SE Deployment Workshop: Extreme Startup

17-313: Foundations of Software Engineering

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

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Administrivia

• P3A due tonight

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



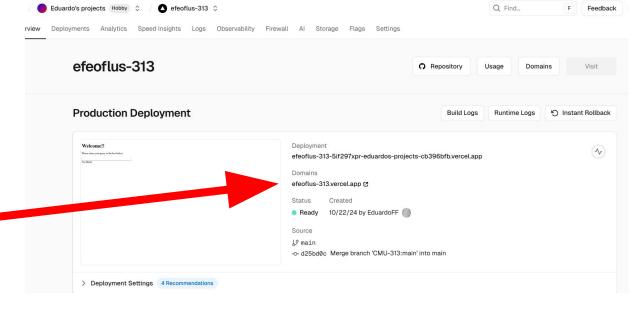
Setup Instructions:



Step 1: have vercell app running

 If you have not done the activity, you will need to do this first. (See course website)

Visit your vercel deployment.
Find the URL for your deployment

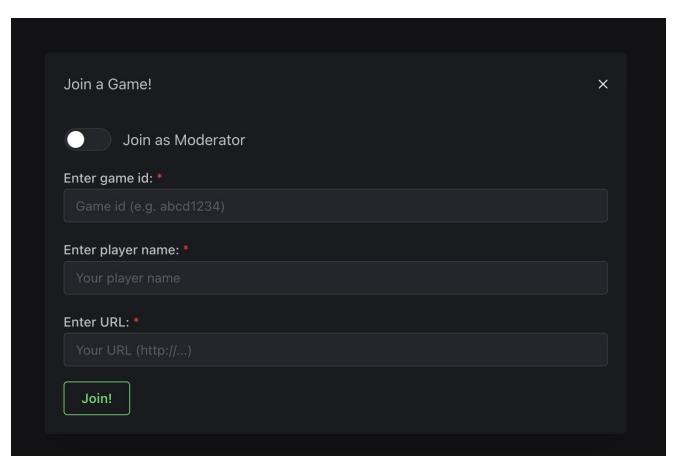




Step 2: Join game

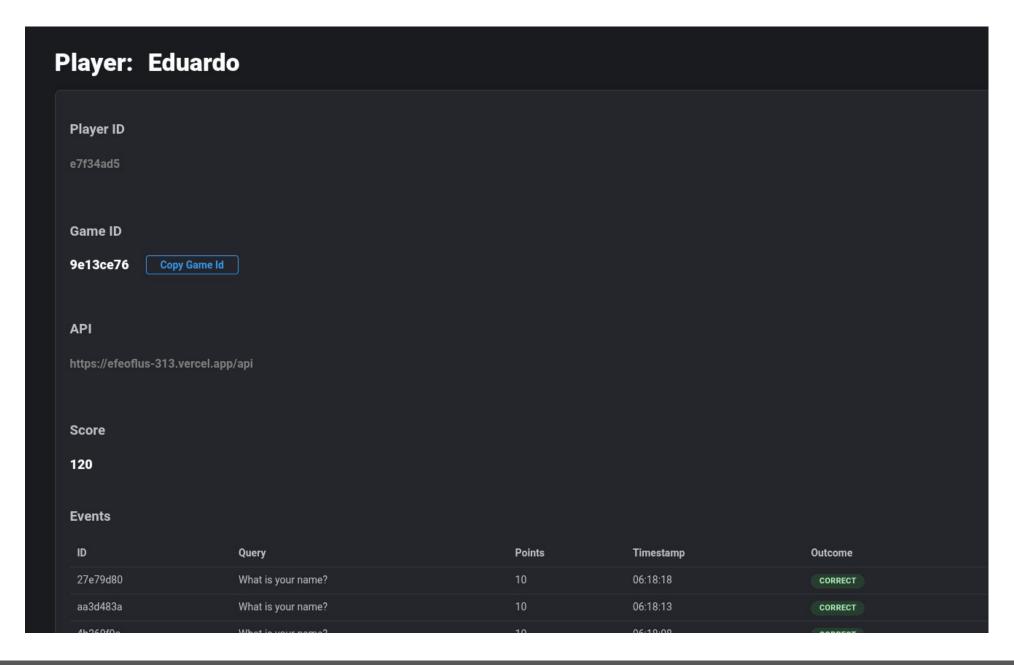
appbox.qatar.cmu.edu/extremestartup

- Click Join Game
- Game id: **e1739419**
- Player Name:
 - Remember what you put in
- URL:
 - IMPORTANT: PASTE YOUR URL BUT ADD '/api'
 - E.g. http://efeoflus.vercel.app/api





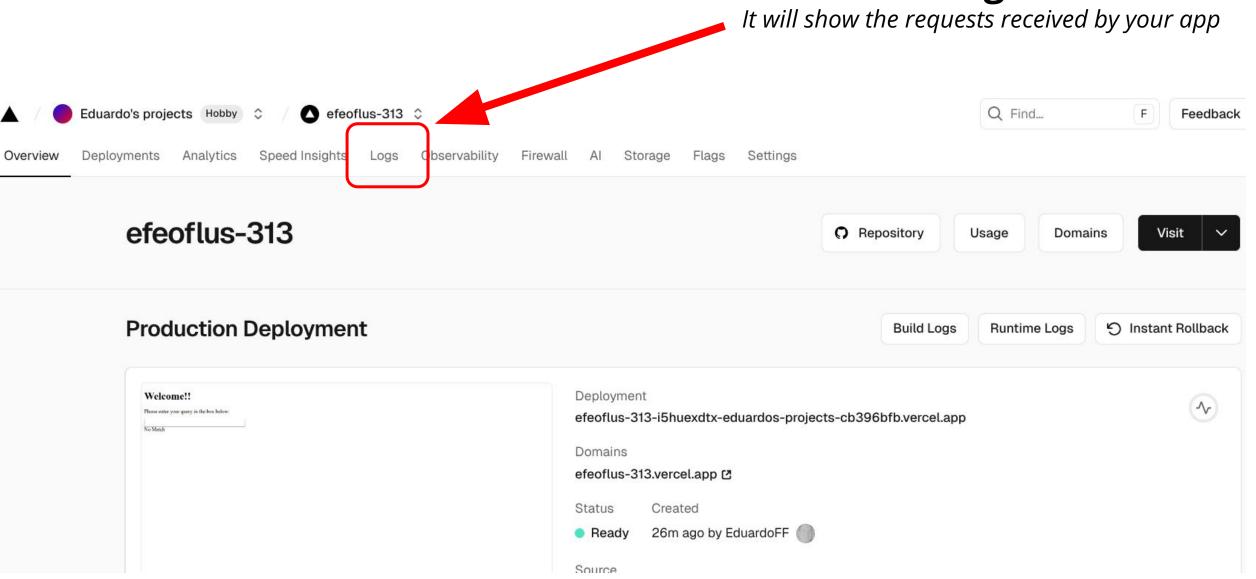








Logs







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