**Deployment Plan**

The steps required for us to actually deploy our wordle game are pretty simple. Because we used pygame as our interface, the end user needs to have both pygame and python installed, as well as all the assets required for the game to properly function. Luckily, the developers of this interface also created another interface called pyInstaller, which allows you to package your game into one executable file, not including all the dependencies.

To upload our game, we would need to first use pyInstaller through the command line to compress our game into one executable. However, since pygame is designed to give outputs to the command line while having a separate window for the game itself, pyInstaller is preprogrammed to create a separate black terminal window as output for the game. With specifying a few of their attributes, we are able to create one file that does not produce a command line that we can compress.

This executable file still requires the dependencies from the original program therefore they need to be included in the compressed file that the user will download. We can then upload the compressed file, consisting of the one file executable and the dependencies of the program. PyInstaller doesn’t compile the game, it simply prepackages files that allow the end user to run the python script even if they don’t have python installed. This alleviates the need for the user to go through inconvenient processes to play our wordle game.

Potential market is not very large because a multitude of platforms like this exist, and it is an extremely saturated market. Cost of deployment would be minimal, as we only need to purchase a domain name, which would cost around thirty dollars a year. We can simply upload our compressed file and have users download it from our website using their preferred device. For our game to be more successful we would also need to keep expanding and improving the game, so it is different than our competitors. We might not necessarily be spending lots of money producing the game, however, to be successful in this market we would need to spend a lot our time on this game.

We could attempt to incorporate various types of wordle inspired games into our program as well, creating more options for the users. We would also need to invest time in implementing this program in such a way that users can use their phone to download an application instead of having to use a personal computer, which is how they would be able to use it at the early stages of deployment. Another important aspect of our expansion would be marketing our game. We would probably need to spend a significant amount of money initially to increase our exposure. Once we have a larger userbase, we could potentially implement advertisements and in game purchases to start producing revenue and generate enough capital to maintain itself.

This might not be an extremely lucrative game, which probably indicates that It is not a very good idea, however, if we really wanted to, it would be possible.