**Deployment Plan**

* Scope/Intro
  + To deploy the product there will have to be dedicated servers capable of hosting our code and embedded games.
  + It will also have to be able to handle large amounts of traffic.
  + The dedicated hosting must support a database server to store user information.
* plans for (as needed):
  + General Strategy for Deploying:

1. Show buyer the product in local format
2. demonstrate functions and how everything works (not the technical part)
3. transfer website ownership to buyer
4. get admin set up and trained on site
5. release website to public
   * Contingency:
6. Deadline missed: request new deadline and provide reason for delay
7. Crucial interface not done: remove site from public and provide a quick and tidy update for patch.
8. Product or system failure: remove site from public and find error(s) and resolve
   * Deploying the SW:
9. Detailed Installation Schedule
10. Events & Assignee(s): meet with buyers to transfer product ownership, set up admin account, and provide demo.
11. What is being installed: website. So, no installation currently. There are plans for mobile deployment through google play and apple store.
12. Creation of required user accounts: set up the admin accounts
    * Tech:
      1. Server to hold data base (capable of handling high levels of traffic)
      2. Equipment
         1. Word Press
    * Warranty:
13. Periodically update with new games and rewards for players
14. Set up app for mobile ease of use. Going through google play and apple stores
15. Provide maintenance on website until contract has expired