

TELLOBLE - MAINTENANCE PLAN

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AGES: 14 AND ABOVE

POTENTIAL SHIPPING DATE: DEC 25TH, 2021

Maintenance Plan

Our application, Telloble, is a game combining features of snakes and ladders, sorry, and anagrams. As mentioned in the deployment plan, our game will initially be rolled out as a website using Green Geeks or Blue Host. These hosts offer a subscription service of approximately \$150 along with free domains. In the future, we intend to launch the game as an application through Steam. Steam requires new apps to pay a fee upfront but does not require any fees to continue using their services besides the 30% share of revenue. This means that the cost of keeping our game accessible for our players should not exceed more than 150\$ each year unless we decide to launch a mobile app at some point in the future.

For the first few years, we as a team should be able to handle all of the work necessary to maintain our game, meaning we should not need to hire any other developers to work alongside us. Any new features or updates would be up to us and would not cost anything besides our own time. However, this will not be the case if our game is successful, and we decide to release it on the app store or google play store as a mobile app.

To release our game as a mobile application it would cost about \$100 dollars per year for the app store and just a \$25 one-time fee for the google play store. Since none of us have experience with mobile development, we would likely need to hire a few developers to help with the initial transition to a mobile app. According to Business of Apps, it costs around 90,000 dollars to hire a full-time developer. However, this may not be necessary depending on the needs of the application. Instead, we may be able to consult the work from part-time developers to save some money.

Once our game has successfully been launched on the App Store and Google Play Store, our main focus would then shift to maintaining the mobile app. This would require us to keep up with yearly app audits, continue to add new designs and features, scale with growth, and preserve the security for our application. Regardless of how much we want to add to our game, we will need to keep up with the yearly OS updates from both Apple and Android. These updates often cause old and outdated code to stop working, making it pertinent that we keep everything as up to date as possible. If necessary, most of this work would be done by the mobile developers that we have hired, while the new features and changes to gameplay would be done by the current team members.

Overall, the maintenance of our application should be very minimal at the start. The only costs we would have are the costs of the web host and domain, along with the initial costs for getting our game on Steam. After that, if our game is successful enough, and we decide to create a mobile app, the maintenance will become much more significant. We would need to hire some mobile developers, we would need to release regular updates to add new features, we would need to keep up with yearly app audits, and we would need to ensure our app stays secure.