**Legend of Rose Maintenance Plan**

Every software application requires maintenance no matter how good the project is or how many features you try to have at initial launch. There are many expenses that an application will have for maintenance. Some of the costs that are project will experience is the following: developers to fix bugs in our codes and add features, costs to distribute our application, costs to maintain information about our application(website), costs for advertisement, office space, and taxes.

There are many reasons why having a software engineer for maintaining an application is crucial. For example: there may be bugs in the application that were unknown to the developers at initial production or there could be features that are requested by the users of the application. Another case is that environmental conditions that the application was originally created in may change requiring the application to be modified to fit the new environment. All these situations call for the application to be improved after production. We plan to have a software developer that is devoted to interacting with users and judging how the product can be changed to better suit the current situation. Then the developer can decide what should be changed and make efforts to change it.

Our application is relatively small and is limited in the problems that may present themselves to the maintainers of our project. We need someone who is skilled in C++ and is willing to be responsible to take our project on. We will not require that they know SFML, but we will put that on our preferred skills. We will advertise our job on Indeed and try to use our networking to find the right individual for the job. We expect to pay the individual 70k a year + 10% of profits for working 20 hours a week. We think 20 hours a week is enough as our project size is relatively small. This seems a reasonable cost as PayScale has the average pay of 70K a year for full time C++ software engineers. We should be able to find an employee that is very capable and is willing to take on the extra responsibilities to work less and still get paid 70k while being able to work remotely. It is a pain that we will not give benefits, but they can be costly to a small company as ourselves, so we will try to make up with the high salary (per hour) that we are offering. We hope that our employee will be motivated to do good work to see more benefit out of his 10% of profits. We will also need someone who is willing to keep track of our website and that person will be Brandon who developed the game with us. He will own 40% of the business where everyone else will own 20% as a payment to run the website. He will also keep watch over operations.

Other costs of maintenance outside of manual labor is the cost to keep our software in production. It will cost us 5% percent of all our sales that will go directly to Steam. We will have to pay 10 to 50 dollars a year to pay for the domain name of our website. We will have to pay 20 to 30 dollars a month to pay for website hosting. We plan on spending 100k the first month advertising with google advertisement. After that we plan to spend 5k a month on advertisement.

Lastly, we will have to pay taxes. Since we are an LLC, our company will not pay taxes on business income but we as individuals will pay taxes on our percent of the losses or gains of the company as if it were our personal loses or gains. We plan on spending 1,500$ a month on a office for Brandon and the developer that we hire to manage the project.

Works Cited

“Average C++ Developer Salary.” PayScale, www.payscale.com/research/US/Job=C%2B%2B\_Developer/Salary.