EECS 448

Project 4

Deployment Plan

Currently the project we have developed over this pass month works locally. This means it would only work for the client if they downloaded it off of github onto their own personal computer. Then they would need python, pip, and the pygame library installed on their computer to be able to run it. To make this a feasible product two things would be needed to make our product accessible to anyone without these prior requirements.

First, there would need to be a system that allows the python code to be embedded onto the webpage, something like a container that simulates an environment that allows pygame to be able to run, thus allowing the game to be displayed on the webpage. This container is especially needed since pygame creates its own separate window which means an html website could not create it without the container. Adding this feature erases the need for the for downloading anything and should allow for the user to play each game off of the webpage.

The next step towards deploying the project would be to upload the site onto a server of some kind that allows the webpage to be accessible to anyone that knows our webpage name and has internet. It would cost very little to buy space and in the beginning be very cheap to maintain. As the site grows larger and the file sizes become more heavy then the server rent cost would most likely cost more and more creating the need to create and maintain our own server that holds our website arcade.

Our potential market would most likely be focused towards children and casual video game hobbyists. Other sites that we would model ourselves after would be armorgames.com, miniclip.com, and collmathgames.com. Our games would be relatively simple which would the games are cheap but make a high profit. The income would be mainly accomplished through ad banners on each side of the page with additional removeable ads that appear at the beginning of the game. Another avenue to make additional money would be to offer a premium subscription that would remove ads and provide early access to future games that will be added to the website. This would be more aimed towards the more grown up kids and casual hobbyists rather than regular children and provides a way to make extra profit.

Overall, transitioning our project to be capable of creating a container for pygame ot be able to run off an html webpage, then upload the site onto a rented server in the beginning would be relatively inexpensive since the former requires man hours rather than money specifically, and the webserver would cost very little since the project is relatively small compared to other websites. Our model of profit would be advertisements, these would be aimed towards children and young adults since our games tend to be more simple and appeal to children. The hardest part for this deployment would be gaining regular unique visitors to the website. This would be mean another big potential cost would be advertising our webpage itself. This would most likely be done through Youtube, Twitch, Tik Tok, and Instagram. This would definitely be our largest expense, but would hopefully pay off in gaining exposure and visitors to the webpage.