

## **Product Development Schedule**

### **Phase one – Surfcast Web Client**

Task: To further develop the demo prototype into a full-featured Surfcast web client. *Using the Surfcast client web site, a user will get the complete look and feel for the Surfcast Tiles concept.* Tile types to be completed are: Web, Email, Video, Satellite, Videophone.

Programming & Testing time: 9 man-months, 3 prgrmrs for 3 calendar months.

Development milestones:

1. Surfcast Tiles Document, (how, what, when, who,) Week 2
2. Fully working Surfcast web client with tile type "web" Week 4
3. All tile types implemented Week 8

### **Phase two – Surfcast Web Server Plug-In**

Task: To develop server plug-ins enabling any web host to serve up Surfcast Tiles. This will enable the full featured use of Surfcast Tiles for clients and content providers.

Programming & Testing time: 12 man-months, 4 prgrmrs for 3 calendar months.

Development Milestones:

4. MS IIS Plug-In for Surfcast Tiles Week 3
5. All server types implemented Week 8

### **Phase three – Surfcast Tiles as Client/Server System**

Task: To develop the complete client/server architecture based on the Surfcast Tiles concept. This will enable web-casting, e-commerce, tickers, direct marketing, and other commercial opportunities for the web hosts.

Programming & Testing time: 12 man-months, 4 prgrmrs for 3 calendar months.

Development Milestones:

6. Surfcast Client/Server Architecture document Week 4
7. Surfcast Server operational (phase 2 + 2 manmonths) Week 10
8. Surfcast Client operational (phase one + 2 manmonths) Week 12

### **Phase four – Surfcast e-Commerce Server**

tbd

**Milestone 1:**

design  
code  
usability test  
test  
daily builds  
test  
debug  
integrate  
stabilize

buffer time  
alpha release

**Milestone 2:**

design  
code  
usability test  
test  
daily builds  
test  
debug  
integrate  
stabilize

buffer time  
beta release

**Milestone 3:**

design  
code  
usability test  
test  
daily builds  
test  
debug  
integrate  
stabilize

buffer time  
feature complete  
beta release

visual freeze

**Code Complete:**

final test  
final debug

stabilize  
final release