**Maintenance Plan**

**Team Hello World**

The beauty of our Uno project when it comes to long-term maintenance is its overall simplicity. Because the project was written entirely in HTML, CSS, and JavaScript, the game is 100% fully functional and playable as a web browser hosted game. That means we don’t have to worry about hosting our product through a third party platform like Steam, XBox Arcade, or an App store, we just need to pay for a web domain and server space.

A domain name costs between $10 - $15 per year.

We won’t be able to handle all the site traffic hosting the site from our personal computers, so we’ll need to host the site on a server. Since we don’t have the existing facilities or personnel to house our own server rack room, it makes the most financial sense work with a third party ‘cloud’ server provider. By not dealing with this in house, we avoid the cost and hassle of managing and paying for physical space. The monthly cost for general purpose managed infrastructure cloud server support for Windows OS with SQL Web is $122/mo, or $1,464/year.1 This rate should cover our needs for us to start out, with optional increased rates if site traffic is sufficient enough to warrant it (see Table).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| RAM | vCPUs | System Disk | Bandwidth | Price |
| 2gb | 2 | 40gb SSD | 400 Mb/s | $122/mo |
| 4gb | 4 | 80gb SSD | 800 Mb/s | $204/mo |
| 8gb | 8 | 160gb SSD | 1,600 Mb/s | $404/mo |

**Service Pricing for Cloud Server**1

The biggest change the game will undergo is back end development. A server will be necessary to implement browser based multiplayer. To that end, a back-end developer will be needed. The average annual salary for a back end developer is $128k2.

Once the back end is implemented, the project is small enough that a single full-stack developer could reasonably handle updates and bug fixes for this game, but depending on how much traffic the site gets the team may need to increase. Program updates and bug fixes can be pushed live as needed. The average annual salary for a full stack developer is $113k3.

**Annual Cost Breakdown**

* Domain Name $10 - $15
* Server Hosting $1,464 - $4,848 (depending on level of service required)
* Back End Developer $128,000 / per
* Full Stack Developer $113,000 / per

Total One-Year Projected Cost: $242,474 - $245,863 (assuming 2 developer team)

Sources:

1<https://www.rackspace.com/en-us/cloud/servers/pricing>

2<https://www.indeed.com/salaries/Back-End-Developer-Salaries>

3<https://www.indeed.com/salaries/Full-Stack-Developer-Salaries>