

Document Title:
BYTELINE STUDIO – PROJECT LIFE CYCLE DOCUMENT
Document Subject:
This document is used to outline the processes ByteLine Studio undertakes when carrying out a software development project. The content of this document may be sent to clients and employees to keep either party informed.

PROJECT LIFE CYCLE



Interactive Design:

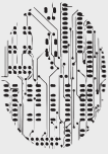
We start off with a free interactive design and consultation, which can all be done over the phone. This way you get to see exactly what you'll be paying for, before you've even paid! The interactive design will usually take between 24-48 hours for websites, but this depends on the complexity of your website and what you have requested. For mobile applications, the interactivity of the design and the length of time for development can change considerably, depending on complexity.



Quote:

Once you have confirmed your interest in the interactive design, and we have decided the components of your software, the quote will be issued, so we can start development. The quotation will contain no hidden surprises, and well only apply the software your request.





1st Draft:

ByteLine steams on ahead, to complete the 1st draft of your software. This will usually be done after a second brief consultation to confirm the software designs. The 1st draft is usually the longest stage in the development process for mobile applications, as it will require the backend and front end development to be completed to a usable standard. Don't worry, we'll keep you up to date consistently.



Review:

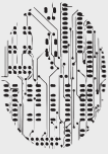
When the 1st draft of your software is complete, we'll send through the necessary documents and let you go over the designs in your own time, to confirm any changes you want. During this stage you will be able to put forward any ideas or changes, and we'll let you know if they fit in with the quote issues, or if you'll need to re-evaluate so there are no surprise costs further down the line.



2nd Draft:

After you've confirmed any changes you want to be made, we'll continue with development on the software, which you'll be able to see live on a temporary domain (websites only), or through other means for mobile applications. The 2nd draft will involve implementing any changes requests, finishing off any critical development, and correcting any known errors.





Final Software:

So close to the end. Now it's time to stand back and take a look at what we've done. This version of the software will be design and development complete. There may be minor changes to make after the beta-testing, including bug fixing and style changes; but the software should be entirely usable.



Marketing:

Yes, we know how eager you all are to show off your shiny new toys. ByteLine Studio insists that no pre-release marketing is done until the marketing stage is reached! It's for your own good.



Beta Testing:

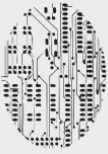
Now comes the scary bit. There are always errors in software development, especially when the software is advanced as ByteLine's. So we like to make sure it's all done properly. The beta testing can be undertaken by our in-house testing team, or your very own.



Software Release:

FINALLY! We've arrived at the end. The software is design, development and test





complete. Now you can roll out the new software, for everyone to see and enjoy.

