

Close epic when stories are done

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Use case

In this automation rule the epic will be automatically closed **as soon as all stories are done**.



Issue transitioned event

1

Create a new rule and name it appropriately.

Providing a description will help you to identify what the rule does but this step is **optional**.

2

Add a **Trigger** **Issue transitioned event**



Boolean condition

3

Add the following parser expression:

```
count(issuesUnderEpic()) = count(filterByStatus(issuesUnderEpic(), "Done")) AND count(issuesUnderEpic()) != 0
```

This way the rule will only continue, if all issues under the current epic are in status **Done**.

To achieve this, the following functions are used:

- [count\(\)](#)
- [issuesUnderEpic\(\)](#)
- [filterByStatus\(\)](#)



Issue selector

4

Next to the **boolean condition** click on **Add Selector** **Issue selector**

1

Target issue(s)

Linked epic



Transition issue

5

Next to the **issue selector** click on **Add Action Transition issue**

1

Mode


Choose **Transition to status**

2

Status

Choose **Done**

6

Enable the rule by clicking on the **Enable button** 



Screencast

No screencast available at the moment.



Import the example

Import the **JSON** file below to get started in no time.

JSON

After importing the JSON file, make sure to **check the configuration** of the rule. Non-existing configuration elements (issue types, fields, values etc.) will be highlighted.

```
{
  "name": "Close Epic when stories are done",
  "description": "",
  "creator": "admin",
  "status": false,
  "triggerData": "",
  "triggerType": "ISSUE_TRANSITIONED_EVENT",
  "configuration": {
    "refs": [
      "issue",
      "system",
      "trigger.issue",
      "trigger.parent"
    ],
  },
}
```

```






        "triggerType": ""
    },
    "children": [
        {
            "sequence": 0,
            "type": "BOOLEAN_CONDITION",
            "ruleEntityType": "CONDITION",
            "configuration": {
                "refs": [
                    "issue",
                    "project",
                    "system",
                    "trigger",
                    "trigger.issue",
                    "trigger.parent"
                ],
                "expression": "count(issuesUnderEpic()) = count(filterByStatus(issuesUnderEpic(), \"
Done\\\"))",
                "expressionParsingMode": "logical",
                "actingUser": "field_00020"
            },
            "children": [
                {
                    "sequence": 0,
                    "type": "ISSUE_SELECTOR",
                    "ruleEntityType": "SELECTOR",
                    "configuration": {
                        "refs": [
                            "issue",
                            "project",
                            "system",
                            "trigger",
                            "trigger.issue",
                            "trigger.parent"
                        ],
                        "option": "epic",
                        "issueListExpressionParsingMode": "issues",
                        "actingUser": "field_00020"
                    },
                    "children": [
                        {
                            "sequence": 1,
                            "type": "TRANSITION_ISSUE",
                            "ruleEntityType": "ACTION",
                            "configuration": {
                                "refs": [
                                    "issue",
                                    "issues",
                                    "project",
                                    "selector.issue",
                                    "selector.parent",
                                    "system",
                                    "trigger",
                                    "trigger.issue",
                                    "trigger.parent"
                                ],
                                "option": "status",
                                "status": "10012",
                                "actingUser": "field_00020"
                            },
                            "children": null,
                            "hasChildren": false
                        }
                    ],
                    "hasChildren": true
                }
            ],
            "hasChildren": true
        }
    ],
    "hasChildren": true
}

```

```
}
```



Related example

Title	Automated action	JWT feature	Label
Assign an issue to the last assignee on a transition	Assign issue action		
Assign issues to your team during a transition	Assign issue action		
Automatically assign issues to your team	Assign issue action		
Re-assign issues and leave a comment	Add comment action Assign issue action		
Update assignee and reporter to facilitate user deletion	Add comment action Assign issue action Update field action		STAFF PICK

If you still have questions, feel free to refer to our [support team](#).