## # 5 Create a Project Budget

No	Tittle	Period		Cost	Detail Cost	Reference
1	Team building	30 days /1 <sup>st</sup> month	<ol> <li>Recruit ment ads;</li> <li>Salary</li> <li>Material</li> <li>Overhea d</li> <li>Training</li> </ol>	225- 438. 5k	1.0 2.0-200k 3.215k 4.0-13.5K 5.10k	WeChat; Zhilian recruitment <a href="https://www.zhaop">https://www.zhaop</a> <a href="in.com/">in.com/</a>
2	Project building	60 days/2-3 third months	1.Salary; 2.Material; 3.Overhead	269. 5k	1.2*20=400 k 2.70k 3.27k	
3	Test	30 days/4th month	1.Salary; 2.Material; 3.Overhead	248. 5k	1.200k 2.35k 3.13.5k	
4	Online preparatio n	10 days	1.Salary; 2.Material; 3.Overhead; 4.Platform service; 5.travel	86.9 k	1.66.7k 2.11.7k 3.4.5k 4.2k 5.2k	
5	Produce	50 days/5-6t h months	1.Salary; 2.Material; 3.Overhead; 4.travel	416. 1k	1.333.3k 2.58.3k 3.22.5 4.2k	
	Other		1. Other	160k	1.100k	

	2. bonus		2.60k	
	total	1506k-1719.5k		

					7.0
N	Categ	Summar	Details		References
o.	ory	У			
1	Labor	10*20k* 6=¥1200 k	10 people (5 engineers+3 artistes+1 project manager+1 business analyst/opera tor)		
2	Materi als	120k+18 0k+90k= 390k	Computer, desk and chair, water and electricity, office rent/staff dormitory(20 k*6=120k)	1House renting in Beijing outskirt (office rent, staff dormitory desk, and chair):20k*6=120 k)  2.computer 6*30k+0(staffs' own computer)=180k  2.water and electricity: 15k*6=90K	1.https://www.fang.com/houses/zf_252376bj/ 2.https://www.jd.com/chanpin/198999.html 3.https://wap.libaclub.com/t_13_10446070_1.htm
3	travel	4k	Taxi	Taxi : 2*2*20*50=4k	Living experience
4	overhe ad	83k	<ol> <li>Platform service;</li> <li>Ads:Recr uitment ads+game ads</li> </ol>	1.Platform service(Steam+A pple store+google store+other):0.7k +0.7k+0.17.5+oth er=2k 3.Party:10*50*6=	1.https://zhuanlan.zhihu.com/p/94080705 2.https://baijiahao.baidu.com/s?id=16210802924 52349553𝔴=spider &for=pc

			3.Party,bonus ,daily meal	3k Bonus:10*6*1=60 k Daily meal:10*180*10= 18k	
5	trainin g	10k			https://www.zhihu.com/ question/263703563
6	other	100k			
	total	1787k			