PROJECT G - 3 WEEK RAPID DEPLOYMENT PLAN

WEEK 1: CORE INFRASTRUCTURE:

Day 1-2: Foundation Setup
Title: Server & Cloud Deployment
Description:

Client Requirement: Heroku account setup for Python REST API

Client Requirement: AWS S3 bucket for images and assets storage

Basic Paper server installation on dedicated hosting

Domain and SSL configuration

Client Requirement: Server hosting with 16GB RAM capacity

Day 3-4: Plugin Framework
Title: Essential Plugin Installation
Description:

Client Requirement: LuckPerms permissions system setup

Client Requirement: Vault economy integration

Client Requirement: EssentialsX basic commands and utilities

Client Requirement: WorldEdit world building tools

Client Requirement: WorldGuard region protection

Basic permissions and economy structure

Database schema creation on Heroku PostgreSQL

Day 5-7: Basic Systems
Title: Core Functionality
Description:

Client Requirement: CMI advanced server management setup

Player data management system

Basic API endpoints for player data

World creation and protection systems

Economy foundation with credit system

WEEK 2: GAMEPLAY SYSTEMS

Day 8-9: Boss System
Title: MythicMobs Implementation
Description:

Client Requirement: MythicMobs boss creation and configuration

First boss creation (Thor - Norse mythology)

Phase transition mechanics (HP-based triggers)

Health-based ability triggers

Timer fail-states for boss fights

Client Requirement: Citizens NPC system integration

Day 10-11: Economy & Shops
Title: Marketplace Setup
Description:

Client Requirement: ShopKeepers player commerce system

Credit system integration with Vault

Transaction fee system (5% commission)

Player balance tracking and management

Shop creation and management interfaces

Day 12-13: World Systems
Title: Multi-World Environment
Description:

Client Requirement: Multiverse-Core multi-world management

Heaven/Hell world creation based on boss outcomes

Spawn area designs for different seasons

Region protections using WorldGuard

Visual transformation scripts for world changes

Day 14: Integration
Title: API-Game Connection
Description:

Client Requirement: PlaceholderAPI data synchronization

Real-time data synchronization between game and API

Boss result logging to database

Basic React frontend deployment

API endpoints for live game data

WEEK 3: POLISH & LAUNCH

Day 15-16: Website Development
Title: React Frontend Finalization
Description:
- Leaderboard implementation
- Boss status display
- Player statistics dashboard
- Event schedule interface

Day 17-18: Content Deployment
Title: Season 1 Content
Description:
- Norse mythology theme finalization
- Boss abilities and dialogues
- NPC interactions
- World visual elements

Day 19-20: Testing Phase
Title: Quality Assurance
Description:
- Boss fight testing (50 players)

- Economy transaction validation
- World state change verification
- API synchronization check

Day 21: Launch Preparation
Title: Go-Live Ready
Description:
- Performance optimization
- Backup systems verification
- Monitoring setup activation
- Season 1 launch checklist completion

WEEKLY MILESTONES

Week 1 Completion

Title: Operational Foundation
Description: Server running with core plugins, database operational, basic API active

Week 2 Completion

Title: Playable Systems
Description: Boss fights functional, economy working, world management operational

Week 3 Completion

Title: Launch Ready
Description: Full feature implementation, tested systems, Season 1 deployed

TECHNICAL DELIVERABLES

Infrastructure (Week 1)

- Heroku backend with PostgreSQL
- AWS S3 bucket configured
- Paper server with essential plugins
- Basic React frontend

Gameplay (Week 2)

- Functional boss fight system
- Working economy with credits
- Multi-world environment
- Basic data synchronization

Polish (Week 3)

- Complete website interface

- Season 1 content implemented
- Testing and bug fixes
- Launch configuration

SUCCESS VALIDATION

Daily Checkpoints

- Plugin functionality tests
- API endpoint verification
- Database transaction integrity
- Performance metrics monitoring

Weekly Reviews

- Client feedback integration
- Feature completion validation
- Timeline adjustment assessments
- Risk mitigation updates