PROJECT 4 DEPLOYMENT PLAN

SCRUM MASTERS

EECS 448

Estimated Costs:

Deployment:

Website: $15 (yearly)

Stream Greenlight: $100 (one time per game)

Xbox Live Indie Game Subscription: $100 (per year)

IndieCade East: Approx. $110 (one time)

IGF: $75 (one time)

Advertising:

Outline

1. Introduction
   1. Game Scope/Intended Audience
   2. Target Market
   3. Overview of Deployment
2. Basic Publication
   1. Website
   2. Basic Marketing/Advertising
   3. Timeline
   4. Cost
3. Platforms
   1. Steam Greenlight
   2. Xbox Live
   3. PSN
   4. Timeline
   5. Cost
4. Extended Marketing
   1. Indie Game Conventions
   2. Advertisement
   3. Timeline
5. Conclusion

**Introduction**

Pinkerton [working title] is a game that has no boundaries as to who can find enjoyment in it, regardless of age, background, or gaming experience.