

Deployment Plan

For

Settlers of Java

By

Team Waterfall Method LLC

(Not actually an LLC at the time of publishing this document)

Plan Overview

The game of Settlers of Java does not currently have a completed implementation of all the base game features found in the game Settlers of Catan. The main goal for Settlers of Java to be deployable in Team Waterfall Method's eyes, it must have equivalent features to its board game counterpart. As it stands, the game still requires the addition of trading and development cards. Finishing these features will be part phase one of the deployment plan.

Phase two consists of a combination of polishing the game and creating a platform in which the game can be used. Phase two will be the hardest phase to pull off, and be the true make or break part of the whole deployment plan. To be successful in this phase, the whole team needs to split into focused groups each worry about one main aspect of the plan instead of everybody trying to be involved in every part of the game's creation and deployment.

After the team successfully pulls off phase two, phase three can begin. In phase three the game will have a small user base, and be ready for expansion into however large of a user base it ends up having. Although this phase will not be as potentially hectic and make or break as phase two, it will still require a lot of time and effort from the whole team to deal with the expansion, upkeep, and additions for the game.

Phase One

In phase one, two major changes will need to take place: team members will be put on payroll, and working time will become more dedicated for each team. With these two changes the work being done in phase one should be completed fairly quickly. This in turn will allow the team to prepare for the beginnings of phase two while completing phase one tasks.

To start off, each founding member, Adam, Ryan, and Stuart, will put up \$5000 for equal ownership of the company. This starting money will be used to start a payroll for the three members of the team while they finish up implementing the missing pieces of the game. To start, each member will be given a salary of \$20 an hour and be required to work a paid five hours per week. Any work done outside of those five hours will be unpaid, but probably necessary to complete the game in decent amount of time.

As the team reaches the end of having the game meeting deployment expectations, the beginnings of planning out phase two will begin. This includes researching the use of a server to run the game instead of hosting a lan network game on a personal computer. At the same time, a design for a website to access the game can be started, along with scheduling what gaming conferences to attend throughout phase two.

Phase Two

As phase two begins, three major projects must be started: polishing the game and connecting it to a server, creation of a website to host the game that people may access anywhere with internet access, and publicity to get a user base that can start the growing process for the company. Although they are all very different tasks, they are all necessities in order for the game and company to become more than just a school project.

Whichever team member takes on the responsibility of polishing the game will also have to take on the responsibility of controlling a rented server. For the server, there is an estimated cost of \$120 a year to start from Linode. The corresponding team member will be given \$300 to start for server rental, and work hours will be bumped up to 10 paid hours per week. With this time the team member will have the responsibility of polishing the visuals of the game, working out any bugs of the game, and reworking any poorly written code to allow expansion during phase three.

The team member who becomes responsible for the website has the very straight forward, yet very difficult task of creating a not only usable website, but appealing website for players to use. Once a design is drawn out and set up, this member will need to start collaborating with the member concerned with polishing the game in order to implement the game on an online server that can be accessed over the internet. The

corresponding team member will be given \$50 to register the domain name of SettersofJava.com at an approximate \$12 a year from Google. This team member's hours will also be raised from five to 10 paid hours per week. With this time the member will design and implement the website for the game.

The last team member will be in charge of publicity, which means he will be focused on getting the website name and game idea out into the gaming world to start up a player base for the company to build off of and grow. To do this, the corresponding team member will travel to gaming conferences and do a combination of setting up booths to represent the company and game, and pitching the idea of the website and game to potential backers.

These conferences will cost money, so the member in charge of attending them will be given \$1000 to start to cover any fees involved. This team's members hours will stay at a minimum of five paid hours per week where he will help the other two members, but can hit a max of 15 paid hours a week depending on how much time is spent at conferences in any given week.

When the user base is started, there will be a one time base charge of \$10 per person to sign up for an account and access the game. After that, any user can play the game as much as he or she wants. Along with the base charge, there will also be an option to become a patron member for the game. This will be charge the user per month

anywhere between \$2 to \$15, which will correspond to a different amounts of access to additional features, plus any donation amount the patron chooses to give.

Phase Three

Once phase three hits, the game will have officially become a thing, and a steady schedule of maintenance and updates can be started along with increasing the hours and pay of the three founding members. A potential for higher additional members into the team will also exist at this point, which help the company grow faster. For more details about phase three, reference the maintenance plan.

Expense Estimates

Phase 1	Phase 2	Phase 3
\$300 per week - payroll	\$600 per week - payroll	Reference the
	\$300 total - server	Maintenance Plan
	\$50 total - domain	For These Details
	\$1000 - conferences	