

SE Deployment Workshop: Extreme Startup

17-313 Fall 2026

Foundations of Software Engineering

<https://cmu-17313q.github.io>

Eduardo Feo Flushing

Thank You for Your Feedback

The mid-semester retrospective got 35 responses. Here is what came back, organized as keep / stop / start.

Keep Doing

Theme	Responses	What students value
Bonus points and extra credit	19	Opportunities through exams, activities, group work, and cheat sheets.
Interactive activities and practical examples	7	Applying concepts during class, answering questions, and seeing code examples.
Chocolate	4	Snacks and rewards for participation.
Mock exams and cheat sheets	4	Practice and support for assessments.
Breaks	2	Students value the breaks during lecture.

Stop Doing

Theme	Responses	What students request
Quizzes	5	Remove quizzes, sometimes transferring their weight to projects or labs.
Lecture breaks	3	Usually so class can finish earlier.
Surveys / team survey forms	2	Reduce them or simplify submission. One response specifically mentions forgetting separate forms.

Noted, even where a change is not possible this semester.

Start Doing

Theme	Responses	What students request
More bonus opportunities	9	Additional ways to earn points, including outside exams.
More flexible attendance or delivery	4	Remote/take-home lectures, optional recitations, or optional attendance.
Changes to assessment weighting or quiz policy	4	Lower exam weight, increase project weight, or drop the lowest quiz.
Later lab submission deadlines	2	Allow submission by the end of the day instead of during class.
More exam preparation resources	2	Recent past exams and guides for quizzes/exams.

What I Can Offer

- More bonus opportunities, yes!
 - Recitation participation: completing the tasks, not just attending, will count as bonus.
 - Team surveys: optional, worth bonus points.
 - Any participation points above 100% go into a new **Overall bonus** category, worth up to 3% of the final grade.
Curved: whoever earns the most bonus participation points gets the full 3%.
- Quizzes: low-stakes. Already scheduled: 6 quizzes, dropping the lowest. Each quiz is 10 minutes, multiple choice.
- Breaks: feedback was mixed. Some liked them, some did not. We will have breaks sometimes and skip them other times, whenever possible.

Distinguished Lecture: Software Architecture

A. Nico Habermann Distinguished
Lecture in Computer Science

Software Architecture: Past, Present and Future

October 26, 2026

1:00 - 2:00 p.m.

1213



David Garlan

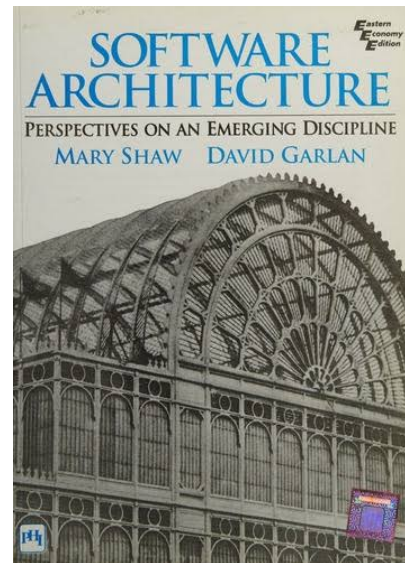
Professor, Computer Science
Associate Dean, Kenneth C. Griffin School of Computer Science
Carnegie Mellon University

Learn about key enablers of a discipline of software architecture that led to its use in common industrial practice, the central ideas that form its core, and its enduring principles that continue to shape the field of software engineering.

Optional: the A. Nico Habermann Distinguished Lecture, open to all students.

Guest Lecture: David Garlan on Software Architecture

- David Garlan is joining us for a guest lecture on **Tuesday, October 27.**
- Topic: software architecture.
- Co-author of *Software Architecture: Perspectives on an Emerging Discipline*, one of the field's foundational texts.

