**Work Breakdown Structure for Video Game Delivery Project**

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1. Get a license for the web app from ABC
2. Contact Edsys
   1. Define user requirements
   2. Make partnerships with schools and other potential partners
3. Buy the required hardware for the web app
4. Contact video game companies
   1. Make deals with them to sell us (and keep selling) video games with lower prices
   2. Buy the games
5. All hardware requirements achieved
6. Customize the app (This may be done using the help of ABC)
   1. Customize the frontend
      1. Customize the web app pages
   2. Design the backend
      1. Design the database
   3. Build the backend
      1. Build the database
      2. Implement the use cases stated in prelude and project requirements
   4. Backend completed
   5. Integrate between backend and frontend
   6. Publish the web app
   7. All software requirements achieved
7. Contact companies that have interests to have their ads on our web app
8. Contact courier companies
   1. Find which one(s) give(s) the best offer and make deals with them
9. Advertise for the brand-new awesome web app!