EECS 448 Team 14

Project 4 Deployment Plan

In order to deploy our project, a computer, smart phone, or any electronic device that can use a web HTML browser is needed. But an internet connection is not necessary because the game is run locally. First you have to download the necessary files from our GitHub repository. Then open the index.html file in the web browser of your choosing and play the game from there. All of the directions and buttons are available on the home page you are good to go. The potential market for our game is anyone who is a fan of the Deal or No Deal TV show and Howie Mandel since it's just a small and fun HTML version of everyone's favorite gameshow that anyone can play very quickly and easily. Fans of the UK show will also enjoy it since players have the option of playing with either the US or the UK ruleset.

In its current form the project would not incur any significant cost to deploy. The only thing you would need is an internet connection just to download the game initially and then after that there would be no recurring cost. But if we plan on monetizing this game then we could include many more features and appeal to a significantly wider audience as well. The first and likely largest cost would be acquiring the right to distribute and sell a licensed Deal or No Deal game because if we don't do that then we run the likely risk of getting sued for copyright infringement. Other costs include web server hosting and backend costs if we plan on making this game fully playable online as well as storing user data and financial information. Some potential new features include the ability to play as the Banker and have player vs. player be an option or live multiplayer where two players would play their own games simultaneously and compete to see who gets the most cash. These features require databases and security for personal user information that we would likely use third-party software to implement, and that will come with a certain cost. There are also the costs associated with publishing a game on Google Play or the App Store for a potential mobile application that is adapted to the small screen. If decide to

implement a freemium and paid version of our game, then we would also need to pay for a marketing campaign and buy web domains in order to generate interest and build a userbase for the game.

Overall, we'd estimate that it would cost $750 - $5000 to implement a monetized fully online version of our project, depending on how many features (like a mobile version) we would implement and how many part-time or full-time developers we would hire in order to maintain the game. This estimation does not include the cost of getting the distribution rights since we don't have any clue as to what that cost. That could range anywhere from a few thousand to hundreds of thousands of dollars, and at that point we would question if it was really worth it to spend that much money for a Deal or No Deal game. We would have to participate on the show itself and win in order to get the money to fund our project's deployment and that is a very high risk for a moderate reward.