In order to maintain our product, there are many costs that must be accounted for. For example, we must distribute our product on one or more platforms, buy a domain and servers, and hire developers to continually fix bugs and improve our product.

In order to deploy our project, we must first buy a domain. The cost of this is very cheap and is usually between $10 and $20 per year. We also want to deploy our project on other platforms as well as just having a website for game. The cost of putting an app on the Apple App Store is $99/year. The cost of putting an app on the Google Play store is much cheaper, coming in at a one-time fee of $25. Steam charges a one-time fee of $100 to publish an app on their platform. There are also many other platforms that we could deploy our game to, including the PlayStation, X Box, and Nintendo Switch.

Our project does not currently need servers to run, but in the future developers may want to add many new features, including user accounts and a high score chart. In order to have these feature become available to users, we must pay for servers. This can cost between $70 and $320 per month. This comes out to between $840 and $3840 per year. These prices vary dramatically and the cost that we pay depends on the quality of the servers we need. Better servers can handle more users and run videos and graphics faster and at a higher quality.

Developers are also essential for the maintenance of our app. We cannot allow users to find bugs in our app, and if they do, we must take care of them as fast as possible. Because our project is small and would not require a full time developer to oversee and work on it, we will probably be paying a software developer on an hourly basis. The cost of this will be greater initially because the developer will be adding new features as well as maintaining the app. Software developers cost between $34 and $57 per hour, depending on their level of experience. Our app would probably not require a senior level software engineer, so the cost would be at the lower end of that range. Assuming we pay $45/hour for a software developer and they work 20 hours per week for one year, we would be paying them $46,800. This cost is very high but could vary drastically depending on the number of users that our app accrues. Fewer users would require less maintenance.

The total cost for maintaining our app for one year comes out to be around $49,479, if we paid a developer to work 20 hours per week. However, if our developer only worked 5 hours per week, the cost would be reduced to $14,379. The true cost of our app is more likely around this price because our game is very simple and would probably not take much time to maintain after the new features are added.

Sources:

[How Much Does a Domain Name Cost? | Pricing Breakdown (2021) (websitebuilderexpert.com)](https://www.websitebuilderexpert.com/building-websites/domain-name-cost/#:~:text=Buying%20a%20new%20domain%20generally,to%20find%20your%20best%20fit.)

[How Much Does it Cost to Host an App? (servermania.com)](https://www.servermania.com/kb/articles/server-cost-for-apps/#:~:text=An%20app%20hosting%20server%20can,active%20users%2C%20and%20projected%20growth.) [How Much Do Software Developers Make per Hour? — Devox Software](https://devoxsoftware.com/blog/average-software-developer-hourly-rate/)