

Project 4 Maintenance Plan

To maintain our project for the next year we anticipate the following costs:

- Monthly costs of running & hosting a web server
 - Amazon Web Services EC2 Dedicated: \$800 - \$2000/month
 - HostGator: \$119 - \$149/month for a dedicated server
 - The quality and bandwidth of these two options were not thoroughly researched. These numbers were found with a cursory internet search and much more in-depth research and analysis is necessary.
- Costs of domain name: \$5000-\$10000, depending on if we get the rights to the game
- Cost of purchasing licensing and distribution rights for Deal or No Deal
 - N/A, could be anything really, from a few thousand to hundreds of thousands if not millions. It all depends on NBC or whoever currently owns the rights to the show and how much they would demand.
- Costs of making a mobile game version, Android and Apple
- Costs of publishing game on Steam, Google Play, App Store, etc.
- Costs of hiring developers, part-time and full-time
 - Part-time software: \$16-\$25/hour
 - Full stack: \$40-50/hour
 - UI/UX: \$37-\$52/hour

Note that most of these costs will vary depending on the number and complexity of features that we decide to implement. For example, any multiplayer gameplay options will require a higher bandwidth and therefore higher web server and hosting costs since there will be more traffic to our website and

game. Some potential features include a player vs. player component where one player can be the Banker. Another is having a head-to-head timed match between players online, where anywhere from 2 to possibly 10 players can play a game of Deal or No Deal in real time and compete to see who can make the most money in the shortest amount of time. These two features could potentially draw in a large audience and therefore increase our monthly server costs, so it is essential that we select a web hosting option that is scalable and efficient at the same time. Several of the Amazon Web Services options had plans that were as cheap as \$80-\$100 a month but we were concerned that it wouldn't meet our requirements for a fully online multiplayer version of our game with a certain number of users.

The part-time and full-time developers would continue to fix bugs and maintain quality assurance for the game as the year progresses. Within the timescale of just a single year we think that we would only need a couple part-time employees and one full-time employee on the staff. That should be sufficient in order to keep the game running for the whole year. If we want to explore longer-term prospects, then we would consider several monetization options such as a freemium and paid version of the game and mobile app and microtransactions that would provide aesthetic customization options for the player. Any methods that we could use to increase our revenue stream would help offset the costs of running and maintaining the game, and therefore the game could be profitable over more than just one year. If the game only needs to be maintained for just one year then having advertisements in the game would likely be sufficient to cover most of the initial costs, assuming it is the lower bound of the costs listed above.