## EECS 448 Team 6 Deployment Plan

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## Introduction

To successfully deploy our project, we will need to adhere to the following steps:

\*Note: These steps have been written under the assumption that the code has already been written and is ready to be tested.

**1.** The team must go through the software validation and verification procedure. This means our application must pass all the requirements given for the application, along with being successfully tested by a Software Quality Assurance team. This will most likely include an inspection that may delay the release of the product, but will ensure a more reliable application when deployed.

**2.** Once the first step is completed, the team will conduct a series of reviews on the platforms we may wish to deploy on. We will go through a cost-benefit analysis of each platform, with the intention of deploying to as many platforms as possible within our budget constraints.

**3.** We will then contact the officials representing each platform and will make efforts to pay all initial fees and cooperate with all platform guidelines.

**4.** Deployment will then be commenced, with all following steps and recommendations coming from the Team 6 Maintenance Plan.

## Target Audience

* Our application allows our users to experience a virtual casino form of entertainment. Although our users can gamble with chips, we believe we can target **both an older and a younger audience** with this game because the chips in the game have no real monetary value. At least for the initial deployment, our team has concluded that we will not seek to monetize our game through requiring the use of real money. On the contrary, we wish to share our game freely and generate advertising revenue instead.

## Costs

In terms of overall cost, it will largely depend on which platform we wish to use.

Deploying to App Store

* If we choose to upload our application to the **Apple App Store**, we would be subject to a $99/year fee for Apple’s platform services.[[1]](#endnote-1) There are no known initial fees for App Store.
* If we choose to upload our application to the **Google Play Store,** we would only have to pay a one-time $25 fee.[[2]](#endnote-2)

Deploying to Microsoft’s Xbox

* We would first have to pay a one-time registration fee for a company account, amounting to $99.[[3]](#endnote-3)

Printing disks for distribution

* Selling the game through disc is not preferred by our team, primarily because we believe that disks in the long run will not be used by future users of our application.

Getting a web domain

* It may depend on which name we choose to use for our application, because some names may be much more costly than others. For example, “blackjack.online” is currently priced at $50,000 on afternic![[4]](#endnote-4)
* That said, if we can create a domain name that has not been taken (or if we choose to buy an expensive domain name from someone on the market), we will be paying around $15/year if we decide to go with a .com domain. On the other hand, if we had a more miscellaneous domain name like .club, we would only be playing $0.99/year.[[5]](#endnote-5)

Attending conventions and conferences

* Probably the best option for the team would be to attend the DeveloperWeek conference, which would cost the team between $545-$1595 depending on transportation fees and how many of us choose to attend. It is one of the largest developer conventions in the world, featuring top officials from IBM, Google, Facebook, Microsoft, Ripple, and more.[[6]](#endnote-6)
* If we wish to save money, we could instead attend the SuperConf convention in Miami, Florida. This convention takes place in the spring and focuses primarily on entrepreneurs and start-up companies, featuring many start-up founders as guest speakers.

**In conclusion**, if we are to deploy our application and follow the steps needed to make that happen, we are going to have to consider the costs and benefits of each option. Once the deployment phase is off the ground, we will need to then adhere to the procedures depicted in the Maintenance Plan.

1. https://www.appypie.com/faqs/how-much-does-it-cost-to-publish-an-app-on-the-app-store [↑](#endnote-ref-1)
2. https://www.appypie.com/faqs/how-much-does-it-cost-to-publish-an-app-on-the-app-store [↑](#endnote-ref-2)
3. https://developer.microsoft.com/en-us/store/register/ [↑](#endnote-ref-3)
4. https://www.afternic.com/search?k=blackjack&tld=com [↑](#endnote-ref-4)
5. https://startbloggingonline.com/how-much-is-a-domain-name/#:~:text=Sometimes%20you%20will%20find%20it%20hard%20figuring%20exactly,year%20depending%20on%20the%20TLD%20and%20the%20registrar. [↑](#endnote-ref-5)
6. https://www.bmc.com/blogs/software-development-programming-conferences/ [↑](#endnote-ref-6)