**Deployment Plan**

Steps required to deploy our project:

1. Requirements Artifact:
   1. As a team discussing what the requirements are for the project.
   2. A document describing what the project is and what features are to be implemented in the project.
   3. Describing the additional features that could be implemented in the game once it is published.
2. Analysis:
   1. Analyzing the requirements artifacts, taking into account different needs and conflicting requirements of different team members.
   2. Analyzing what parts of the requirements artifact will be implemented first, and what parts of the requirements can be implemented after design.
3. Design:
   1. Making a plan for how to implement the various features. This stage would include designing the GUI and defining how the different features would work together.
   2. Getting together the assets needed for implementation.
   3. Defining the core requirements for the project on which the system will be built.
   4. Making a features list from most urgent to least urgent for a smoother implementation.
4. Implementation:
   1. Actual coding of the project and making sure that the project runs as per requirement specifications.
   2. Talking to different companies that would wish to buy our game.
   3. Getting an App store developer account and publishing the game to the app store.
   4. Getting a play store developer account and publishing the game to the play store.
   5. Going to the GDC Conference to meet other developers, companies and to gain insight in the game development world.
   6. Publishing the game on STEAM.
   7. Publishing the game on EPIC Games.
   8. Advertising the game through various means such as google ads and others.
5. Maintenance:
   1. Making sure that the code runs smoothly over time and on addition of new features.

Potential market:

1. Anyone with a PC could download the game.
   1. Since the game can be packaged and distributed as an executable file, anyone who owns a PC should be able to go to the domain and download the game.
2. Anyone with a smartphone could download the game.
   1. Since the game could be packaged and published to play store and app store, anyone owning a smartphone could download the game.
3. Large companies looking to invest in games.
4. Gaming companies.

Costs:

1. Domain costs: $10
2. Publishing on Google Play Store: $25
3. Publishing on Apple App Store: $99
4. Publishing on steam: $100
5. Publishing on the EPIC games store: 12% of the total revenue on the game.
6. Bank account for game revenue: $25 dollar minimum balance
7. Database costs: $50/month
   1. A database will be required to keep track of users who purchase the game from the website.
   2. It is also useful for comparisons of which market - Play Store, App Store, STEAM, EPIC Games or the website attracts the most customers.
8. Attending the Game Developers Conference [GDC] with an all access pass: $899 x 5
   1. As it is the first game we will be publishing, it will be beneficial to gain knowledge from the core concepts sessions and the summits at GDC. Networking with other game developers and companies will be useful for the future of the game. Each member of the team should attend the conference so as to get more knowledge.
9. Advertising: $1000
   1. Advertising costs should be around 50% of the other game development costs

Total Costs for a year: $5994 + 12% revenue earned on the game.