



SOFTWARE ARCHITECTURE

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Lab 12

Presenting the Architecture

Presenting architecture (some tips)

Mark Richards



The image shows a screenshot of a video player interface. At the top, there is a dark blue header bar with the text "DeveloperToArchitect.com" in white. Below the header, the main content area is white and contains the following text: "Software Architecture Monday with Mark Richards" in a large, bold, black font, followed by "Lesson 31 - Presenting Architecture" in a slightly smaller, bold, black font. Below the text, there is a small, square, black and white portrait of Mark Richards. To the right of the portrait, the text reads: "Mark Richards" in bold, "Independent Consultant" in a smaller font, and "Hands-on Software Architect / Published Author / Conference Speaker" in a smaller font. Below this, it says "Founder, DeveloperToArchitect.com" and "www.wmrichards.com". At the bottom of the video player, there is a dark blue footer bar.

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

- For example: 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 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?

Practicalities

- Freeze the repo 24h before the presentation
- All the presentations are open and public
 - Place: Salón de Actos, Escuela Ingeniería Informática

- Upload to campus virtual/OneDrive