Project 4 - Maintenance Plan

Maintenance costs will largely revolve around the choice of server provider and the networking efficiency (how many games can be hosted on a single server at once). With a provider like DigitalOcean, the game could probably handle several dozen players at once on a single $5/month droplet. However, scaling that up to handle hundreds or thousands of players would be a new challenge. Developers may also need to be hired to handle browser compatibility issues and the aforementioned anti-cheat system. Developers may also need to control