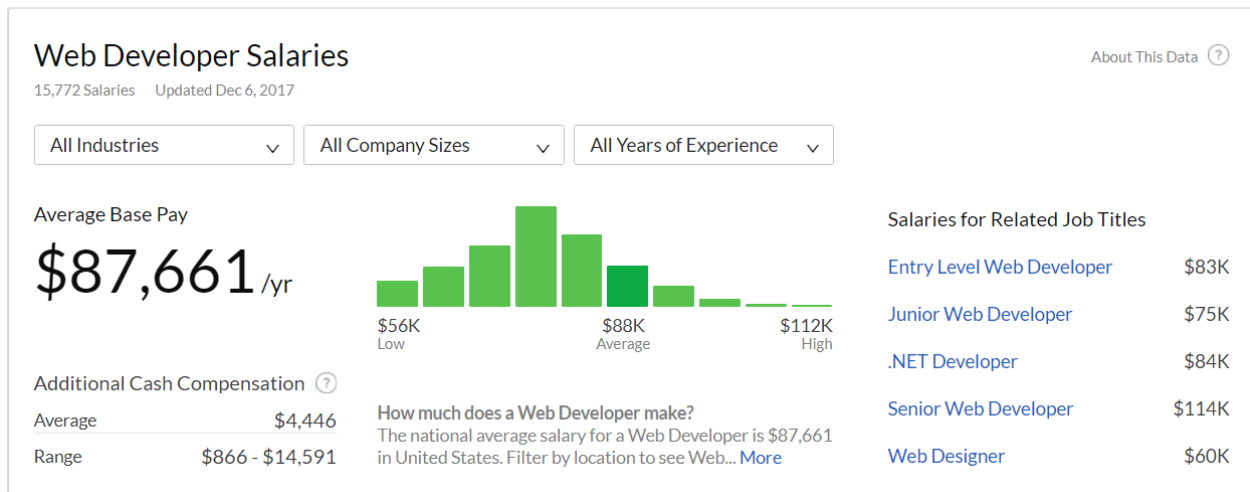


Maintaining our product, while simultaneously improving it, will require a moderate cost. These next couple of pages will attempt to estimate the costs associated with getting our platform into the hands of as many users as possible.

Much of this cost will be labor. The average salaries of developers, sales staff, scientists, and designers are provided.

Front-end developer:



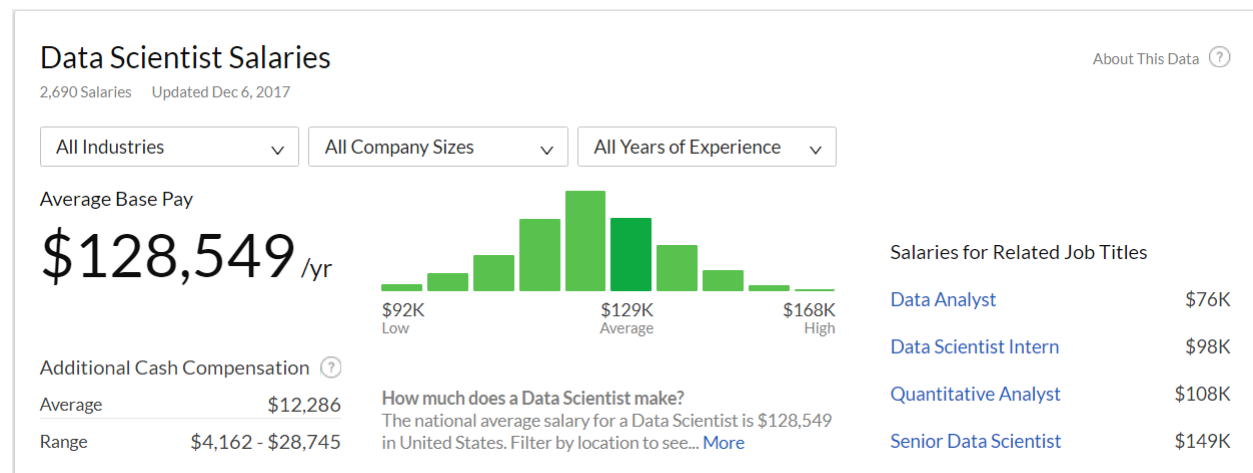
Back-end developer:



Mobile Engineer:

