

## Deployment Plan

One of the first steps to make this game is to decide how to host it. The advantage of it being on HTML is that it can be played on multiple platforms, and not just Windows, for example. It can technically be played anywhere from the computer to laptop, to things such as smartphones, tablets, to things such as smart TVs and even smart watches.

Another advantage is that since it is essentially a website, all we would need to do to deploy it technically is host it on any kind of server, reserve a domain name, and just host it on your own. This is the simplest and shortest way to deploy our game, but if we want to make this more accessible we would need to go bigger and explore possible ways of marketing our game, whether that be simply through advertising, or by putting the game itself on another platform. If we were to truly just make the game on a website, we would probably need some kind of user creation, with the price of creating an account having either a single set price, or a monthly membership in order to keep playing the game.

To truly be successful in this modern market, we would probably need to find a way to make the game mobile. It is hard to compete with desktop games and their more immersive experiences and go for a more time killer kind of game. The good thing about our game is that the inputs are relatively simple, so the transition to mobile should be easier than usual.

Our potential market can be anyone who just needs a game to kill time, and/or has an interest in rpg and turn-based fighting games. As the game becomes more and more complete, we could add new assets to attract more fans of different genres. For example right now we have 3 worlds: Dark Souls, Final Fantasy, and Neon Genesis Evangelion. These are 3 different genres: Medieval Fantasy, JRPG, and mecha anime. This can easily be scaled up to include more different worlds, such as a sci-fi setting, a space fantasy setting, etc. As we polish the base game more and more, we can also think about making the game more customizable to appeal to a broader audience. One idea we had was gaining points from killing enemies, and using those points to upgrade or diversify your character. This would lead to an increase in player investment and also bring in more people who like games with high amounts of customization, such as Skyrim, MMOs, etc.

This brings us to the last question of overall cost. If we were to simply just use a website for our game, the only real cost would be to register a domain and a server, which can cost as low as 20 dollars for the first year. The cost for subsequent years will usually cost around the same, so this is one of the easier ways if we simply just want the game to be available publicly in some capacity. A way for us to deploy the game free of cost is by publishing it on independent portals. A few examples are GameArter.com, MarketJS.com, and GameDistribution.com.

Another potential cost would be to get licensing of intellectual properties from their creators. Either we would need to hire an artist or team of artists to create original art and characters we

can use, or in our case where we take straight from various other sources, we would need to pay for licensing of the intellectual properties so that we can actually make use of them in our own video games. Not just to the owners of those IPs but also the composers of those songs that are used. The song fee can vary greatly depending on what song you use (can cost less than 100 dollars from a less known song while a more popular one can cost thousands of dollars). Instead of a flat fee, the owners can also request a percentage of the royalties made from the game, which can range anywhere from 5% to 30%.