# PA3 - Deployment Plan

## Contributors

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## Task Matrix

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| --- | --- |
| Task | Contributor(s) |
| Project deployment setup | Ali Osman Çıtak |
| Environment preparation | Elif Naz Özgür |
| Maven integration and testing config | Berkhan Öztürk |
| Deployment documentation | Batuhan Karaahmet |

## 1. Deployment Overview

The SquadMaster project was deployed locally for the demo using Visual Studio Code as the primary IDE and Maven as the build and dependency management tool. The JavaFX framework was used for the GUI. All functionalities including filtering, player selection, and team formation were made available through a self-contained Java application.  
  
The project was configured to run in a Java 17 environment and dependencies such as OkHttp, Gson, and Jackson were managed via Maven. Testing was also integrated into the same environment using JUnit 5.

## 2. Deployment Process

1. Environment Setup:  
 - Installed JDK 17 (Eclipse Temurin)  
 - Installed Maven (v3.9.6)  
 - Verified JAVA\_HOME and MAVEN\_HOME environment variables  
 - Project cloned into local workspace  
  
2. Project Structure Preparation:  
 - Created standard Maven directory structure:  
 src/main/java/org/example/  
 src/test/java/org/example/  
 - pom.xml configured with all required dependencies  
  
3. Build and Run:  
 - Dependencies installed using mvn clean install  
 - Tests executed with mvn test  
 - Application launched using java command or through VSCode  
  
4. GUI Demo:  
 - JavaFX components initiated from MainMenuUI or SquadUI  
 - API key integrated into ApiService.java to fetch player data  
 - Filter and formation tools verified to function interactively

## 3. Configuration Plan

- Java Version: 17  
- Maven Version: 3.9.6  
- Main Class: org.example.MainMenuUI (or SquadUI)  
- Frameworks/Libraries:  
 • JavaFX  
 • OkHttp (for HTTP requests)  
 • Gson (JSON parsing)  
 • Jackson (JSON support)  
 • JUnit 5 (Testing)  
- IDE: Visual Studio Code  
- Test Reports Path: target/surefire-reports/