

Maintenance Plan

In order to maintain *Happy Village*, *Scary Dungeons*, we would need to hire a few developers and pay gaming service fees. The following developers would be needed: game designer, content programmers, project manager, gaming services manager, art director, and a marketing director. The game designer would be responsible for designing the future of the game's mechanics, dungeon structure, and enemies/bosses. Content programmers would program and code the actual game, according to the game designer's aspirations. Three to five content programmers would be necessary as the game evolves into more complex mechanics and level structure. The project manager would ensure that the requirements given by the game designer would be met. This involves scheduling, planning (gantt charts, meeting times, etc), and overlooking each facet of the project to ensure deadlines could be met. The gaming services manager would handle the online services (Steam) that our game runs on. By overlooking the customer reviews, the gaming services manager conducts meetings for all developers on bug fixes, suggested features, and all other criticisms. Other tasks for this manager include working with Steam employees and our marketing director to keep the game up to standard for all users. The art director would be responsible for designing and creating the artwork for the game. This includes sprites, user interface elements, and tile mapping images. This person is key in creating a convincing world for the player to live in. Finally, the marketing director takes control over all marketing aspects of the game such as social media and advertisements to keep the game alive on the market. With all of these developers, our game will have a strong team behind it, allowing the game to maintain stability and positive user interaction.

Cost of Hiring Developers

- Game designer
 - \$20 to \$30 an hour
- Content programmers
 - \$20 to \$30 an hour
- Project manager
 - \$30 to \$35 an hour
- Gaming services manager
 - \$20 to \$25 an hour
- Art director
 - \$20 to \$25 an hour
- Marketing director
 - \$25 to \$30 an hour

Total expense for developers: \$2,080 biweekly per employee (based on a 40hr average work week).

Monthly/Annual Fees

Steam: The Steam Direct program only requires a one-time fee of \$100 per game.

(<https://partner.steamgames.com/steamdirect>).

Xbox Live: The Xbox Live Creators program only requires a one time membership fee of \$19

(<https://developer.microsoft.com/en-us/store/register>).

Playstation Live: Sony does not currently have an individual creator program like Xbox, however there is one set to release in 2020. Playstation games require a company that must make a deal with Playstation directly, and our game development team would likely not fit those requirements (<https://partners.playstation.net>).

Website Costs

- Domain hosting: About \$10 monthly (<https://hostingfacts.com/cheap-web-hosting/>).
- Web Developer: \$20-\$25 an hour (\$47,840 annually)

The web developer would create and run all aspects of the website, adding to and improving the site as new changes are made to the game. This developer would also work alongside the marketing director to keep the site user-friendly and informative. The website would serve as a secondary hub to our main platform, Steam. The site would include a store (links to download the game) and a support section (game information and FAQ).

We would also upload our game to itch.io, a website hub for indie games. There is no cost to upload the game to this site. The web developer would be responsible for creating the itch.io/happyvillagescarydungeons website, and would update the site according to any new added game features.

Content Programmer Responsibilities

The role of the content programmers would be to implement the ideas of the game designer. This includes code writing, bug testing (utilizing the test suite), and designing an efficient code writing system so the team can work together. One of the main issues in maintaining the video game is working on code simultaneously. The project manager must work closely with the coding team to ensure each member is working on something different. Doing so eliminates any issues regarding conflicts with code writing. Using services such as Git and Stack Overflow, each member can easily work with one another and see changes made by others. These services are crucial in keeping track of any and every piece of code written throughout the

next year of this project. Should any new update create new bugs in the game, the content programmers can look back at each commit made and find the source of the bug quickly.

Gaming Services Manager Responsibilities

One of the most important aspects of our game is keeping it afloat on the online gaming market. As a fun 2D top-down style game, *Happy Village*, *Scary Dungeons* should survive well on the Steam marketplace. Our gaming services manager will have organized meetings about the popularity and status of our game on the web, and ensure that our team has good ties with the Steam employees. They will also work with the web developer to write a convincing “About the game” section for the steam page, as well as putting system requirements and uploading new images as the game deploys new updates. The same tasks go for the itch.io page, the gaming services manager will manage the site and work amongst the web developer to add new images and update sections. An extra role of this manager is viewing and responding to player feedback. Steam and itch.io allow for users to create posts and give ratings for the game. In order to maximize our relationship with the players, we must respond and change our game according to their requests.

Marketing Director Responsibilities

As with the gaming services manager, the marketing director must deal with planning out content for the gaming service websites. While each update comes to market, the marketing director will push advertisements and present the new updates on social media with links to the game website. The marketing director would bounce ideas off of the gaming services manager and web developer, hoping to keep players interested and excited. Because the maintenance plan is for the length of a year, the project manager must plan out the release of updates, so the

marketing director can hype up new updates every few weeks. Our game should be stable on the game market with the help of the marketing director.

Summary

Our team would consist of a game designer, project manager, gaming services manager, art director, marketing director, and content programmers. With the help of this team, our game could thrive on the online gaming market for at least a year. Though expensive, the team would take care of all aspects of the video game in order to keep the team members happy, as well as the consumers. We hope our game would be fun for all gamers, and that the introduction of new content would keep them coming back.

Total cost to maintain game for a year

1. \$324,480 (total payment of game development employees)
2. \$100 (Steam Client one-time fee)
3. \$19 (Xbox Live Creator program one-time membership fee)
4. \$120 (domain hosting for website)
5. \$47,840 (web developer salary)

Total: \$372,559