Maintenance Plan

If we were to continue maintenance on our Chess game, we would have to find some server to host it on since currently it only runs on your local machine if run it on your local host. To do this, we would probably have to buy a domain name to host it on. On godaddy.com, you can buy a two year plan for $19.00, so that is what it would cost for the domain name. We would also need server architecture to host our game on so we don't have to use one of our own machines. If we were to use something like Amazon Web Services, the price it would cost would depend on the number of users our site would reach. After some brief research, I could not find an exact price for a server because it scales up and down depending on how many users you have and how long they are using the site, but we can estimate it would probably cost less than ~$10,000 for a year while we are still attracting new users. The cost for developers would be by far the most expensive part of this project. According to glassdoor.com, the average salary for a software engineer is ~$108,000 per year. If we were to only hire our small team of 5 people, this would cost us $540,000. If we hired more people to help such as a project manager or any sort of HR staff, this number would dramatically increase. If we were to attempt to market our game and try to attract new customers, this would also cost >$10,000. Combining all of the costs discussed so far gives us a grand total of >$560,000 if we didn't hire anyone other than our 5 team members, and probably >$700,000 if we hired more people.

It is because of this and the fact that multiple other websites like chess.com and lichess.com exist that already accomplish the goal of providing an online platform to play chess on that I don't think it would make much business sense to continue development and maintenance on this project. Chess is already a very popular game to play online and thus since our product doesn't add anything that other websites don't already do, it seems like pursuing development on this project into a business is not a good idea. The goal of this project was to make a simple working version of the game of Chess and I believe we have done a good job of that. So other than fixing a couple of issues and testing for bugs, the

project probably does not need much more work to accomplish that initial goal of making it a working version of Chess. However, if we were to try and enable online play where both players could play on different machines, this would require a lot of changes and additional features since we would have to allow for online communication and develop security to uphold game integrity.