## Deployment

Unlike a lot of web apps currently deployed on the internet, ours does not require a complex infrastructure with business logic, databases, or any other features designed to maintain information regarding users. Our plan from the beginning was to design a site with some interesting 3d games that could be enjoyed by a single player or locally. Since then our plan expanded to include 2d games as well as some art we have created.

Since the site is manageable at this time, we did not make use of routing, and different tabs are loaded using javascript. This type of site does not need an extensive deployment plan or multiple servers with redundancy for heavy traffic. In fact, we are just making use of github's free hosting for serving our site, and considering the type of site this will likely be all that is necessary unless we decide to expand the capabilities of the app.

People of all ages can appreciate a game that puts a spin on a well-established genre or makes good use of well-known mechanics, but, in our experience, young people enjoy browser games the most. These games will hopefully be enjoyable for young children and inspire them to try to make games of their own. The code for each game is distinct and fairly readable due to the modular nature of the project, and it is likely that it could be used to introduce others to javascript and the DOM. The library we used is simply served up with the rest of the site's javascript files, and this would be the most confusing part to understand for someone reading JS code for the first time.

As of right now the cost of deployment is nothing. This is due to our aforementioned requirements, which do not include retaining user information or dynamically generating a site based on this information. We do not find that this would be necessary, unless we expanded our site to include online games and other apps that relied on a network. If we wanted our own domain, we would need to determine the value of a .com extension vs a .tech or .app extension, and decide if the name is important enough for us to spend extra on a domain. Overall, the cost would likely be somewhere from $5-$15 a year.

If it was apparent that one of our  games became more popular and could be updated and expanded, we could pursue this and attempt to deploy it separately from the other apps. This could be done by turning one of the games into an app or a console game. If we decided to publish one of our games as an app designed for android or apple devices, we would need to learn how to create an apk file that could be published on the google play store as well learn how to publish the app. This process would be free, however, and any cost incurred would be for potentially hiring developers to work on the app or for getting guidance on creating a phone app.

For the most part, however, we intend to keep our app the same in terms of its deployment. If the app expands in capability or begins to attract heavy traffic as well as justify having consistent up-time, we would consider using a IaaS provider like AWS or Azure for our deployment needs.