
Abstract

Continuous Delivery is nowadays a key aspect in agile software engineering projects. An automated deployment pipeline helps the development team to shorten the amount of time necessary for each deployment and therefore facilitates regular deliveries to the customer.

While Continuous Delivery is typically introduced during the implementation phase for the delivery of product increments, the delivery of prototypes during the requirements elicitation phase is usually done using various channels and does not follow a structured or automated process.

In this thesis we describe a system that allows us automate the delivery of prototypes for mobile applications already during requirements elicitation. Using the system, developers can deliver prototypes by following the same automated procedure as they would use for product increments later in the development process. Testers as well as customers can download these prototypes, test them in the target environment and finally provide feedback to the developers.

This thesis is structured as follows: After motivating the topic and covering related work we discuss the requirements for the system to be developed. We introduce the actors and describe the system's main functionality through use cases and scenarios. By taking the Rugby Continuous Delivery process into account we show an adapted process for the delivery of prototypes. In the system design section we describe our design decisions and solution in detail.

Finally, we conclude the thesis with a status of the project and present ideas for future improvements and extensions.