SE Deployment Workshop: *Extreme Startup*

17-313: Foundations of Software Engineering

https://cmu-313.github.io

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Fall 2025

Administrivia

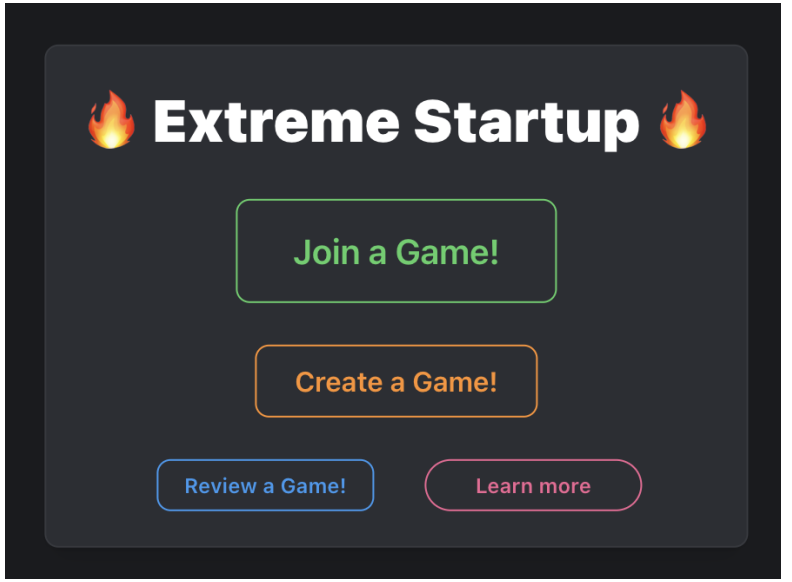
- **Project 2B**
  - grades have been published.
  - use the feedback to improve your collaborative development process
  - come to office hours to get more tips and advice on how to improve
- **Project 2C**
  - due Friday, October 10th, 11:59 pm
- **Midterm**
  - Sample midterms are available online
  - Thursday Oct 9
  - 1 8.5x11 in paper cheat sheet. Handwritten will get 2 extra credit points.

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

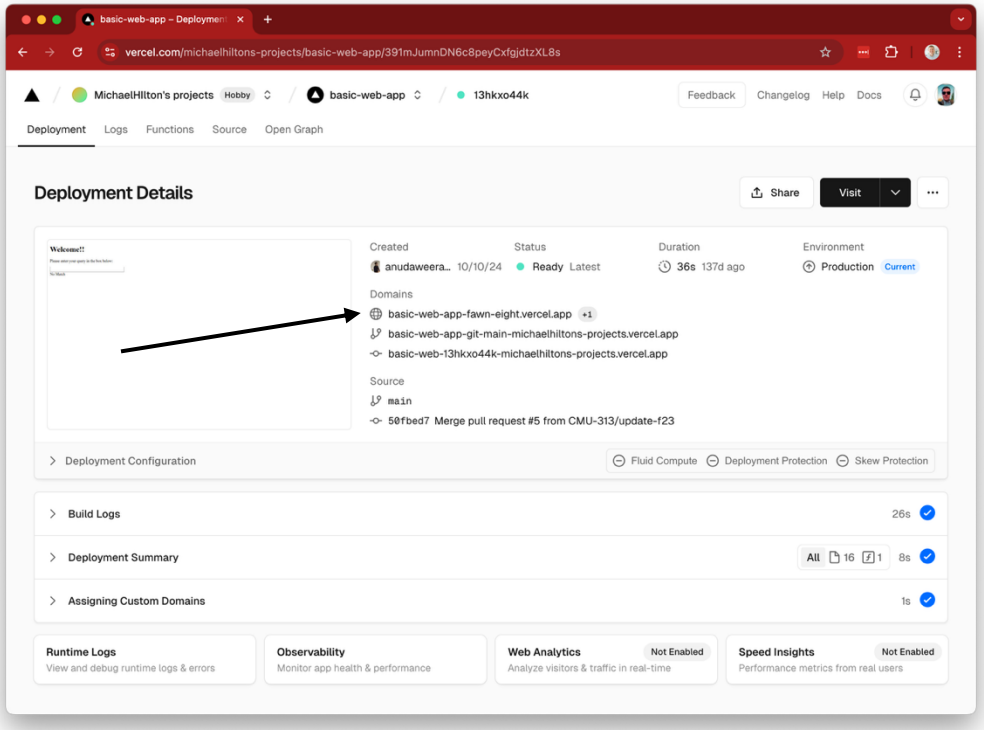
- Maintained by Robert Chatley, Matt Wynne, and Mike Sorokin (Imperial College London)
- Goal is to help students take rapid deployment to the extreme
- We will play the game, then discuss as a group



