

Team 10
EECS445 Project4
Maintenance Plan
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Maintenance Plan

We developed a chat room with multiple chat room that is hosted with firebase after figuring the the limitations of php hosting. To maintain our product for the next year it wouldn't be too expensive as we use all free services however as the usage goes up, we will need to purchase a bigger storage plan for Realtime database as right now it is on a free database. The only service that we may need to pay monthly or annually is the firebase Realtime data if we use more than 1 Gb of data. We are using firebase hosting in addition to all of that therefore we wouldn't need to worry about maintaining our product hosting and domain. However, one downside to that is that if firebase is down one day which they have their days throughout the year our product wouldn't be up and running. The cost of the Realtime database hosting is roughly about \$5/GB per month and daily they make a daily check to make sure you are charge the right amount. Another Maintenance we need to put into consideration when we are using firebase which is the fact that we will also need an internet connection which can cost \$25-100 per month depending on the internet plan you would need to use firebase through your internet provider which is an addition cost. There isn't a monthly nor annual fee to distribute our platform as long as you have chrome it should be ok hence the benefit of web application. We will deploy it with a computer and internet and all you would need to do is click on the link and it should maintain itself. There is potential cost of developers if we would need maintenance the software running and up and update to keep the consumers happy no matter how small or little. We haven't never hit the limit of the firebase data nor anything that is just stuck. However, like any software there has be a bug somewhere that we may have not notice or caught yet. An average cost of contract for a developer can be anywhere from 30k-60k in Kansas. We should be expecting anywhere from 10-20 percent of the original development cost towards software maintenance. Majority of the cost is covered by the usage of free service but lack scalability. If we were to swap to AWS which will be necessary if we decide to scale it then we will be paying \$0.011/hour to \$0.27/hr. The current running total for everything is \$5/GB per month and \$100 for Midco WIFI and developer of 50k salary. Then the total cost for minimal service will be $\$5 + \$100 + \$4.16k = 4265$ per month to maintain and keep it up to date. Realistically it will be more due to the fact that developers will be paid more as we are assuming the lower 10 percent of the developer pay range. In addition, the usage is 1gb a month which realistically with large enough user it can easily suppress 1Gb of data.