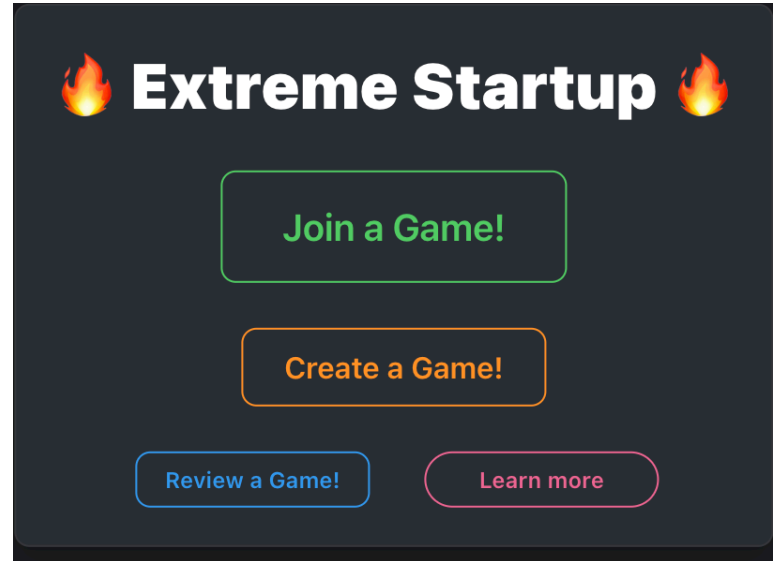


Learning Goals

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

Extreme Startup Game

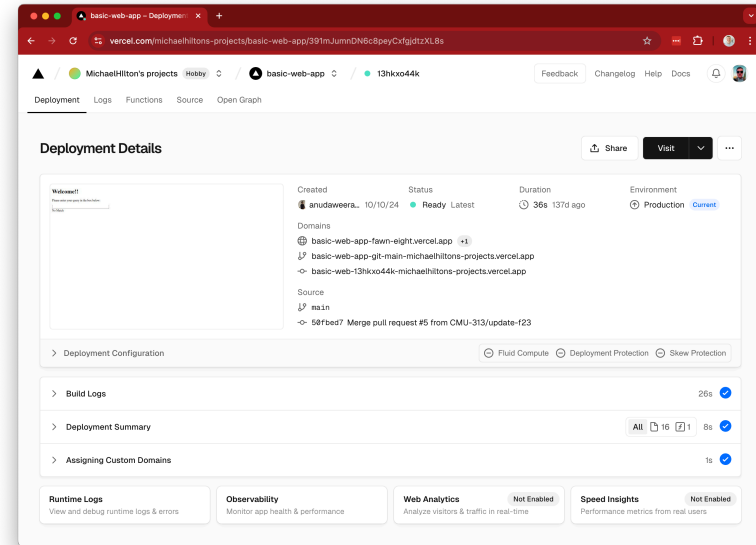
- Maintained by Robert Chatley, Matt Wynne, and Mike Sorokin (Imperial College London).
- Goal is to help students take rapid deployment to the extreme.
- We will play the game, then discuss as a group.



Setup Instructions

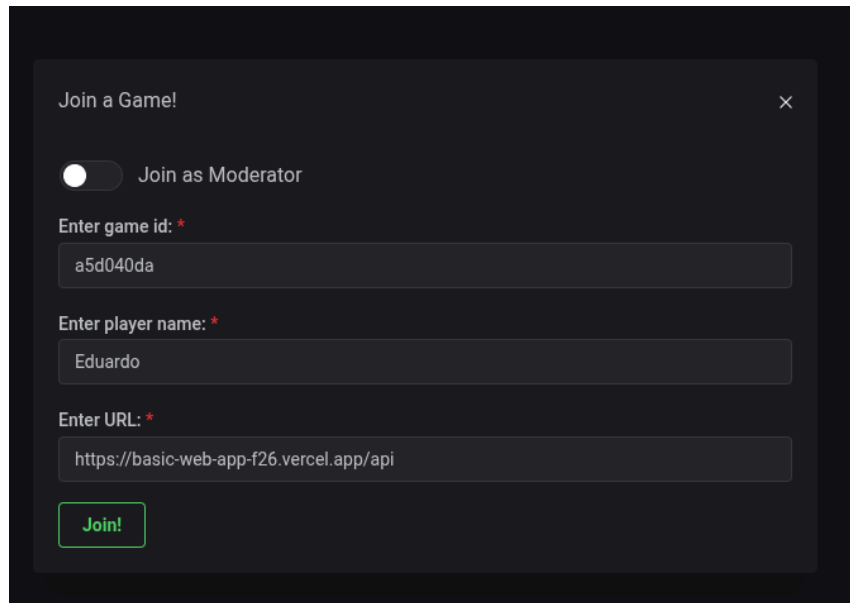
Step 1: Have Your Vercel App Running

- If you have not done the pre-lecture activity, you will need to do this first. (See the course website.)
- Visit your Vercel deployment and find the URL for it.



