**Maintenance Plan**

To keep up our game for the next year the main cost would be the developer. This is because we would strive to maintain our game while also making improvements to it throughout the year. Looking online at yearly salary of web and application developers it seems that hiring someone would cost around 100k per year (assuming we just hire one employee). Since it is an HTML game, the plan is to publish it to the Chrome Web Store first. Since it is a html game, we do not need to host on a server. We will need to buy a domain; this cost is low only being about $15 per year. Chrome Web Store is free, but the goal of the developer would be to make this game accessible on different platforms including iOS and Android application. This way we can start adding the game onto the app store and other platforms. The cost of adding an app to the Apple app store is $100 per year. Publishing an app on Google Play costs a one-time payment of $25. With posting our game to an app store we also have to think about app store listing maintenance. This involves making sure you update your game frequently so that it shows on the app store all the bug fixes and updates it the application has had. This ensures that the game is secure and safe to the users.

Our overall costs come from our paying our developers. This cost is high because the main objective would be to add features to our game. Since it is very rudimentary the focus is to add user appeal and more exciting features. The features can range from adding user-login to remember score or different characters to interact throughout the game. The maintenance of adding these extra features will consume most of the developer’s time.

Another cost to help our game grow would be purchasing a subscription to a company called New Relic. This software helps track and monitor the performance of our game whether that be through the HTML platform or application. This service tracks response time, user interest and software performance. This service can be extremely helpful by understanding what to capitalize on in your game and helps you understand bugs in your software. Also, it will save our developers a lot of time. This service isn’t cheap, it would cost $150 per month, so roughly $1800 per year. I believe the cost is justified due to the amount of time it will save our developers.

Paying down technical debt is important to acknowledge even though it doesn’t cost money. Making sure our software is readable and simple is very important in the process of creating this game. The maintenance of the software is something that would have to continually be worked on. Accumulating technical debt can happen very quickly and if not addressed immediately can really slow down the efficiency of the project. Although technical debt is free it does cost developers time, which time is money.