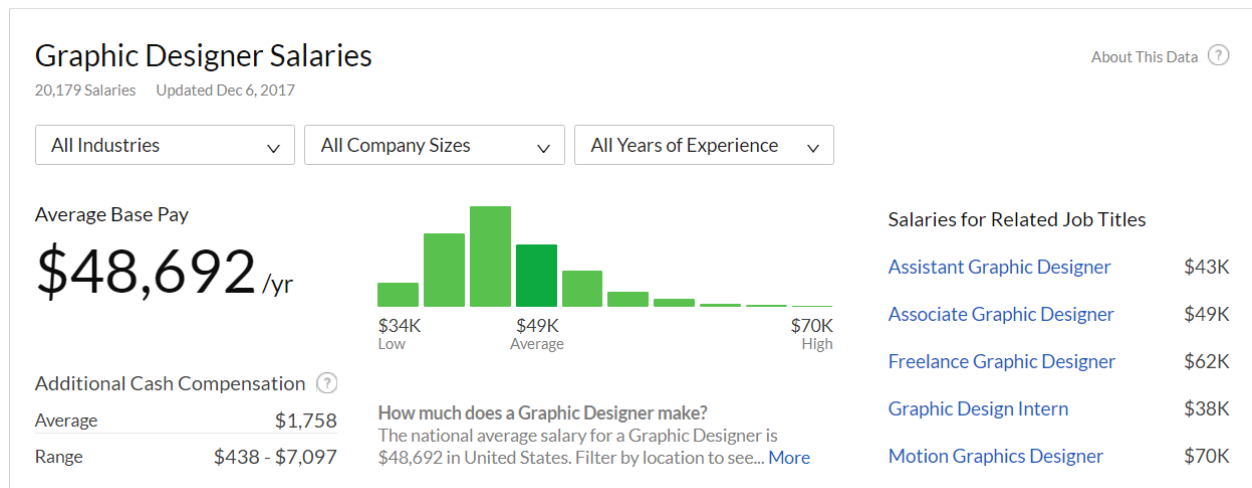


Data Scientist:



In addition to developers, the aesthetics of the game would need to be improved, and updated as the platform is expanded

Graphic Designer:

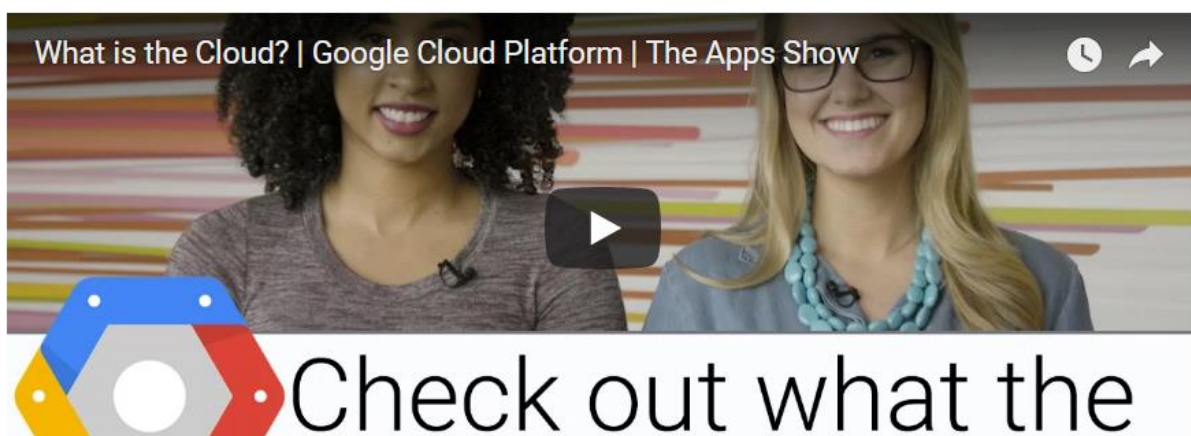


Hosting our game on a website (outside of KU cycle servers) could be an avenue to be explored.

We could turn to Google to host our site

9. Google Web Hosting Pricing - Starting at \$45

The cheapest of the big three, the Google Cloud Platform's pricing model is still a far cry from the costs charged by some of the hosts mentioned earlier. For \$44.66 per month, Google offers its Custom 2 core 3.75GB hosting solution. If you add an additional \$10, you get an extra 4.25GB.



TechRepublic published a great [breakdown of Google's pricing](#) when compared with AWS, which will also come in handy in our next section. The article concluded that Google wins the war on price and performance among the big cloud providers.

We would need a catchy domain name. This is a possibility:

Yes! Your domain is available. Buy it before someone else does.

connectfourai.com	\$14.99* \$0.99*	Add to Cart
<hr/>		
Buy 3 and Save 69% connectfourai.net connectfourai.org connectfourai.info	\$57.97* \$18.00*	Add to Cart

An app could be a great way to get our product into people's hands.

We could turn to Apple's App store for this.

Apple Developer Program. If you're an organization interested in creating apps for distribution on the App Store for iPhone, iPad, Mac, and Apple Watch, enroll in the Apple Developer Program. Membership includes access to beta OS releases, advanced app capabilities, and tools needed to develop, test, and distribute apps and Safari extensions for your entire development team. Organizations will sell apps using their legal entity name. Companies and educational institutions must provide a D-U-N-S Number (available for free) registered to their legal entity during the enrollment process.