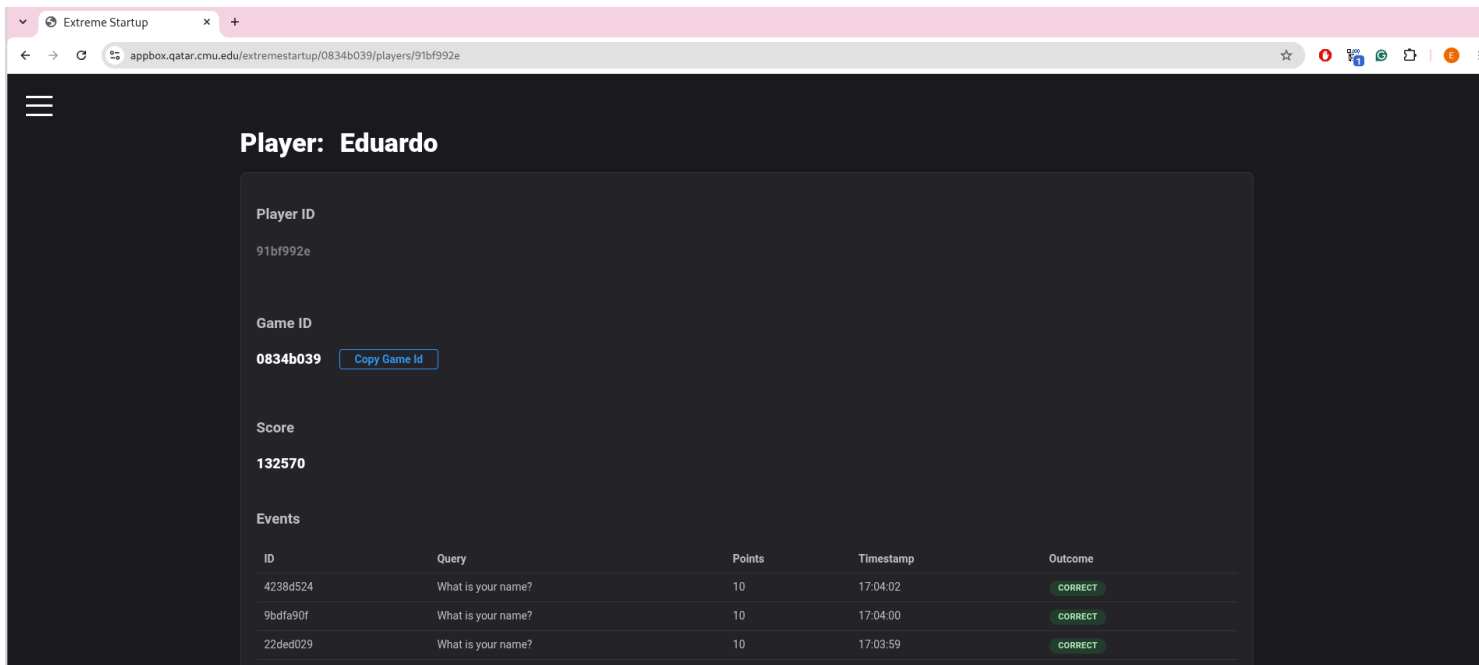
Step 2: Join the Game

- Visit `appbox.qatar.cmu.edu/extremestartup` and click **Join Game**.
- **Game ID:** `a5d040da`
- **Player name:** remember what you enter.
- **URL:** paste your Vercel URL and add `/api`, e.g. `https://yourapp.vercel.app/api`.



The screenshot shows a dark-themed modal window titled "Join a Game!" with a close button (X) in the top right corner. Inside the modal, there is a toggle switch labeled "Join as Moderator" which is currently turned off. Below this, there are three input fields, each with a red asterisk indicating a required field. The first field is labeled "Enter game id:" and contains the text "a5d040da". The second field is labeled "Enter player name:" and contains the text "Eduardo". The third field is labeled "Enter URL:" and contains the text "https://basic-web-app-f26.vercel.app/api". At the bottom of the modal, there is a green button with the text "Join!" in white.

Player Dashboard



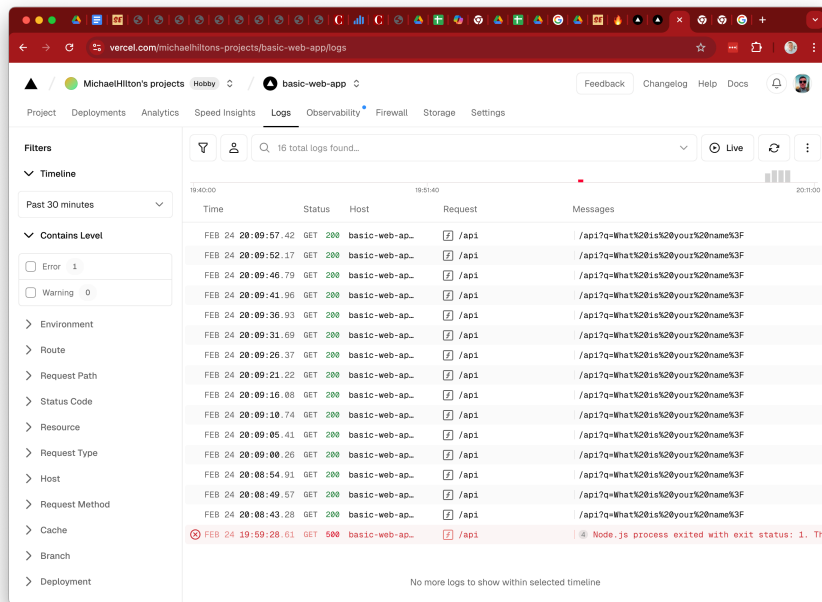
The screenshot shows a web browser window with the URL `appbox.qatar.cmu.edu/extremestartup/0834b039/players/91bf992e`. The page title is "Player: Eduardo". It displays the following information:

- Player ID:** 91bf992e
- Game ID:** 0834b039 (with a "Copy Game Id" button)
- Score:** 132570
- Events:** A table showing the request history.

ID	Query	Points	Timestamp	Outcome
4238d524	What is your name?	10	17:04:02	CORRECT
9bdfa90f	What is your name?	10	17:04:00	CORRECT
22ded029	What is your name?	10	17:03:59	CORRECT

Each player gets a live page showing their score and request history.

Logs



The Vercel logs show the requests received by your app.

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.