SE Deployment Workshop:
Extreme Startup

17-313: Foundations of Software Engineering

https://cmu-313.github.io

Michael Hilton and **Josh Sunshine**
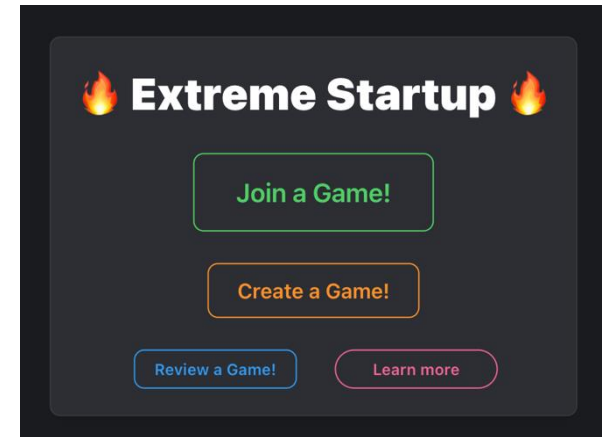
Spring 2026

Course Announcements

- Final Time:
  - Thursday, April 30, 2026 08:30am - 11:30am
  - Room TBD

- Midterm
  - Thursday, February 26
  - If you need a disability accommodation, please schedule with ODR immediately.

- Project 2C due ~~Thursday, February 26~~ Friday, February 27

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
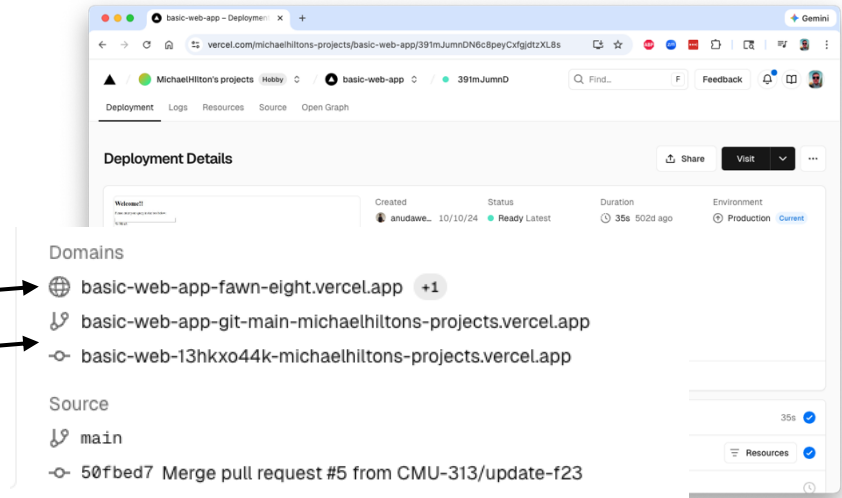
- We will play the game, then discuss as a group

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)

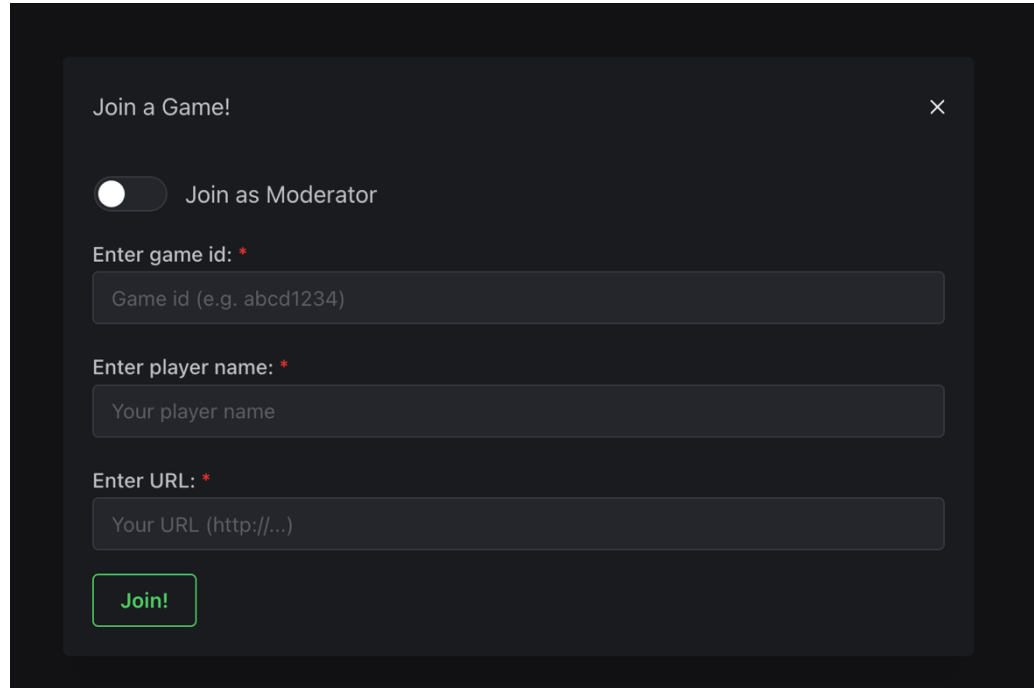- Visit your vercel deployment. Find the URL for your deployment

Use This:

NOT these:

NOT this:

Step 2: Join game

- Game id: from board

- Player Name (AndrewID):
  - Remember what you put in

- URL:
  - **IMPORTANT:** PASTE YOUR URL BUT ADD '/API'
  - E.g. http://myurl.com/API

Join a Game!   ✕

    Join as Moderator

Enter game id: *

Game id (e.g. abcd1234)

Enter player name: *

Your player name

Enter URL: *

Your URL (http://...)

Join!

Carnegie Mellon University

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	INCORRECT

See logs here

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

S3D Software and Societal Systems Department

Carnegie Mellon University