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Deployment Plan

Twitch API Project

May 2016

Version *1.0.0*

Revision History

Date	Version	Description	Author
05/04/2016	1.0.0	Initial Deployment plan	Justin Lee

Artifact Rationale

The Deployment Plan defines the scope and approach planned for the deployment of project deliverables. The plan includes information about system support, roles and responsibilities, and costs that apply before, during, and after deployment. Its purpose is to provide clients, stakeholders and support personnel with a smooth transition to the new product or software.

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1. Introduction

This document describes the plan to deploy and install the Twitch API Project. This document is a companion to the project management plan for this effort.

Purpose

The purpose of this plan is to provide a single, common document that describes how, when, where, and to whom the Twitch API will be deployed. The plan also identifies resources, communications plan, and rollout schedule.

Dependencies

This project is dependant first and foremost, on twitch.tv and their streaming services. The Twitch API would cease to function without their streaming and broadcasting services. Our project is also dependent on the Twitch API from justintv (<https://github.com/justintv/Twitch-API>). Without this API, our random stream implementation would completely cease to work. Last, we depend upon the javascript 3D libraries from mrdoob (<https://github.com/mrdoob/three.js/>) for the implementation of our three dimensional multistream. Last, our project depends on Google Chrome, and their Chrome Web Store to host our chrome extension.

Constraints

This product will deploy on two fronts. The first is the Google Chrome App Webstore. There, users will be able to download the Twitch API Project, and install it on their Google Chrome browser. The second way they will be able to use the product is through our website. There, they will be able to access the Twitch API Project and all of its functionality.

2. Deployment Roles and Responsibilities

Table 1: Deployment Roles and Responsibilities

Team	Phase / Role	Tasks
Justin Lee	Deployment	Purchase and secure domain name and server space to host the website
Brandon Givens	Deployment	Publish extension on Chrome Store
Jamey Ballard	Deployment	Copyright the our website
Justin Lee	Deployment	Secure advertising space

3. Schedule

This section provides the schedule and milestones for the deployment.

Timeline

The deployment and installation is scheduled to run for 14 months.

- Domain and Hosting services (two months)
 - Choose domain name (< 1 week)
 - Aggregate different options for hosting (2 weeks)

- Compare different prices options (2 weeks)
- Choose and proceed with domain choice (3 weeks)
- Extension Hosting on Chrome (one month)
 - Create account and upload app (1 week)
 - Pay fees, write descriptions, provide store content (2 weeks)
 - Set up group publishing, get app ID, finalize publishing (1 week)
- Copyright (eleven months)
 - Talk with legal teams to initiate the copyright process (one month)
 - Wait for the bureaucratic process (10 months)

4. Deployment Resources and Costs

Costs

There are many required and optional costs for this deployment. The required costs mainly come from hosting the API on some server. The costs are very wide and varied depending on the options we choose. For example, how much we pay per GB of data depends on how long we want the API hosted, expected traffic loads, and total amount of data used. We then have to do a cost-benefit analysis with hosting our own website. Another required fee is the flat charge for developers on the google extension store.

There are optional fees we can partake in as well. The most notable is advertising costs which could range anywhere from a few cents per advertisement to tens of thousands of dollars. There is also the cost of designing the advertisements for marketing. The most obvious place to market would be on Twitch.tv, which depending on how we do it, could range from a few hundred to a few thousand.

Another optional cost for an attorney. If we choose to copyright our website, we will need legal advice,

and someone to file the copyright for us. This is another extremely varied cost. We could have an attorney on retainer or just pay for legal advice by the hour.

The Twitch API from justintv is available to us at no cost. However, we may not use the API and in turn charge users for it. This limits the ways in which we can then generate revenue. The javascript 3D library that we import from mrdoob does not have the same constraints. It uses the MIT license which does not prohibit us from turning a profit from the use of his library.

Other miscellaneous costs might include computer hardware that the team members might need at some point to continue development on the project. We may need paid internet access once we no longer have access to the University's wifi. If the project grows beyond what the three current members can develop, maintain, and support we may then need to look into hiring another developer or tester.

Table 4:Cost Summary

Service	Cost (\$)	Priority	Notes
Legal	2000.00	Low	Just for retainer
App Store	5.00	High	
Domain Hosting	2000.00	High	For two year
Advertising	3000.00	Low	For creating and hosting advertisements on twitch
Total	7005.00		

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