

Maintenance Plan

The LifeTracker is a web application that serves multiple purposes. It comprises a Budget Tracker, a Weight Tracker and a Grocery List Manager. Each one of those requires a certain attention. That is to say that each component is whole and, currently, independent from the other components. We have a separate Angular component running each. The user is presented with a home screen that shows links to each component, then each component is presented in a different screen. Therefore, we need at least four people to maintain the application for rapid and efficient development and release. One developer for each component and another one for the home screen and user experience design. Then, we will need to make the product available. Considering the purposes fulfilled by the application, there are several ways we can present it to customers. One way is to leave it its current form as a web app. Another approach would be to make it a mobile application, because people mostly manage their budget, grocery lists, and track their weight gain and loss with their phone. Not to mention the number of hours people spend on their phones, which also makes it a good way of attracting more users and adapting to the current world. Furthermore, developing and maintaining the application and making it available to the users also requires some sorts of finances. In short, we need to make a projection on how much we will have to spend on developers and web and app store hosting.

Starting with the human resource necessary to keep the project going and working perfectly, we might stick with the current group of four for the next six to nine months. The work is split as mentioned earlier and each team member is familiar and comfortable with their share of work. Nonetheless, we all will benefit a lot from learning more about TypeScript, JavaScript, CSS and, probably, jQuery. There are many free resources available for those, including YouTube Videos, but LinkedIn Learning is definitely more useful. The annual subscription for LinkedIn Learning costs around \$300. Another expense involved in this process is the cost for the internet. Depending on the area of residence and the time of year, AT&T has monthly subscriptions for 1 TB data per month for \$55 and \$10 for the hardware. In brief, we will need to find a funding four out team to improve skills and have the right tools to meet our goals.

Then with the deployment and hosting, we need to buy a Top-Level Domain dot com (.com) which costs about \$1 per year with GoDaddy. Then, we can host the web application with shared hosting (for a start), which

costs around \$2.49 per month. Beyond that, we might want to hire someone with mobile app development skills or have one of us switch to that. Hiring a new developer will cost around \$60K a year. We may have a fund for food and drinks for coders according to the liquidity in our possession, which can be around \$40 per day. Adding a budget for advertisement in order to gain users. That will involve either trips to schools (gas money) and/or YouTube Advertisement for a short period (\$8 per day). As can be seen, a whole lot of parameters concerning money are to be dealt with before and after release of our product.

All in all, the LifeTracker web app is a very useful tool for people on a daily or weekly basis. That frequency of usage requires a great performance and active maintenance to keep up with current life trends. Not to mention that a good look for the user interface is a crucial part for the marketing of the product. Hence, funding is needed to provide both the team and the product with the right resources.