

[illegible]

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A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
	Initial Setup	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	Total
Cost																			
Salaries	\$0.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00
Rent	\$0.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00	\$10,000.00
Utility	\$5,000.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$5,000.00
VS2023	\$3,840.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$3,840.00
Windows 9	\$17,250.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$17,250.00
High-End PC	\$40,000.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$40,000.00
Wage	\$20,700.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$0.00	\$20,700.00
Total Cost	\$90,890.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$55,500.00	\$171,089.00
Benefits																			
On-Sale	\$250,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00
Total Benefits	\$250,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00
Payback / Break-even																			
Starting Balance	-\$171,089.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00	-\$55,000.00
Gross Income	\$250,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00	\$550,000.00
ROI	42.8																		

In conclusion, it the project are possible base on the calculation ROI

The additional costs which are not accounted for in the product description are listed below:

- Production
- Testing
- Maintenance
- Holidays

The reasons for why these products are not accounted for are listed below

- The product cost didn't not include shipment costs
- Testing is need because of some would need to increase customers satisfaction
- Maintenance are include hardware because there will be a case that hardware will be broken, Office stuff, etc...
- Full time employee would need holiday so hiring a part time person will be included.

The following costs are difficult to quantify

- Staff Illness
- Risk
- Dissatisfied customers (with the lack of customer support)
- Employee dissatisfactions with salary
- If customer demand exceeds the limit for the system to operate at optimum levels
- Training
- System upgrades

These are the reason that have been listed below:

- There's no formula exists to know when people will be sick and how long they will be sick.
- This risk can include eg: the building was on fire or virus hit the computer so the projects are lost or need to re-download the project
- It is hard to estimate or no formula to calculate how much people don't like the game.
- If the customer exceeds the limit for the system eg : multi-player game or allow having multiplayer then increased support to the infrastructure of the system is required.
- The training speed will be depends on each person skills and knowledge that they have before.
- The system upgrades will take up time and the fact is that after upgrade so other parts of system will maybe crash.

The following rewards are hard to quantify:

- Staff enthusiasm
- Additional 3rd party software
- Power usage
- Productivity/ Services

- Customer satisfaction
- Popularity of the game
- Company image

The following reasons are listed below:

- Staff who implement more effort than expected, must be rewarded and given incentives to motivate them to maintain this level of enthusiasm.
- Sometimes some 3rd time library will be included to help decrease the development time.
- Increased due to positive impression of their gaming experience and excellent customer support. This would inadvertently increase the value of and reputation of the company.
- Decrease the power usage can help the company to maximize their profits.
- The Popularity of the game may spread through word of mouth and social media. If the game becomes a trending topic, this would increase sales to an unknown number.
- If our company becomes affiliated with a nonprofit charity, the company will gain a better image which will increase the customers to an unknown number.

The following observations will be relevant

Perforce
Maya LT
Unity5
Hardware Spec
Software Spec
Salary

The following reasons are listed below:

- **Perforce** is a commercial, proprietary [revision control](http://www.perforce.com/press/perforce-offers-software-version-management-system-free-20-users) system, it allows the team to work on the same project without affecting other people. An example: Assume there are 10 people working on 1 project without using Perforce; the team would need to make 10 copies of the project, so after everyone finishes editing their code, there will be 10 different versions of the project, so someone would need to merge 10 projects together, which it will bring us to unknown time. So Perforce will allow 10 people to edit 1 project so it will save us a lot of time merging the projects together. It will be free for 20 users; details please see <http://www.perforce.com/press/perforce-offers-software-version-management-system-free-20-users>
One more benefit of using Perforce is assume that all of your computer got virus or the building was on fire and all computers were destroyed; in that case, since the project was on Perforce, we just need to re-download the project and we can keep working on it in another place.
- Maya LT™ is a 3D modelling and animation tool built for professional indie game makers. It's designed to help Indies bring their creations to life, and it provides a powerful set of creative tools and workflows at an affordable price. If you subscribe, it's only \$640 for two years.

the difference between Maya and Maya is the Movie rendering part , since a game will not have a lot of movie scene Maya LT is a better choice for all three projects

- A Lead Programmer can also use a mid-spec computer to decrease the cost, because the software that they using does not need a high spec computer to finish their job.
- Recently the unity5 has been come out for free , you will only need to pay if you want to publish your game which also will allow to decrease the cost
- Since Window 8 is design for touch screen , I would highly recommend that the team can buy window7 since a lot of user are still using window7 and for using window7 it is cheaper than window8 or 8.1
- The salary can be based on their checkpoint that they done, so it allow us to decrease the cost.
- If Project1 and 2 change to release on DLC they will decrease their cost for shipment.