Intro:

After we already introduced our first mobile game to the market it wont take long for us to face new problems. Due technology and especially mobile games are really short-lived these days we can not take profit from our product with out maintaining it for a long time. Changing environmental conditions, occurring errors and growing user expectations for more and more content and functionality will force us to spend effort to maintaining our mobile game constantly. In this paper we will describe how exactly we want to do this containing how much time and effort we will spend in the different topics, which steps we plan to do and what goals and requirements we want to fulfill including the advantages of doing so and the resulting conditions for further steps and developments.

Increasing functionality:

The biggest part of our system maintenance will be the developing and adding of new functionality. Round about 55% of software maintenance are in the field of developing new functionality. Our mobile game will be in a very simple state when released. Main functionality will be working but wont be large-scaled. Therefore we need to develop and validate new content really fast to satisfy the users expectations. How we will develop the new functionality will be the some software development approach as we used for the main application. This was described in earlier papers and do not have to be mentioned in this paper again. We will test the new units we developed on their own and the interfaces between new and old but we wont do another system test because this would need to much time and we trust in our own skills and previous tests. As soon as we have a certain amount of functionality and possibilities for the users, we will announce and release our user level system which will allow all our users to start to compete with each other. This step will give us the possibility to produce a chargeable update to generate more income. Due the users will be busy with each other the pressure on us as development team to release more functionality really fast will be reduced. We can use this time to improve the game more and more and work on a bigger update with extended functionality like an artificial intelligence as enemy or a direct real time multiplayer mode which could be another chargeable update. So the biggest challenge will be the start-up phase and the first updates to establish our game on the market. As soon as we think the game reached a peak we can start to work either on another mobile game and profit from our earlier reputation as mobile game developer or use the earned money and improved skills for a new project in another field.