# WTG Server Package Model - Minecraft

Economic Basis: 1 GC (GameCredit) = $0.001 USD

Cost Basis: Civo Kubernetes "Standard" compute nodes (g4s).

OS: All packages run on Linux.

| **Game-Package** | **Player Size (Rec.)** | **vCPU (Civo)** | **RAM (Civo)** | **Storage (Civo)** | **Type** | **Cost-per-Hour (USD)** | **GC-per-Hour (Charge)** | **Revenue-per-Hour (USD)** | **Contribution Factor (Margin)** | **Profit-per-Hour (USD)** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **MC - Nano (Freemium)** | 5 - 15 | 1 | 2 GB | 40 GB | Vanilla | **$0.0149** | **24 GC** | $0.024 | **37.9%** | **$0.0091** |
| **MC - Standard (Vanilla)** | 20 - 40 | 2 | 4 GB | 50 GB | Vanilla | **$0.0298** | **45 GC** | $0.045 | **33.8%** | **$0.0152** |
| **MC - Small (Modded)** | 10 - 20 | 2 | 4 GB | 50 GB | Modded | **$0.0298** | **60 GC** | $0.060 | **50.3%** | **$0.0302** |
| **MC - Pro (Vanilla)** | 40 - 75 | 4 | 8 GB | 60 GB | Vanilla | **$0.0596** | **90 GC** | $0.090 | **33.8%** | **$0.0304** |
| **MC - Pro (Modded)** | 30 - 50 | 4 | 8 GB | 60 GB | Modded | **$0.0596** | **120 GC** | $0.120 | **50.3%** | **$0.0604** |
| **MC - Titan (Modded)** | 50 - 100+ | 8 | 16 GB | 100 GB | Modded | **$0.1192** | **240 GC** | $0.240 | **50.3%** | **$0.1208** |

### Key Analysis of this Model:

* **Package Tiers:** This model is based on Civo's "Standard" node sizes (Small, Medium, Large, XLarge), which align perfectly with competitor package offerings for RAM (2GB, 4GB, 8GB, 16GB).
* **Cost-per-Hour (USD):** This is our "Cost of Goods Sold" (COGS). It's the *raw hourly cost* of the Civo Kubernetes node (e.g., g4s.kube.small @ $10.86/month / 730 hours = $0.0149/hr).
* **GC-per-Hour (Charge):** This is our "sticker price" that we charge the user in GameCredits.
* **Contribution Factor (Margin):** This is your profit margin *per package*.
  + **Vanilla packages** are set to a healthy **~34% margin**.
  + **Modded packages** are set to a higher **~50% margin**. This is a standard practice, as "Modded" is a premium product that implies higher performance, more potential support overhead, and greater resource usage.
* **MC - Nano (Freemium):** This is your key user acquisition server.
  + Based on our v2.md plan, a user can "rent" this server for **3,000 GC / month**.
  + At 24 GC/hr, this "rent" gives them **125 hours** of server time (3,000 / 24). This is a great "freemium" offering (over 4 hours/day) that is still profitable for you.