If we were to plan to maintain our product for the next year after it was deployed to our distribution platform called Steam, our costs would be very minimal if not nonexistent. After the initial one hundred dollar fee for adding our game to the Steam store, there is no upkeep or monthly maintenance fee needed to keep our game on the store. If we plan to make our game multiplayer within the next year, which would be likely, steam provides us with its own free peer to peer option that we could utilize. This would allow us connect players to each other free of charge. If peer to peer was not a valid option due to player privacy and we would need an actual server to connect to, we would have to pay from five dollars to up to one hundred and fifty dollars each month to use steams servers! That is a hefty maintenance fee that our team would most likely try to avoid, especiilly if the free peer to peer option would suffice.

Our code should not need much refactoring as it offers a base for more features to be added easily, but as of right now our game lacks gameplay depth and would feel more complete with some further advancements. So in order to make our game more worth playing, over the next year, it would be essential and expected that we would have updates containing new features and polishing touches which in turn would result in some developer costs. I would say at least two developers would be needed to push updates out in a timely manner expected by our player base. With each developer working around forty hours a week at an entry level game developer wage of twenty six dollars per hour, it would workout to cost around:

(~4.34524 weeks/month * 40 hours/week * $26 hour) * 2 devs = **$9038** per month for developers. Other then needing to hire developers, our game is built using free IDEs and free libraries such as SFML which is used to draw our game to a window. So, our code will not strictly have any maintenance fees in order for it to continue running, but rather our code perhaps needing to be updated by our developers to use newer packages due to security or performance issues. The only maintenance cost would possibly be towards our developers, for instance having to spend development time upgrading packages to a newer version that might not be backward compatible.

Overall, after the initial payment made to get our app deployed to Steam, our maintenance costs would be very low for a game; This holds true still for if we decided to make our game online as the peer to peer option is free. It seems like the majority of our costs would be going towards developing new features to keep our game viable. Nine thousand a month for two full time developers is still very cheap in comparison to other game development studios costs.