**Resource Requirements Table**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Item ID** | **Description** | **Unit Cost** | **Quantity** | **Subtotal** |
| 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** |
| Matt Dannenberg | $30.00 | 316 | $9,480.00 |
| Brian Shaginaw | $30.00 | 316 | $9,480.00 |
| Benson Perry | $20.00 | 316 | $6,320.00 |

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 $20.00 for the team leader is a market average for medium-level programmers and lead programmers on an independent game. We figured that the 79 work days we counted would not be full 8 hours day and probably be closer to 5 hours. The total cost for the project will be: $29280.