## EECS 448 Team 6 Maintenance Plan

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In order to maintain our product for the next year, there are many factors at play that will contribute to the overall person-hours required as well as the increase in cost of the product. As our team maintains the product over the next year, the person-hours required will most likely average at about 10 hours per week, which will be about 520 hours total. Our team investigated what it would take in order to maintain a web application, such as our blackjack game, and we found out that it takes a significant amount of time, effort and money. Even for a small web application like this, there is still a lot of work that goes into the maintenance of the product, especially long-term. Most of the cost would come from hiring and paying software developers to maintain the product for us. Having software developers is essential in maintaining our product, and they would help us with any technical issues, updates, etc. that arise with our product over time. Most importantly, though, we need to take the cost of hiring these software developers into consideration. If we take the average salary of a software developer in the United States, which is about $70,000 for working 40 hours of work a week on average (i.e. 2,080 hours in a year), that means that they get paid about $33.65 per hour. Now, if we take that hourly rate and apply it to the 520 hours required to maintain our product, that would be a total cost of about $17,498 for the entire year. We determined that this will pretty much be the bulk of our costs to maintain this product for a year. The rest of the cost would most likely come from a monthly or annual fee for the domain that we originally purchased when deploying the product. If we were to purchase a new domain, rather than a pre-registered domain, this would reduce the cost significantly. On average, we found that the annual cost of keeping a domain name is about $15, so this would barely factor into our total cost for the year. This would bring us to a final total cost of about $17,513 to maintain our blackjack game for an entire year. This total cost is about what we expected. It seems egregiously expensive to us right now, but that is mostly because this is a small project that we have just worked on with our small team of 5 people. Our plan for maintaining this product over the course of a year would include the hiring of software developers, the annual cost of keeping a domain, as well as the general upkeep of the project as whole. The maintenance will mostly include various bug fixes on things that we did wrong in our initial development, which we could release in monthly patches, for example. This is very similar to how video game studios operate, because for their games, they typically release a new patch every two weeks or every month to update the game with new content and fix bugs. Overall, we feel that this maintenance plan fits our goals for this project if we were to move forward with its development, and we would feel confident in doing so as a team.