**Maintenance Plan [1]**

**Game definition and future update:**

* It is a local single player game. It will deploy on the Steam community.
* It will only be published on Steam and personal website.
* Next year plan to make it multiplayer and have game servers.

**The maintenance of facilities is about:**

* Keep update patches for bug fix.
* Quickly develop the game to multiplayer.
* Servers resource management.
* Providing a stable network and gaming environment for users.
* Keeping the game in a virtuous cycle of update and develop new features.

**Accountabilities:**

1. The Business Manager need to approve the maintenance budget and game development budget.
2. The Business Manager also responsible for development of the Annual Maintenance Plan and the Assets Register to record of purchase or disposal pf new serves and other equipment. [need cite]
3. The game developer team responsible for the Monthly Update Plan and the development Plan.
4. The server system administrator responsible for the Annual serves and domain Plan and renew and maintenance Plan.
5. Sales Department responsible for Monthly marketing and promotion Plan.

**Responsive Maintenance:**

The emergencies maintenance is requested. The relative worker needs to repot at any time and extra weather condition. The emergencies maintenance includes: serves shut down, serves been attack by hackers, big techniques issues for new updates, and necessary requested from users.

**Planned Maintenance:**

The server system administrators are responsible for day to day checking and update serves.

Administrators staff are responsible for the following: [2]

* Data Base serve checking and back up. Every Week
* Operate System checking and patch update. Every Month
* Users data back up and manage. Every Month
* Network and web service maintenance. Every Month
* Daily machines cleaning. Every Week
* Memory and RAM upgrade. Every Year

The salesmen are responsible for day to day updating the news column on the Steam.

Salesmen staff are responsible for the following:

* Keep update the news on the Steam and personal website Every Day
* Make new commercial publicity on different platform Every Week
* Help game developer to publicity there new features Every Month

The game developers are responsible for month to month updating the new feature to the game.

Game developers are responsible for the following:

* Fix the bug and launch the patch with the new update. Every Week
* Complete the monthly new features and test them Every Month
* Keep the game maintenance on time and don’t make new bug. Every Month

**The cost for every occupations and equipment maintenance**

* Servers (All 5 servers are in one region. If the serves all in US.)

$100 per month, 5 serves, $6000 for total servers one year. [3]

(All 5 servers in china.)

$42.8(293RMB) per month, $2568 for total servers one year. [4]

* Steam community [5] $100 at first launch
* Domain [6] $15 per year
* The server system administrator salary [7] $4500 one person per month.
* Salesmen salary [8] $6916 one person per month.
* Game developer salary [9] $5387.5 one person per month.
* Business Manager [10] $6083.3 one person per month.

**Next Year Maintenance Plan**

|  |  |  |
| --- | --- | --- |
| Date | Activity | Frequency |
| January | Making plans for every Accountabilities for next year. | Annually |
| Setup the Steam page and update the first news. | Only once |
| Setup servers for preparing when the multiplayer feature is launched | Only once |
| Game developing team start design new features. | Annually |
| February | Data Base back up and checking | Monthly |
| Bug patch launched | Monthly |
| March | Data Base back up and checking | Monthly |
| Bug patch launched | Monthly |
| Launched the new feature update | Monthly |
| April | Data Base back up and checking | Monthly |
| Bug patch launched | Monthly |
| Launched the multiplayer mode | Only once |
| Set up the servers and ready to use. | Only once |
| May | Data Base back up and checking | Monthly |
| Bug patch launched | Monthly |
| Servers checking and web service checking | Monthly |
| June | Data Base back up and checking | Monthly |
| Bug patch launched | Monthly |
| Launched the new feature update | Monthly |
| July | Data Base back up and checking | Monthly |
| Bug patch launched | Monthly |
| Servers checking and web service checking | Monthly |
| August | Data Base back up and checking | Monthly |
| Bug patch launched | Monthly |
| Servers checking and web service checking | Monthly |
| September | Data Base back up and checking | Monthly |
| Bug patch launched | Monthly |
| Launched the new feature update | Monthly |
| October | Data Base back up and checking | Monthly |
| Bug patch launched | Monthly |
| Servers checking and web service checking | Monthly |
| November | All equipment checking and changing if it broken | Annually |
| December | Checking all the budget is correct and write the year conclusion | Annually |

**Reference:**

1. Maintenance Plan format <https://aisnsw.edu.au/FundedPrograms/CapitalGrants/Documents/BGA%20Sample%20Maintenance%20Plan_Dec%202011.pdf>
2. server system administrators work: <http://www.enkj.com/idcnews/Article/20171017/12471>
3. Cost of servers in US <https://www.quora.com/What-are-the-costs-of-running-a-server-for-an-MMO>
4. Cost of AliCloud in China <https://promotion.aliyun.com/ntms/act/qwbk.html?utm_content=se_1000092572>
5. Steam Community cost <https://partner.steamgames.com/steamdirect>
6. Cost of domain name <https://startbloggingonline.com/how-much-does-a-domain-name-cost-2018/>
7. server system administrator salary <https://www.glassdoor.com/Salary/Riot-Games-Systems-Administrator-Salaries-E247538_D_KO11,32.htm>
8. Salesmen/Marketing salary <https://www.glassdoor.com/Salary/Riot-Games-Marketing-Manager-Salaries-E247538_D_KO11,28.htm>
9. Game developer salary <https://www.quora.com/What-is-the-salary-of-a-Unity-developer>
10. Business Manager <https://www.glassdoor.com/Salary/Riot-Games-Business-Development-Manager-Salaries-E247538_D_KO11,39.htm>