**Deployment Plan**

Since our product is not an application, but instead is a website we will not require the clientele to install anything on their computer. This will make deployment much simpler. What will be required of the clients is for them to create an account on the website in order to gain access to all of the features that they have requested.

To differ between the prototype of our website and the full deployable, we will push a polished version of the website to our server for deployment after all testing and debugging has been completed. This version will be the live version that our clients have access to.

We are under the assumption that the client does not have a predesigned training plan that they would like to execute upon deployment. In this case we will provided a simple training plan that lets the client learn about the various features of the website such as: buying tickets, using permissions, playing the game, and leaving a reviews.

In terms of future proofing our website and managing various versions we will utilize GitHub unless the client has a preferred VC (Version Controller) to use. This will allow us to take precautions if any updates potentially break the website and keep track of what has changed through each update. Using this VC will also allow us to have great flexibility whenever the client desires a change to their existing product, since we have designed the site with a loose coupling schematic this should be no issue.

In terms of where the product will be deployed and hosted that is up to the client themselves. If they have no preference then we can host the site from our servers and give them access to things necessary. If the client does decide to use their own servers than we can give proper instructions on how to push and deploy our created application onto there servers. We will provide the necessary assistance to ensure a fluid transition and deployment of the application.