**Resource Requirements Table**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Item ID** | **Description** | **Unit Cost** | **Quantity** | **Subtotal** | **Event ID** | **Dependencies** |
| 1 | Sprite | $10.00 | 100 | $1,000.00 |  |  |
| 2 | PyGame | Free | 1 | $0.00 |  |  |
| 3 | Laptops | $1,000 | 3 | $3,000.00 |  |  |

**Cost Estimate Table**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Programmer** | **Hourly Rate** | **Total Hours** | **Subtotal** | **Dependencies** |
| Matt Dannenberg | $30.00 | 130 | $3,900.00 |  |
| Brian Shaginaw | $30.00 | 130 | $3,900.00 |  |
| Benson Perry | $50.00 | 130 | $6,500.00 |  |

Laptops must be upgraded every two years, but must be purchased immediately at $1,000 per laptop for all three team members. Sprites must also be purchased from a graphic artist for all units and items in the game. $10.00 per sprite is around the price of a custom sprite designed by an artist that is not available for use in existing or future games. The hourly rate of $30.00 for each programmer and $50.00 for the team leader is a market average for medium-level programmers and lead programmers on an independent game. The total cost for the project will be: