

Tutorial Exercise 11

Deployment and Maintenance: Airline Company project

1. Think about how you are going to deploy your project software. I know it is not intended to be rolled out to a company, but are you going to make it available to the public? If so, how? For example, if you are developing a game, you could upload it to Steam. How are you going to provide instructions and training for the user? How are you going to inform them about the hardware and software requirements needed to run the application? Is there going to be a licencing agreement? Essentially, you need to consider everything that we discussed in the lecture and incorporate this into your deployment plan.
2. Also think about how you will maintain your software. How will you support users who download it and then encounter bugs or have queries about its use? Are you going to produce new versions and add new features over time? If so, how will this be handled? You need to produce a maintenance plan as part of your assignment portfolio. Start to plan how you are going to test the software you have developed. Which integration method do you think is most appropriate and why?