Project 4 Maintenance Plan

The level of maintenance necessary for our Tetris JavaScript project will be minimal to almost none after the final version has been verified as stable and working completely as intended, in its current state it is very obvious if there is maintenance to be done since all components affect what is being displayed on the screen and how the game functions overall. Verifying that there are not any bugs in the final release is done through both exploratory testing as well as through testing with an automated suite, these efforts combined allow us to have confidence in the product in the event that we were to deploy it publicly and would only want the best quality of our work shown. Since all of this verification has been done there will not be a need to hire any more developers unless there are plans to improve the product in the future, in the event that it was decided to improve the front end with upgraded visuals or to add extra features such as other game modes or multiplayer we would need a whole new round of testing and maintenance since the changes are bound to break something or the changes themselves may break given that it would be all new code. The cost of this maintenance would depend directly on the size and difficulty of these improvements, with full work days most improvements would take no more than a couple days due to the simplicity of the project, along with the simplicity would most likely come low pay so for the sake of estimating we could say we would pay two new developers working eight hours a day for three days at $10 an hour, we would be looking at a short term cost of $480 for what would hopefully be a substantial upgrade considering the original did not have any cost associated with it.

Most of the maintenance of this project would arise if there were large plans for improvement, there would be much more if, as outlined in the development plan, it were deployed to mobile platforms or theoretically any platform other than a web browser since all devices are not uniform in the capabilities and functionalities. With that in mind web hosting and domains are cheap and easy to maintain in the modern day, since we would not be self hosting the site all maintenance in that aspect would be handled by the host of that server, this can be found from a reliable source for anywhere between $75 and $120 annually depending on the resources and features needed for the site. Another recurring fee that could be a possibility is the annual $99 fee to keep the ability to publish on the Apple App store, in this case the maintenance would need to happen in the form of updates that would need to go through the verification process of the App Store and would not be as simple as the hosting server as that would only require file access to upload the new code that could fix an issue that is noticed or add a feature without the delay of it needing to go through another platform or needing to be manually updated by users of the product.