Setup Instructions:

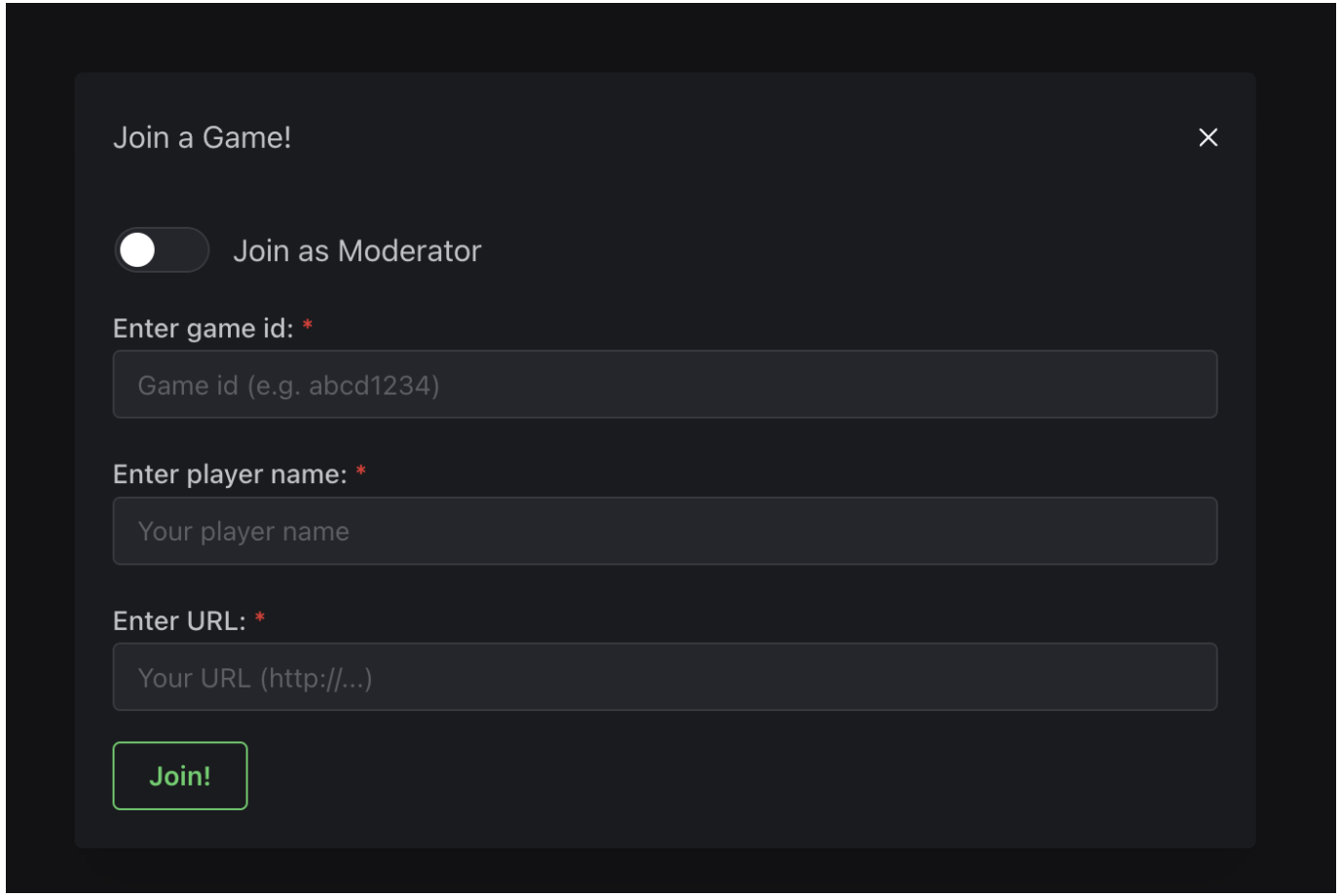
Step 1: have vercell app running

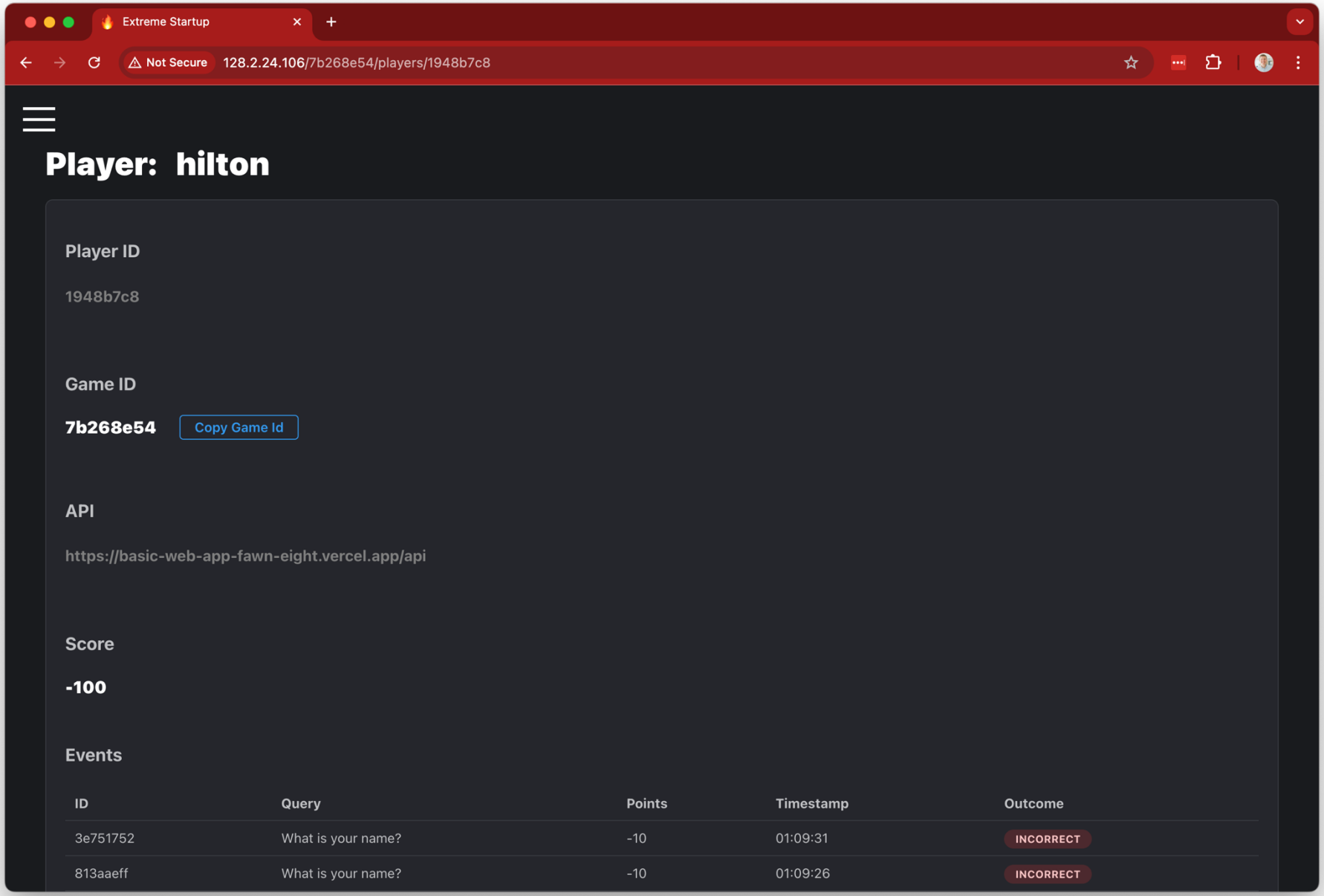
- If you have not done the recitation, you will need to do this first. (See course website)
- Visit your vercel deployment. Find the URL for your deployment



