SE Deployment Workshop: Extreme Startup

17-313 Spring 2025

Foundations of Software Engineering

https://cmu-313.github.io

Michael Hilton, Austin Henley, and Nadia Nahar

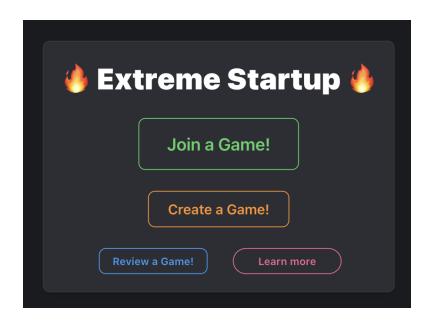


Learning Goals

- Get familiar with continuous deployment
- Deal with fast-changing requirements based on user demand, which scales with success rate / user base
- Understand the value of in-house testing before deploying to production
- Differentiate between missing features and wrong behavior in a production system

Extreme Startup Game

- Maintained by Robert Chatley, Matt Wynne, and Mike Sorokin (Imperial College London)
- Goal is to help students take rapid deployment to the extreme
- We will play the game, then discuss as a group



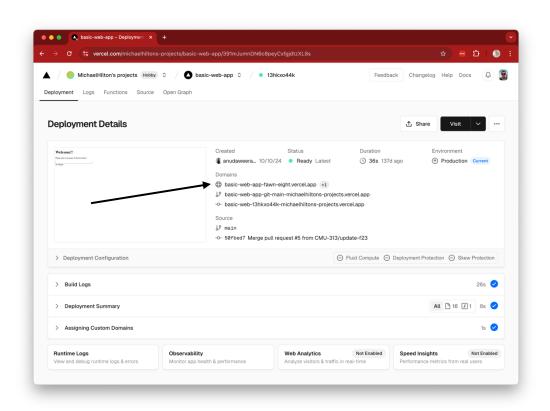


Setup Instructions:



Step 1: have vercell app running

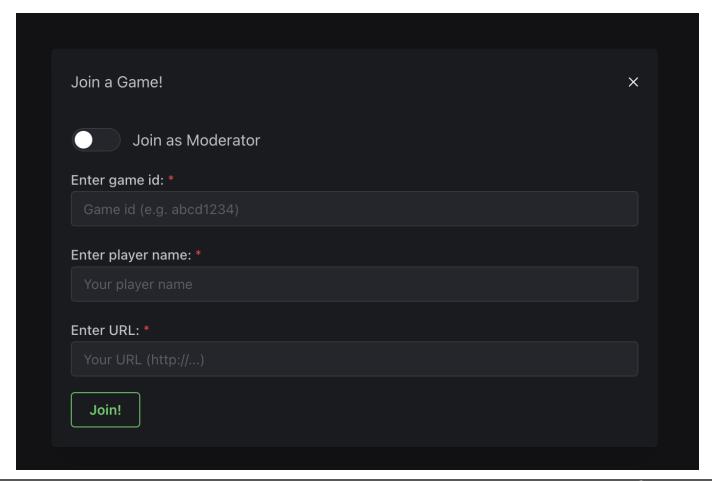
- If you have not done the recitation, you will need to do this first. (See course website)
- Visit your vercel deployment.
 Find the URL for your deployment



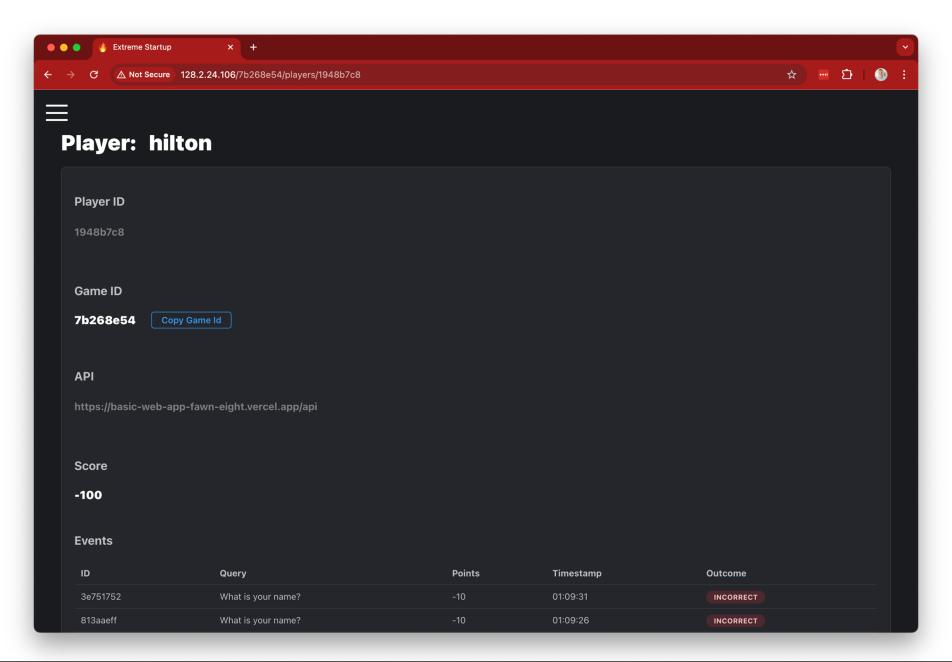


Step 2: Join game

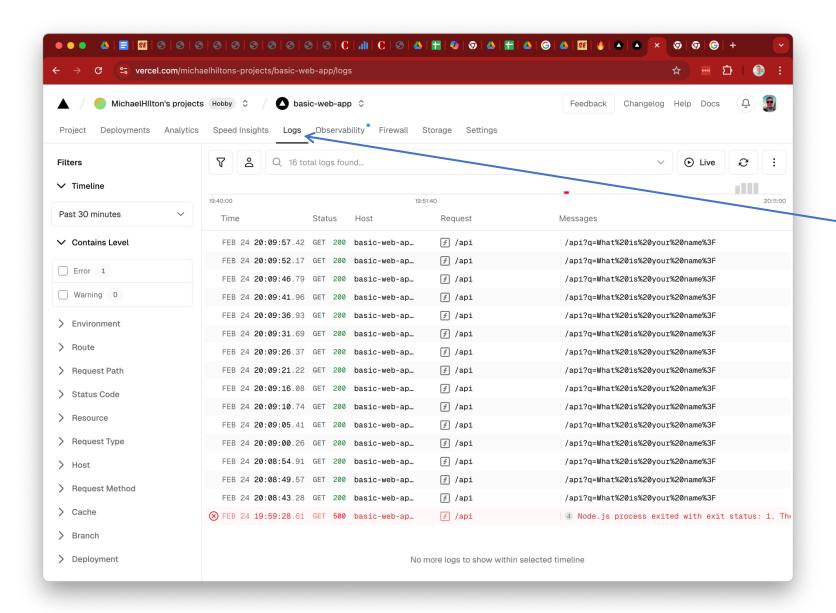
- Game id: from board
- Player Name:
 - Remember what you put in
- URL:
 - IMPORTANT: PASTE YOUR URL BUT ADD '/API'
 - E.g. http://myurl.com/API











Takeaways

- Continuous deployment (auto-deploy on push) makes it easy to land changes in production
 - But there is always some delay in the feedback loop after your push
- Not having a feature is better than performing incorrectly
- Requirements can change quickly based on user demand
- User demand scales with success in production
- Local testing can help prevent issues in production, but testing in production might speed things up

