

Shardrealms Creation App (SR Creation) Costs

SR Creation as a paid subscription service

Anyone is allowed to take the [SR Creation codebase](#) and run it on their own servers, but for the typical user this is an unacceptable expectation. Instead, we offer to host and maintain servers for the public to access the SR Creation App. This service is not free for us nor the user. Costs include:

- Server costs
- Database storage costs
- Maintenance costs (on-call engineers)
- And other related up-time costs

These costs will be covered in a monthly paid subscription service enabling users to access the public server/database. We will try to make it as simple and cheap for the user as possible: Shardrealms is not a business, and no one is intended to profit from Shardrealms' success.

How much will it cost?

This will require looking at a lot of metrics once we move into beta. Regardless, it will be as cheap as it possibly can be without Shardrealms running dry on cash flow.

These costs are difficult to put a static number on, especially when utilizing dynamic server/database allocation and an unexpected level of demand or load. Instead of constantly changing the subscription costs, we believe it would be better to shoot a bit higher than expected to begin with, and reduce the costs, if possible. With the remaining revenue, we will keep a rainy-day and feature-bounty cash pool to help improve Shardrealms in ways that perhaps are difficult without financial incentive. Because Shardrealms is not a business, we also opt to be as transparent as possible with how a user's money is being used and to provide metrics into the pool funds and how those funds will be distributed.

How will funding and subscriptions be handled?

Because of my reputation on Kickstarter, SR Creation will most likely start as a campaign on Kickstarter for beta testing with pledges providing 6-12 month membership. Once the product is verified, we'd then move to a more stable monthly subscription platform, like Patreon. Pledge amounts on Kickstarter will be a starting point relative to expected subscription costs, but the actual subscription costs will definitely vary once we move to a subscription service.

Will contributors be compensated with discounts?

The reason I'm explaining all this to you, a fellow contributor, is to help you understand why **you, or I, or anyone else will never receive a free or discounted subscription into the SR Creation public servers**. To make this as free as possible for every user, we cannot have some users paying for the costs of other users, and since we won't be making any revenue, there will be no threshold to provide discounts to contributors.

This is an intentional outcome. We don't want to show user bias, we don't want to appear to have employees, and we don't want to treat this like a business.

If there is ever a discount to a user, such as the possible discount to Kickstarter backers upon first release, the amount will only ever be during a promotional period and will likely result in risk of funding from my personal pocket.