99 USD per membership year

We could also look into the Google Play store

Google Play has a one-time fee of \$25.

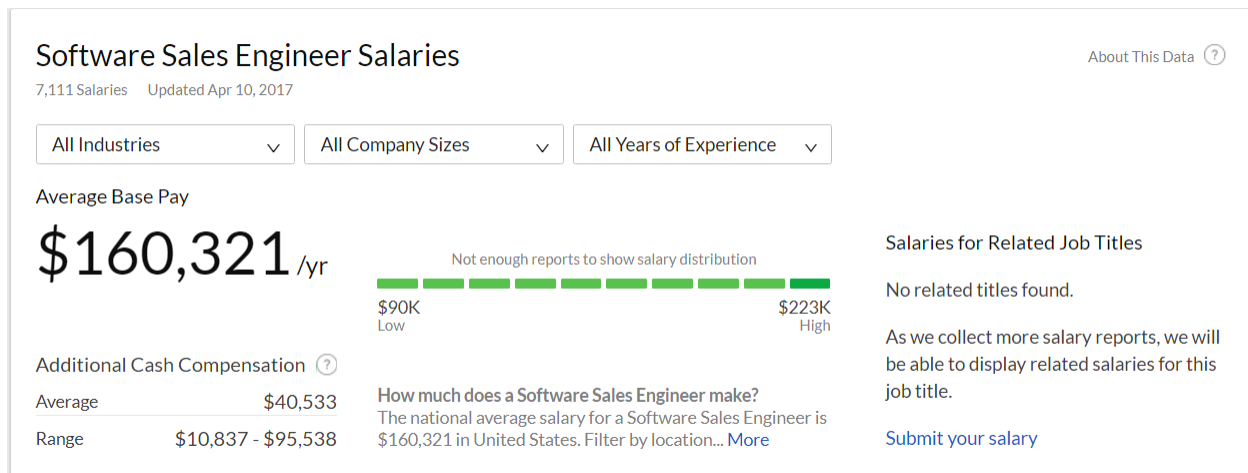
If we look to placing our game on Steam there will be a cost associated with it.

Valve sets Steam Direct self-publishing fee at \$100

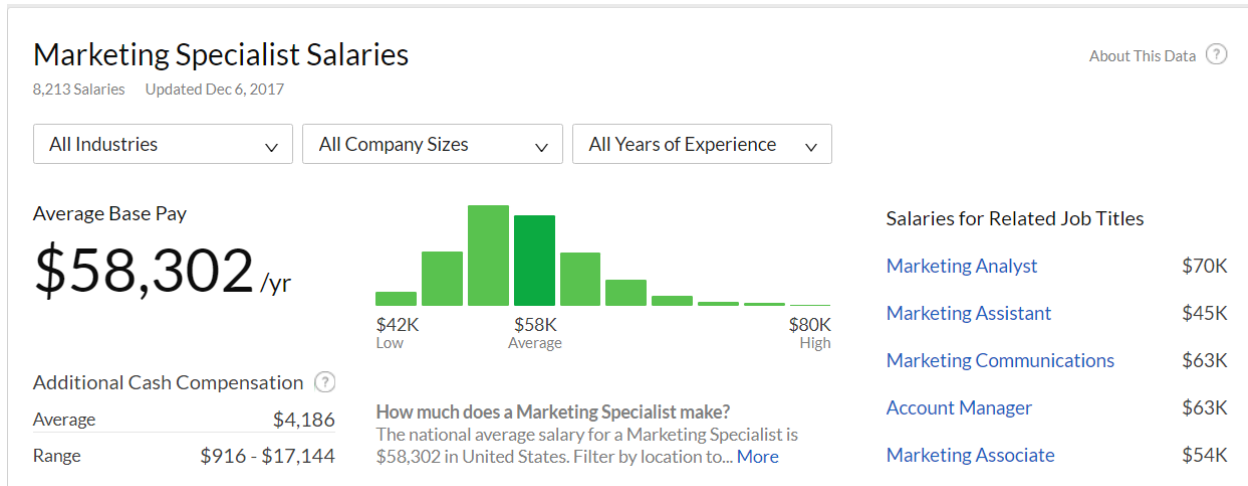
The price is right

If we'd like to earn any revenue, we'll have to consider marketing our product, and whether we'd like to feature ads on our platform.

Software Sales Engineer:



Marketing Specialist:



If we use all of these resources, our estimated total cost is around \$694,222 Annually.

We've racked up quite a bill! Realistically, we would have to prioritize these resources, only allocate capital to the ones that are essential, and look to the rest when (if) the product becomes popular.

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