over time. A question was raised regarding the level of details required in order to do the categorization. A suggestion was made to start with 1-2 examples of high-level use cases as discussion points with the MANO and Polestar WG next week in Seattle and seek feedback from them on whether the information is consumable and/or if there are any gaps in detail still needed from EUAG.
- There was a discussion if EUAG's discussion and feedback should also be on identifying minimal capabilities for the development community or should also include gathering as many scenarios as possible so as to create a matrix of ideas. Steven clarified that EUAG is focusing on 1-2 high-level use cases in the VNF onboarding space for now as that's being asked by the Polestar WG, and that picking another priority pain point will be on the agenda for the next EUAG's call, but that members were encouraged to add other ideas on the Wiki.
- In response to the question of how EUAG members provide feedback, it was clarified that the EUAG's Wiki will continue to be the feedback/discussion forum. It was further clarified that members can edit the content directly if the edits are minor or non-controversial, but members should add comments below if they have broader or controversial points that need to be discussed. It was also noted that the process can be changed if members find it ineffective.
- Steven noted the following timelines:
 - Finish up comments on VNF onboarding by the next EUAG call on 9/28
 - Identify one additional pain point during the next EUAG call
 - Spend about two weeks following the 9/28 call fleshing out the details of that next identified pain point

- Responding to the question of the timing of EUAG's input to be considered by the technical community, Heather noted that the TSC will be voting on the D release milestones and dates on Tuesday next week and suggested inviting the OPNFV release manager, David, to give a walk-through, maybe at the F2F meeting in Barcelona, on what release milestones mean, how scenarios get defined and tested, and how projects feed into scenarios.