EECS 448 Project 4 Maintenance Plan

Since our project was developed using Unity game engine we have to make sure we hold the correct license version for development. Unity requires a paid license to be purchased if the organization earns more than $100,000 in total revenue over a 12 month period. Team 10 has no revenue source other than monetization of our game either by an initial purchase price of our game or through ads, so assuming those stay below an annual total of $100,000 there will be no license fees that need to be paid to Unity. Monetization in the form of ads would come through the implementation of Unity Ad Services, which automatically splits ad revenue between the organization and Unity. Since the game will be published on the Steam Store there are no reoccurring expenses related to distribution of our game. The game will have no expenses for online services such as multiplayer or online save syncing because these aren't features included in our game.

In it's current state the software took approximately 125 hours of work across 5 people to develop. Hiring a full-time developer to maintain the code would cost nearly $100,000 a year at $48/hr, but the scale of the project makes both the cost and effort hiring someone full-time too high to be reasonable. Maintenance of the software could be undertaken in an as needed basis. Even at twice the hourly rate 1000 hours of labor could be paid for as 1 year of full-time work. That's 8 times the time spent developing the project originally. If 100 hours of maintenance are needed each year at 100/hr then the software could be maintained for $10,000/year. I believe this to be an overestimation of the cost to maintain the codebase.