Web Server Hosting:

Our no-cost option is **Github Pages**. Github Pages specifications are located here:

[Github Pages Specifications](#)

Our paid option is **Amazon Amplify**. Amazon Amplify specifications are located here:

[Amazon Amplify Specifications](#)

Amazon Amplify has a few different options for pricing. Pricing information is located here:

[Amazon Amplify Pricing Information](#)

Licensing Period for Amazon Amplify is monthly. The average cost annually of Amazon Amplify micro instance hosting is roughly $96-$120/year.

Choice:

Between the two options above, we are going to go with GitHub Pages. We chose this because this is a free and readily available option. It provides what we need as a team to deploy our website. GitHub Pages primarily utilizes a Platform as a Service (PaaS) model. Github pages offers a managed platform for hosting static websites and provides users with a streamlined deployment process.

Database Hosting:

Our no-cost option is **SQLite**. SQLite specifications are located here:

[SQLite Specifications](#)

Our paid option is **Amazon Neptune**. Amazon Neptune specifications are located here:

[Amazon Neptune Specifications](#)

Amazon Neptune has a few different options for pricing. Pricing information is located here:

Licensing Period for Amazon Neptune is monthly. There are a lot of variables for how much each month is, but here is our example. The cost for a year of Amazon Neptune using db.r5.large, storing 50 GB of data with 100 GB backup, and perform 200 million I/Os per month, with data transfer in of 50 GB per month, and data transfer out of 10 GB per month would be $297.69/ month.

Choice:

Between the two options above, we are going to go with SQLite. We chose this because this is the free option and it's open source. This allows customization and has everything we would need for our project.

Population:

Information technology, or IT, uses SQLite. It's often more geared towards larger groups/ companies. IT can help with social networking by using a toolbox, which aids in making user profiles with personal information, professional experience, and other personal data such as photos, and one being used as a profile picture. Social networking helps professionals communicate with each other.

Libraries:

Unity Asset Store is one of the libraries we will be using. It has both no-cost and paid options.

Unity Asset Store is located here: Unity Asset Store

This site has a bunch of free and paid options for assets that can be downloaded. One of the benefits to using the asset store is that whatever you download it gets sent straight into your

Unity Package Manager. Therefore eliminating the process of trying to install the asset directly into Unity.

Itch.io is the other library we will be using. It has both no-cost and paid options.

Itch.io is located here: Itch.io

This site also has a bunch of free and paid options for assets that can be used. The biggest difference between this and Unity Asset store is one it has to be manually installed into the Unity Game engine. Although this allows for more people to experiment and list assets without fully going through Unity, giving the viewer more options to pick from.

Choice:

Between the two options we will be using the Unity Asset store as it is much easier to handle when incorporating the assets that are downloaded.