



SOFTWARE ARCHITECTURE

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Lab 12

Presenting the Architecture

How to make a presentation?

Mark Richards

DeveloperToArchitect.com

Software Architecture Monday with Mark Richards Lesson 31 - Presenting Architecture



Mark Richards

Independent Consultant

Hands-on Software Architect / Published Author / Conference Speaker

Founder, DeveloperToArchitect.com

www.wmrichards.com

How to make a presentation?

Ideas

- Presentation Zen Garr Reynolds
<https://www.presentationzen.com/>
- Presentation Patterns:
<https://www.informit.com/store/presentation-patterns-techniques-for-crafting-better-9780321820808>
- Examples from previous years
<https://arquisoft.github.io/course1920.html>

What we evaluate?

- **Documentation:**
 - Quality of documentation
 - Clarity and correctness of diagrams.
 - Traceability and quality attributes.
 - APIs
- **Development**
 - Implementation quality.
- **Tests:**
 - Coverage (Unit tests)
 - End-to-End tests (e2e)
 - Load tests
 - Other tests

What we evaluate?

- Team management and project management:
 - Quality of the repo.
 - Issues, meeting notes and architecture decision records.
 - Code reviews.
- Deployment:
 - Automatization (Continuous integration and deployment).
 - Availability and observability: Monitoring.
- System
 - Functionality
 - Originality
 - Usability and aesthetics
 - Other quality attributes.

Presentation format

- 15 minutes - Project presentation
- 5 minutes - Demo
 - ✓ video in case something doesn't work
 - ✓ Live demo will be requested

The game will be tested by the teachers
- Teachers choose who speaks first
 - usually a random choice
 - It will rotate so that it is not the same throughout the presentation
 - There's a question time. Teachers may choose who has to answer.

Minimum requirements

- Deployed in the cloud (Azure or any other provider)
- Working application with minimum functionality
- CI integration
- Test report (add a chapter to arc42)
 - ✓ Unit tests
 - ✓ Acceptance tests
 - ✓ Code coverage result
 - ✓ Load tests (load test report)
- Other tests
 - ✓ E.g. E2E, Usability...

Minimum requirements

- Monitoring of the application
- Documentation complete, deployed and synchronized with the project
- It is not mandatory to resolve all issues
 - There may be issues that are pending

Ideas for the presentation

- Try to be original
 - Think outside the box and present their application in a unique and creative way.
 - Incorporate elements such as storytelling, visuals, demos, or analogies to make your presentation different and enjoyable.
 - Do you have any strong points? Does your application differ from others?
 - Try to engage with your audience
- Improvisation is not your friend
 - Importance of thorough preparation before the presentation
 - Practice the presentation multiple times
 - Do not read the presentation
- Cover all the important parts
 - Make sure your presentation is about Software Architecture
 - Tell us about all the mandatory parts of the assessment
 - Do not forget to tell us about your workflow in the repository, is not only about the final result but the process that you have followed
- Do you think you have learnt something important with this project? Tell us

Format guidelines:

- Cover: App name, subject, date, lab group, members and teacher names
- Avoid dark themes (projector issues)
- Number of slides, Less slides are better!
- Check the font size, especially in figures and diagrams
- Include the slide number and date at the foot of the slide
- Please be cautious when using images or figures with copyright:
 - Preferable use your designs or from free-use portals: [Unsplash](#), [CCSearch](#), [Pixabay](#), [Pexels](#)...

Ideas for the demo

- Make sure the teachers can easily access your demo and play a game
- Show all the mandatory functionality
- Have you created some original stuff? Show us!
- Have a video prepared in case something goes wrong
- Be prepared to execute live your unitary tests, e2e test, etc.
- Try to sell us your game, why someone would want to play it?