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




Extreme Startup
Not Secure
128.2.24.106/7b268e54/players/1948b7c8
Player: hilton
Player ID
1948b7c8
Game ID
7b268e54
Copy Game Id
API
https://basic-web-app-fawn-eight.vercel.app/api
Score
-100
Events
ID
Query
Points
Timestamp
Outcome
3e751752
What is your name?
-10
01:09:31
INCORRECT
813aaeff
What is your name?
-10
01:09:26
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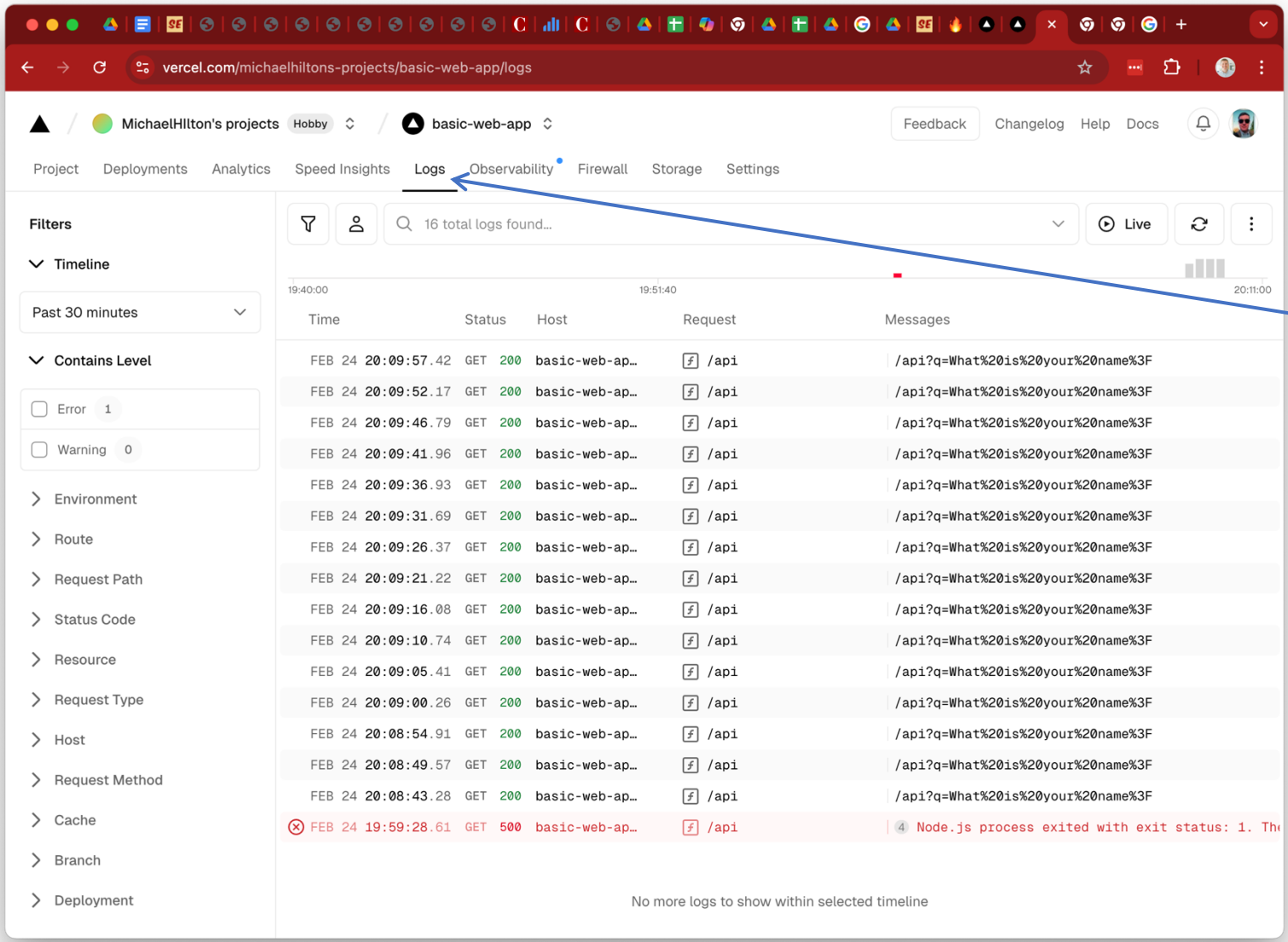
vercel.com/michaelhiltons-projects/basic-web-app/logs
MichaelHIlton's projects
Hobby
basic-web-app
Feedback
Changelog
Help
Docs
Project
Deployments
Analytics
Speed Insights
Logs
Observability
Firewall
Storage
Settings
Filters
Timeline
Past 30 minutes
Contains Level
Error 1
Warning 0
Environment
Route
Request Path
Status Code
Resource
Request Type
Host
Request Method
Cache
Branch
Deployment
16 total logs found...
Live
19:40:00
19:51:40
20:11:00
Time
Status
Host
Request
Messages
FEB 24 20:09:57.42 GET 200 basic-web-ap… /api /api?q=What%20is%20your%20name%3F
FEB 24 20:09:52.17 GET 200 basic-web-ap… /api /api?q=What%20is%20your%20name%3F
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FEB 24 20:09:36.93 GET 200 basic-web-ap… /api /api?q=What%20is%20your%20name%3F
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FEB 24 20:09:05.41 GET 200 basic-web-ap… /api /api?q=What%20is%20your%20name%3F
FEB 24 20:09:00.26 GET 200 basic-web-ap… /api /api?q=What%20is%20your%20name%3F
FEB 24 20:08:54.91 GET 200 basic-web-ap… /api /api?q=What%20is%20your%20name%3F
FEB 24 20:08:49.57 GET 200 basic-web-ap… /api /api?q=What%20is%20your%20name%3F
FEB 24 20:08:43.28 GET 200 basic-web-ap… /api /api?q=What%20is%20your%20name%3F
FEB 24 19:59:28.61 GET 500 basic-web-ap… /api 4 Node.js process exited with exit status: 1. Th
No more logs to show within selected timeline

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