

CSCI 4210: Introduction to Software Engineering



University of New Orleans
Department of Computer Science



Capstone Project: Touchless Kiosk System

Dev-Cycle 4:
Deployment and Postmortem Analysis

Cycle Overview

The Deployment and Postmortem Analysis Cycle focuses on delivering the completed project to stakeholders through a comprehensive presentation and live demo. This cycle culminates in a celebration of project achievements, showcasing the application's full functionality, discussing development challenges and successes, and engaging in reflection through a post-mortem analysis.

Key Objectives

- **Deploy the Final Application:** Complete final deployment preparations, including setup configurations, ensuring that the system is fully functional.
- **Present Completed Project:** Showcase the application through a live demo, highlighting major features and functionalities.
- **Conduct Post-Mortem Analysis:** Reflect on project outcomes, including team insights, challenges faced, solutions implemented, and lessons learned, identifying areas for future improvement.

Cycle Tasks

Part 1: Final Deployment and Preparation

Objective: Ensure the system is fully deployed and ready for a smooth, stable live demonstration.

1. Complete System Integration and Testing:

- Finalize integration of all components into a single, deployable system.
- Conduct final testing, including stress and performance tests, to validate stability and responsiveness.

2. Prepare Deployment Documentation:

- Compile all necessary documentation for deployment, including setup instructions, configurations, and user manuals.
- Ensure that deployment documentation is clear, complete, and accessible for future use.

Part 2: Final Presentation and Demo Preparation

Objective: Prepare presentation materials that effectively showcase the completed project, including a live demo, feature walkthroughs, and key points from the post-mortem analysis.

1. Develop Presentation Structure:

- Outline the presentation, including sections for the live demo, feature highlights, and key insights from each pod's reflections.
- Design slides that support key points and make use of visuals, diagrams, and screenshots.

2. Organize Live Demo and Feature Walkthrough:

- Prepare a live demonstration of the application, showcasing primary features and user flows.
- Highlight specific use cases and scenarios to demonstrate application functionality.

3. Practice Presentation:

- Schedule a practice session to ensure smooth transitions and refine timing.
- Test the live demo setup, ensuring all components work as intended.

Part 3: Post-Mortem Analysis Preparation

Objective: Conduct a post-mortem analysis to reflect on the project's successes, challenges, and key learning points.

1. Document Project Strengths and Successes:

- Identify aspects of the project that were particularly successful, such as teamwork, design decisions, or technical achievements.
- Recognize team and individual contributions that led to these successes.

2. Reflect on Challenges and Obstacles:

- Discuss major challenges encountered, including technical issues, resource limitations, and any setbacks.
- Describe how the team addressed these challenges and what improvements could be made in the future.

3. Summarize Lessons Learned:

- Highlight the main takeaways from the project, focusing on skills, best practices, and insights gained.
- Outline potential strategies to apply these lessons in future projects.

Deliverables

This cycle includes the following deliverables, which will be managed using GitHub Issues and GitHub Project management tools to ensure accountability:

- **Integrated System Build:** Final build of the system with all components integrated and functional.
- **Deployment Documentation:** Finalized deployment instructions, including setup configurations and user manuals.
- **Final Project Presentation and Demo:** Comprehensive presentation materials, including slides, demo scripts, and any visual aids, to support the live demonstration.
- **Post-Mortem Summary Report:** A detailed report documenting the project's overall strengths, challenges, and lessons learned, with reflections from each pod.

All deliverables should be organized and tracked on the GitHub Project board under relevant cycle stages (e.g., **Backlog**, **In Progress**, **Completed**), ensuring transparency in team responsibilities and progress.

Grading Rubric for Dev-Cycle 4

This rubric evaluates key aspects of the Deployment and Postmortem Analysis Cycle, including presentation quality, demo execution, and the post-mortem analysis.

Category	Description	Points
Final Presentation and Demo	Deliver a polished, well-structured presentation, including a live demo showcasing the application's features, user flows, and primary functionalities.	30%
Post-Mortem Analysis	Each pod shares reflections on their development process, challenges encountered, solutions implemented, successes achieved, and overall lessons learned.	50%
Presentation Preparation and Organization	Demonstrates thorough preparation, including slide quality, demo rehearsals, and logical presentation flow, ensuring an engaging experience for stakeholders.	20%
Total		100%

Detailed Breakdown

- **Final Presentation and Demo (30%):** Showcase the completed application, highlighting its most significant features and functionality, demonstrating a clear and organized user flow.
- **Post-Mortem Analysis (50%):** Document and present the reflections from each pod, covering development challenges, solutions, successes, and lessons learned, with a focus on collective growth and insights.
- **Presentation Preparation and Organization (20%):** Slides, visuals, and demo rehearsals contribute to a seamless, professional presentation experience.

Appendix: Agile Development Roadmap

This Agile Development Roadmap summarizes each phase of the project, underscoring the objectives and activities in the full development lifecycle.

0. **Discovery and Planning Cycle** – This phase centers on requirements gathering, stakeholder analysis, and initial roadmap creation. It aligns with Agile’s discovery phases, where understanding user and system needs is essential for setting a clear development path.
1. **MVP Development and Integration Readiness Cycle** – This cycle emphasizes initial development, focusing on isolated component building and preparing for integration. The goal is to establish a minimal product foundation that can operate independently but is ready for further integration.
2. **User Feedback and Refinement Cycle** – After the MVP is complete, this phase collects user feedback, allowing for testing insights to guide iterative improvements. This cycle ensures the product evolves to meet real user needs effectively.
3. **Feature Expansion and Optimization Cycle** – Building on the MVP, this phase introduces high-priority features and optimizations. It expands the product’s functionality and enhances performance, creating a more robust and refined system.
4. **Deployment and Postmortem Analysis Cycle** – The final phase focuses on deploying the application, delivering a structured presentation, and conducting a post-mortem to reflect on the project’s journey and lessons learned.

Each cycle contributes to a comprehensive Agile development process, ensuring that the project remains aligned with stakeholder needs and system goals from planning to final presentation.