

- Producing	I put this job onto myself		
	= 10000\$ Annually		
- Sound FX	34\$/h	Working for 80 hours	100\$ fix
	= 3320\$ Annually	(www.payscale.com, 2022b)	
- Music Composition	25\$/h	Working for 180 hours	100\$ fix
	= 5100\$ Annually	(www.payscale.com, 2022c)	
- Animator	30\$/h	Working for 420 hours	100\$ fix
	= 13700\$ Annually	(Payscale.com, 2022)	
- Business Manager	30\$/h	Working for 480 hours	100\$ fix
	= 14800\$ Annually	(www.payscale.com, 2023a)	
- Costs for legal advice	40\$/h	Working for 20 hours	---
	= 800\$		
- Game testing	15\$/h	Working for 180 hours	---
	= 6700\$	(www.payscale.com, 2022a)	
- Marketing	---	---	---
	= 4000\$		
= 131800\$			

These costs are rounded and shouldn't be looked at as real numbers, I used average salaries for all of the statistics above. As I said as well, it is pretty uncommon to outsource all of the work to employees when creating an indie game like this.

You can find the Excel Sheet for the Budget Plan of Synergy here:

Project Budget for Synergy in 1 year

Project Name:	Synergy
Department:	Game Development
Supervisor Name:	Dave Meyer



WBS	Project Tasks	Assigned To:	Labor		Computers		Travel	Other	Fixed	Misc.	BUDGETED	ACTUAL	BALANCE UNDER/OVER	
			Planned	Actual Hours	\$/HR	UNITS								\$/UNITS
1.0	Programming	///	1500.0	1440.0	\$ 35.00	1.0	\$ 1,000.00	\$ -	\$ 400.00	\$ -	\$ 25,000.00	\$ 21,800.00	\$ 3,200.00	
2.0	Level Designing	///	720.0	640.0	\$ 32.00	1.0	\$ 1,000.00	\$ -	\$ 100.00	\$ -	\$ 24,000.00	\$ 21,580.00	\$ 2,420.00	
3.0	Producing the story / setting	Dave Meyer	400.0	450.0	\$ -	0.0	\$ 2,000.00	\$ -	\$ 10,000.00	\$ -	\$ 15,000.00	\$ 10,000.00	\$ 5,000.00	
4.0	Sound FX	///	100.0	80.0	\$ 34.00	1.0	\$ 500.00	\$ -	\$ 100.00	\$ -	\$ 5,000.00	\$ 3,320.00	\$ 1,680.00	
5.0	Animator	///	450.0	420.0	\$ 30.00	1.0	\$ 1,000.00	\$ -	\$ 100.00	\$ -	\$ 15,000.00	\$ 13,700.00	\$ 1,300.00	
6.0	Music	///	200.0	180.0	\$ 25.00	1.0	\$ 500.00	\$ -	\$ 100.00	\$ -	\$ 6,000.00	\$ 5,100.00	\$ 900.00	
7.0	Business Managing	///	480.0	480.0	\$ 30.00	1.0	\$ 200.00	\$ -	\$ 200.00	\$ -	\$ 16,000.00	\$ 14,800.00	\$ 1,200.00	
8.0	Legal	///	20.0	20.0	\$ 40.00	0.0	\$ -	\$ -	\$ -	\$ -	\$ 2,000.00	\$ 800.00	\$ 1,200.00	
9.0	Game testing	///	200.0	180.0	\$ 15.00	8.0	\$ 500.00	\$ -	\$ -	\$ -	\$ 7,000.00	\$ 6,700.00	\$ 300.00	
10.0	Marketing	///							\$ 4,000.00	\$ -	\$ 5,000.00	\$ 4,000.00	\$ 1,000.00	
	SUBTOTAL				\$108,600.00		\$ 8,200.00	\$ -	\$ -	\$ 15,000.00	\$ -	\$ 150,000.00	\$ 131,800.00	\$ 18,200.00

Extra for in-office	Project Tasks	Assigned To:											
For 112m ²	Rent	///							\$ 30,000.00			\$ 30,000.00	\$ (30,000.00)
	Office furniture	///							\$ 14,460.00			\$ 14,460.00	\$ (14,460.00)
	Office Maintenance	///							\$ 2,240.00			\$ 2,240.00	\$ (2,240.00)
	Cost of Utilities	///							\$ 6,025.00			\$ 6,025.00	\$ (6,025.00)

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As you can see under the salary and cost overview, I have looked into the difference of working from an office and working from home to see which amount of costs we would save annually from only offering Home-Office Jobs.

With a rent of 30000\$ (Walls, 2022a), Office furniture of 14400\$ (Sullivan, 2018), Maintenance of 2240\$ (Lengthorn, n.d.) and cost of utilities of 6025\$ (Walls, 2022b) annually, we would save over 30% of costs if we work on the game from home instead of in an office. Saying this, I instantly decided that we only offer home office jobs for the development of Synergy.

You can find additional information about the project and budget plan as well as every other part of the game on my website under <https://jstdave.com/synergy>.

I hope you enjoyed reading through the project and budget plan!
 Best regards, Dave Meyer.

Citations:

www.payscale.com. (2023b). *Video Game Designer Salary in Germany* / PayScale. [online] Available at: https://www.payscale.com/research/DE/Job=Video_Game_Designer/Salary [Accessed 21 Jan. 2023].

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