Deployment Plan

For the deployment of this system, it is quite simple. If the customer wants to place the website on their private host, all they must do is:

* Place website files on server all in the same place
  + This includes all the HTML files, the PHP files, and the Java files for the game
* This website data is stored on a MySQL database within the server, so the customer must also have a MySQL database installed on their server for data storage

All the files for the website can be found on the GitHub, and this allows the customer to receive updates if we, the programmers, add them on the repo. If the customer wants to take over future updates, they can either

1. Be added as a contributor to the already pre-existing GitHub repo in order to see future updates, or
2. Have their own place where all the files can be stored and then, using CI, can be updated consistently if updates are necessary

If there is reason to update the website, you will most likely need to deactivate the website so you can go in and change the code, update the running code on the server, and then restart the website.