



NetEye Conference 2026

The JiraDessert

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The JiraDessert workflow

1

The presenter will introduce **the game** and explain its objectives.

The **web application** will then be demonstrated to the participants.



2

Participants are invited to scan the **QR code** to access the web app and select their favorite dessert.



3

The web app communicates with **JSM** and creates a series of issues for each type of dessert requested.



4

An **automation** generates a **Confluence document** that summarizes the requested desserts, ranked by preference and quantities.



5

Finally, the **issue-closing process** is demonstrated, showing how **information is sent back** to the web app.



The **JiraDessert** environment

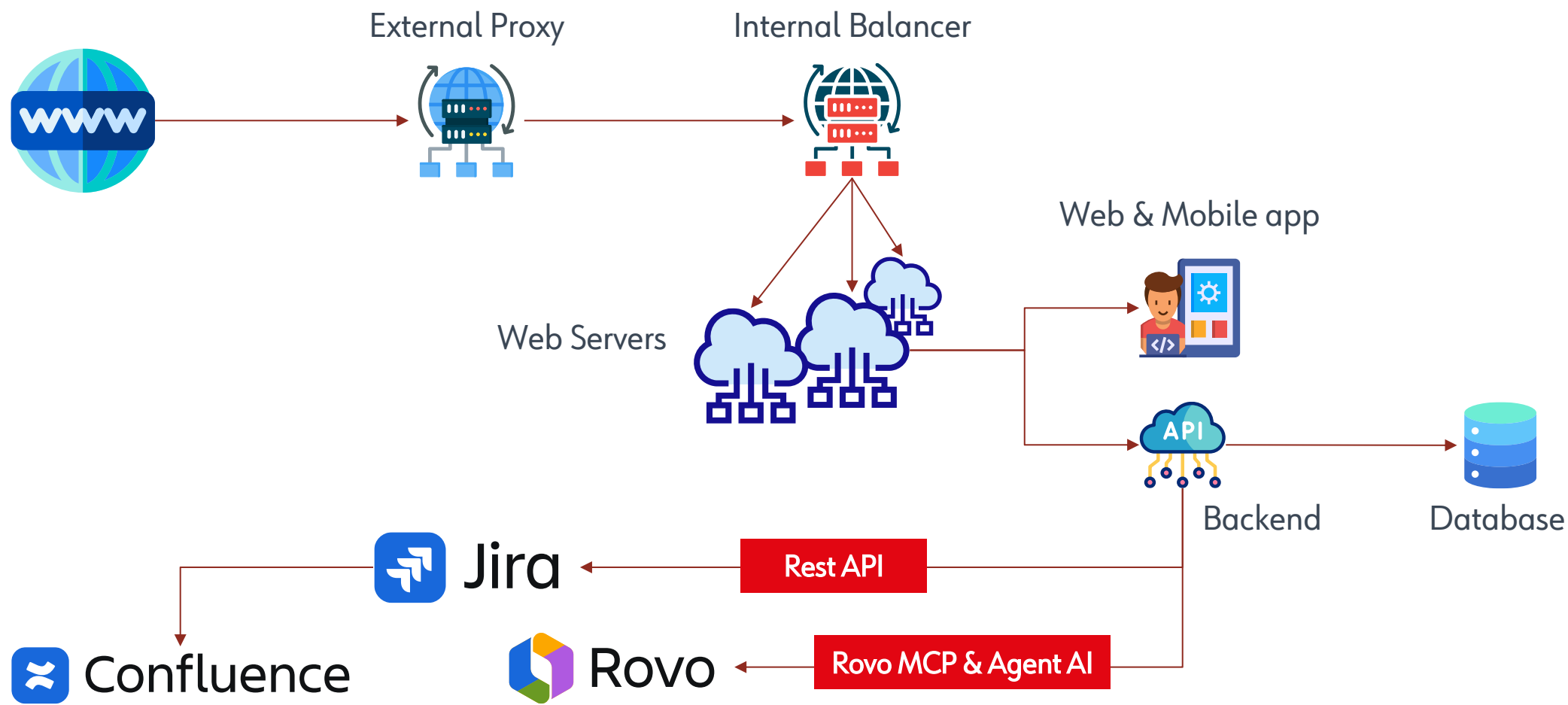


Container environment to publish the **web & mobile app**,
backend API and other services

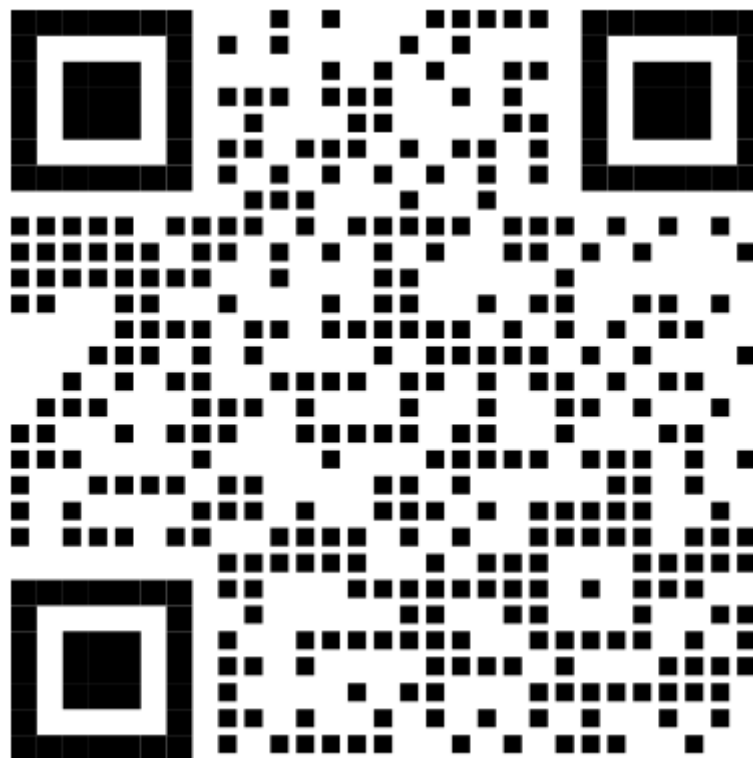
Atlassian **One-Atlas** test environment with **JSM**,
Confluence and **Rovo** enabled products



The JiraDessert architecture



The **JiraDessert** app



Thank **You**

Nicola Biada & Leonardo De Santis

