

The cost to maintain our project over the next year will include several parts. These are hiring developers, hiring artists, hosting a server, and the fees associated with Xbox, the App Store, and the Google Play Store.

For hiring developers there are several reasons this is necessary. The developers we hire will have several jobs. One of their jobs will be to ensure that the code remains bug free. They will accomplish this through a combination of Corrective Maintenance, Preventive Maintenance, and Adaptive Maintenance. They will also be in charge of Perfective Maintenance, where they will implement things like more worlds to explore and more game mechanics, like damage types, equipment that is effective against some damage types and ineffective against other types, making the characters interchangeable so the player can build their own team, reformatting the webpage to work on different sizes of monitors and cellphones, and other changes. Another job the developers will have will be to port the game to other platforms like the app store and Xbox so we can market to a wider audience. For the cost of hiring developers, the average salary of a developer in the United States is \$84,919 per year, so we can round down to \$80,000. We would need three teams of developers, one to add new changes, one to perform maintenance, and one to port the game to other platforms. Assuming the teams are similar in composition to ours, that's 15 developers for a grand total of 1.2 million dollars on developers per year.

For hiring artists, this is necessary if we are to make any profit off this game. Currently we are using assets found online that we did not create nor ask permission to use, we need to hire artists to create art that we own the licences to so that we can monetize or sell the game. We would need artists to work on three things. Sprites and animation, backgrounds, and sound. The sprites and animations will be a large portion of the work so three artists to work on that, one to

work on backgrounds, and two to work on sound, one for sound effects and one for music. The average video game artist salary is \$57,000 and the average video game sound designer is \$53,000 so we will hire 6 artists at \$50,000 per year for \$300,000 per year on artists total.

For the cost of hosting a server, this is necessary to monetize our game, we would need a website to host our game so that we can get traffic and generate revenue through advertisements. The cost of a VPS hosting is around \$30 a month or \$3600 per year.

For the cost of getting our game on other platforms, this is necessary if we want to sell our game. For Xbox, the combined total of the whole process according to Kotaku is \$5000. For the app store according to appypie the cost is \$99 per year, and for the google play store also according to appypie the cost is \$25. So the total cost of publishing to other platforms is \$5124. All of these costs totaled leaves us with \$1,508,724 for the first year and \$1,503,699 for any years after that.

Source:

<https://kotaku.com/how-much-it-cost-to-put-an-indie-game-on-xbox-one-1613428070>

<https://www.appypie.com/faqs/how-much-does-it-cost-to-publish-an-app-on-the-app-store>