Our program that we made in project three and project four is a game that we have entitled "Hallowed Soul". The main way we would go about publishing Hallowed Soul would be to upload it to an online game store platform called Steam. Steam is the most widely used online store, and it is friendly to indie games, making it an easy way to publish our game. Steam charges developers an up front cost of one hundred U.S. dollars to put a game on the Steam platform, assuming the game is compatible with Steam's framework. This creates a more interesting cost, which is the cost of adjusting our game to work on Steam. Given that no one in our project group has published a game to Steam before, we would have to research the exact way our game would need to be built for this compatibility, which would be another, more abstract cost involved with publishing our game. So far, development of Hallowed Soul has cost no money, as our project group has been working on this game for free. If this was to change once the class ends, there would be more costs as the leader of the group would have to start paying for developer time. This is a hard cost to predict, as we don't know how much there would be to do, but it is a development cost that would have to be considered. There are other options for online publishing, such as making a website to upload it to. This would eliminate potential compatibility issues, but would introduce a new problem in whether or not people notice the game as it wouldn't be in any centralized location. This would also introduce an ongoing cost of website hosting, as opposed to Steam's one time cost. There are also other online game stores that we could upload our project to, but we would be more inclined to use Steam as it is the most popular one.

        Another way we could publish Hallowed Soul would be to publish to consoles, which would be significantly harder. Console verification can be much more rigorous than that of Steam, making that option immediately come with more development cost, as we would not only have to make our game compatible with console platforms, which could be significantly different from our current implementation, but there could also be more publication fees, as consoles do less open business than Steam does. Publishing to multiple consoles would also require this process to be repeated for each individual console we publish to, as all consoles are inherently built differently from each other. If we were to publish and sell physical copies of this game, there would again be the added cost of producing physical copies and putting them on store shelves.

        With all of this in mind, the way we would most likely choose to publish our game through the online Steam store. Steam would provide a nice mix of ease of use, game noticeability, and not too expensive additional development costs for the game to reach a state that it can be published in.