Maintenance Plan

EECS448

Team FourFour8

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Getting a product to market is one thing, but keeping that product on the market and in tip-top shape is another story. This project is a small game built with the Unity engine and can be built into executable forms on a multitude of platforms. Our design is geared specifically towards the computer platform, so we have builds for a Windows ".exe" and the executable equivalent for Apple Computers. The other form that this game will be built into is as a game playable on Android devices, available for download via the Google Play store.

Since this project is built using mostly free products, and because Unity does not require a percentage of any earnings (Unity takes nothing until the total value the game has generated exceeds $100,000), maintaining this product for the next year looks to be a doable and relatively inexpensive task. The most expensive venture in maintaining this project will, most likely, come largely from the cost of hiring developers to maintain the software.

Next, we will go through the plan for the next year month to month and identify potential issues that may come up and go over possible solutions in order to avoid such hiccups.

December 2018

This is our first month. In the first month, we want to release the game in accordance to the details listed within the Deployment Plan document. Costs that will be incurred this month include: the cost of a Google Developer License, and the first (and only) yearly payment to GoDaddy.com to keep the website up. In this month, the original developers will be on hand to troubleshoot issues and correct bugs, so there is no cost associated with developers in this month.

January 2019

In our second month, we simply want to keep things running as they were in December, if not, better. Our website will now have new contact information listed for product support. According to Codementor.io, hiring a developer freelance would cost, on average, between $60-100 per hour. Since we are a small company, we will find a developer that will accept **$20/hour** and have him/her available for a total of **4 hours daily.** Meaning, this developer can do

customer support work for up to 4 hours total a day. We do not believe that daily support time will exceed this number, so we have no concrete plan in place for support if the developer exceeds this number. However, if that is the case, we can sort out how much the developer is owed.

February 2019

Since it is one month into the New Year, we want to bring some freshness to our game. We have tasked the developer to add Valentine's Day themed scenes and random events. We predict it will take the developer around 10 hours to complete these new additions, meaning this task will cost us **$200** in addition to the monthly cost to the developer of **$1,600.**

March 2019

By the time March rolls around, we should have a pretty good idea of how much traffic we regularly get on the website. At this time, we will get together with our developer and devise a plan to generate revenue on our website using Google's advertising services. The amount of cash that can be generated using advertising services such as this one varies a great deal, so we will refrain on tagging a number to it for now. Costs in this month are only to developer, **$1,600**.

April 2019

This month we want to do final additions to the game and release a "final copy." The game is still open to updates for bug fixes, but no new functionality will be added after this. We will task the developer with integrating the Valentine's themed levels and events into the normal game, but separating them in two different modes: *"normal mode" and "themed mode."* Our estimate for how long this will take the developer to do this is 5 hours, making the cost of this addition **$100**. The other cost is the monthly **$1,600** to the developer.

May 2019
$1,600

June 2019
$1,600

July 2019
$1,600

August 2019
$1,600

September 2019
$1,600

October 2019
$1,600

November 2019
$1,600

As you can see, undertaking this project for the next year and working to make improvements over the course of that time is pretty expensive. The truth of the matter is that we are fortunate that the costs of initially developing and deploying the game were not nearly as high as they could have been. It was essentially free. However, the cost really becomes apparent when we plan the life of this game for the next year. Having a developer on hand is crucial, because as we all know, no software is perfect. Our software developer works not only in the capacity of fixing bugs, but also expanding this project. Below is the total cost incurred over the course of the year:

Developer Costs: $20/hour, 3 hours a day, 5 days a week for 12 months

		= $20,800
	Software additions and add-ons	**= $300**
	Total	*= $21,100*

Website Costs: $2.99 per year for one year   = $2.99

Total   *= $2.99*

Google Developer License: $25 for one time   = $25

Total   *= $25*

Grand Total: **$21,127.99**