Budget

This section breaks down costs forthe phases listed below, with higher cost expected to be in execution & deployment for developing the product. On the flipside, there are more costs expected for technology when aiming to scale up the product and maintain it in the long run.

Slack University **Proposal Budget (Jan 2023 - Aug 2023)**

Labor	Ideation & Analysis + Planning	Execution + Deplyment	Validation, Expansion + Maintenance
Product Managers	$120K	$60K	$90K
Engineers/UX Team	$75K	$384K	$144K
Non-team internal stakeholders	$60K	$0K	$75K
Total Labor	**$255K**	**$444K**	**$309K**
Technology Cost			
On-cloud servers	$5K	$40K	$80K
Software licenses	$5K	$60K	$120K
Third party software purchases	$0K	$40K	$40K
Total Technology Cost	**$10K**	**$140K**	**$240K**
Training and Support			
Training hours	$4K	$16K	$8K
Training resources	$2K	$8K	$4K
Total Training and Support Cost	**$6K**	**$24K**	**$12K**
General and Others			
Administrative overheads (~5%)	$13K	$30K	$45K
Profit (~10%)	$27K	$61K	$95K
Total General an Others Cost	**$40K**	**$91K**	**$141K**
Totals			
Sub-total	**$311K**	**$699K**	**$702K**
20% Over-Budget Risk	**$62K**	**$140K**	**$140K**
Phase Total	**$373K**	**$839K**	**$842K**

Final Total	**$2,054K**

Details for Budget entries

1. Labor = PMs will be pivotal in the first phase, and scaling phase, while engineers will bare highest expense for the second phase
2. Technology = Servers, licenses will be more useful after the product is deployed and needs to scale-up
3. Training = Training the team to build the project will be the heavy cost, after initial training is done, scale-up should be less resource intensive
4. General = This is just a 10% and 5% estimtion of profit and admin costs
5. Totals = Phase wise budget needed and also an estimation of minimum risk budget and high risk considerations