CS 160 – SQ06
SiQuoia Cost Estimates

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1 Introduction

The purpose of this document is to provide a projected cost analysis of the quiz program known as SiQuoia. First, a description of SiQuoia and the scope of the project will be presented. Next, assumptions made by the project team will be included. Lastly, it will provide a breakdown of the costs based on the item type and will include a cost estimation (figures will be in USD) for each item, as well as a detailed explanation on specific entities included in the item type and contributing factors to the calculated cost. This document is intended for the client at SiQuoia Inc.

2 Project Description

The software system known as SiQuoia is a simple quiz program with problem sets consisting of one question and four answers with only one correct answer. The program is designed to increase intelligence quotient in users, provide training and certification processes. Each question will have a difficulty ranking based on the average number of tries it takes to answer the question correctly.

The system will have a web browser interface in which users can log in and view any of their unfinished quizzes or start a new quiz, see their stats and achievements, or submit new questions. The user can also claim rewards such as memorabilia or other question sets and refer new users to join.

The web interface will interact with a database to keep track of user and game information.

3 Scope

4 Assumptions

- Members of the project team all have a computer (laptop or desktop) to access SiQuoia and do not need to purchase any additional hardware for this project.

- All project team members have access to Internet throughout the duration of the SiQuoia project.

- SiQuoia does not need to be hosted on the Internet. The server stack can be set up locally on any desktop or laptop computer.

- There are no specific tools that must be used in this project. The project team is not restricted when choosing the tools that will be used.

- No proprietary software will be used by the project team.

- No licensing will be required.

- Preparation for the project (requirements gathering) will begin September 2013.

- The estimated period for contract is October 2013 to December 2013, or approximately 10 weeks.

- The duration of the project begins during preparation and culminates when the contract period expires.

- Each project team member will be paid $12.00 per hour of work.

- All team members will be involved with the design and development of SiQuoia.

- During the design and development phases of the project, team members will work 2.5 hours (150 minutes) per work day, totaling 12.5 hours (750 minutes) per week each.

- The estimated periods for design and development phases are 3 weeks each.

- Testing SiQuoia code will occur after each iteration of the project. There will be 3 iterations, occurring at the end of each week of development for approximately 2 hours.

- Designing the SiQuoia homepage/login screen and logo will take approximately 3 hours.

- Throughout the duration of the project, each team member will use approximately $5.00 worth of gas per week for travel.

- Something about risks/delays of project

5   Direct Cost Estimation

Number	Item Type	Cost Estimation	Explanation
00	Requirements gathering	$780.00	Salaries for all the team members for gathering requirments, both from reading the RFP and interviewing the client (30 minutes RFP, 35 minutes interview).
01	Design	$27,000.00	Saleries for all team members for designing all componentes of SiQuoia.
02	Development	$27,000.00	Salaries for all team members for designing all components of SiQuoia.
03	Testing	$4,320.00	Salaries for the test manager for testing the SiQuoia code.
04	Graphic design	$2,160.00	Cost for one team member to design the homepage/login interface and SiQuoia logo.
05	Travel	$300.00	Travel expenses for the team members in order to meet throughout the duration of the project, as well as meeting with the client.
06	Equipment	$1500.00	Computers that team members will be using to design, develop, and document the project.
07	Material	$65.00	Ink, paper stock, and binding costs for documents.
08	Subcontracts	$150.00	Cost for hiring a graphic designer and outsourcing costs.
09	Software	$128,000.00	Donations to software projects for software used by the team.
10	Training	$128.00	Cost of training development team.
11	Upgrades and enhancements	$1.00	Cost of new requirements added, or changes to existing requirements that may be made at a later stage in the project.
12	Maintenance	$1.00	Maintenance of the software.

13	Client meetings	$1.00	Meetings with clients and team members.
14	Bonuses	$1.00	Bonuses to be paid to team members.
15	Customer support	$1.00	Customer support for users after the project is completed.
16	Help desk	$1.00	Cost for providing help desk services to the end user.