

Manifest Interactive

P R O J E C T S C O P E O V E R V I E W



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Introduction

We thank you for taking the time to talk with Manifest Interactive in regards to your project. The following pages cover how we approach creating a proposal for projects. This document is not a proposal but intended to assist you while planning your project. Feel free to contact us at any time with questions or comments. We are confident in our unique ability to create a custom application that will suit your needs, and we look forward to working closely with your company.

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Manifest Interactive

C O M P A N Y O V E R V I E W

Manifest Interactive is a Web Development Agency founded by [Peter Schmalfeldt](#) that's been building custom web applications for over twenty years. Our background is as diverse as our client list, creating everything from prototypes for startups to enterprise-level SaaS products for fortune 500 companies.

We are proud to have an established client list of world-leading businesses. We have created custom enterprise-level applications for Nike, Google, Anheuser Busch, AT&T, and Monsanto.

We're dedicated to producing a product that will meet your needs and exceed your expectations.

Rate Sheet

The challenge in starting any potential work is quickly getting up to speed on what problems need to be solved. New projects tend to be the most difficult as we need to make an in-depth discovery before beginning. Undocumented or poorly documented, existing projects are also a challenge as they require a thorough understanding of a complicated system. Without complete technical documentation, a developer will have to learn the project from experience.

Projects with complete [Technical Documentation](#) significantly reduce entry barriers and allow developers to learn quickly. This documentation is used as the foundation for the project and as reference material on the inner workings of the current application.

The following breakdown is a range of prices based on the project type and work performed, with examples of the kind of work completed per role:

NEW WORK / EXISTING UNDOCUMENTED WORK:

These are our standard rates for new work for each of our team members assigned to your project. These rates can be for work on an existing project or a new one. The determining factor is whether we are starting from scratch or using something already created.

- **Server Administration: \$175 / hour**
 - Creation of Caching Systems like Redis or ElasticSearch
 - Configure Services like Nginx, PHP, Node, and MySQL
 - Installing Security Daemons
 - Configure and Optimize Server for Project
 - Installation of Third-Party Libraries
- **Application Programming: \$150 / hour**
 - Mobile Application Development
 - Server-Side Programming
 - Create Database Queries
 - API Creation and Integration
 - Integration with Third-Party Libraries
- **Front-end Graphic User Interface: \$125 / hour**
 - HTML, CSS and JavaScript Programming
 - Creation of Form-Based Input Methods
 - Responsive Layout & Design
- **Application Testing: \$125 / hour**
 - Accessibility Testing
 - Security Testing
 - Browser Style Compatibility

EXISTING DOCUMENTED WORK:

These are our standard rates for updates to existing work for documented projects for each person assigned to your project. Existing work is code that already exists but needs updating. Existing work would NOT include the request to add a new feature to an existing project. Adding new work to an existing project is still considered new work.

- **Server Administration: \$150 / hour**
 - Creation of Caching Systems like Redis or ElasticSearch
 - Configure Services like Nginx, PHP, Node, and MySQL
 - Configure Security Daemons
 - Configure and Optimize Server for Project
 - Integration with Third-Party Libraries

- **Application Programming: \$125 / hour**
 - Mobile Application Development
 - Server-Side Programming
 - Create and Manage Database Queries
 - API Creation, Management and Integration

- **Front-end Graphic User Interface: \$100 / hour**
 - HTML, CSS and JavaScript Programming
 - Working with Form-Based Input Methods
 - Responsive Layout & Design

- **Application Testing: \$100 / hour**
 - Accessibility Testing
 - Security Testing
 - Browser Style Compatibility

Ancillary Costs

Ancillary Costs are fees that you may accrue from Third-Parties unrelated to work being performed by Manifest Interactive. These costs are billed directly by the third parties and typically include:

- Domain Registration
- Server Hosting
- SSL Certificates
- Content Distribution Networks
- Amazon Webs Services
- Software Licensing
- Third-Party Software (such as email marketing, customer service, etc.)

Delivery Schedule

Each project will be completed upon an agreed-upon **Live Release Date** and will assume that all feedback and answers are submitted within three (3) business days from the date of submission. Delivery dates believe the project will be initiated before the agreed-upon **Discovery Start Date**. The following are the separate delivery dates we create for each project.

- Discovery Start Date
- Mockup Delivery Date
- Alpha Delivery Date
- Beta Delivery Date
- Release Candidate Date
- Live Release Date

Invoice Schedule

Invoices will be sent after the following deliverables:

- Discovery: $\frac{1}{2}$ of Project Total
- Beta Delivery: $\frac{1}{4}$ of Project Total
- Live Release: $\frac{1}{4}$ of Project Total

Invoices will have Net 15 terms unless otherwise specified in a contract.

Project Definitions

DISCOVERY: During this stage, we gather all the necessary information to start development. We analyze data requirements and the accompanying graphic user interface.

MOCKUP: A completed, non-functioning Graphic User Interface (GIU) design that has been reviewed and approved. Delivered in either JPEG or HTML format. Once the final mockup is approved, no changes can occur without affecting the stages of development listed below.

ALPHA: Working GUI with limited functionality for testing usability and detecting bugs. The application will likely be unstable and may appear broken at times. It is advised to have new users not familiar with the application test at different times to ensure the application is logical to the end-user.

BETA: All features have been developed and are ready for testing and debugging. No new features will be added. This stage of development is the longest as this is when we develop most of the application and perform thorough tests for quality assurance. It is advised to use the application as your end-user and test it with various account types that may have access to your application.

RELEASE CANDIDATE: After thorough testing is performed and a stable application is observed, we will begin benchmarking the application and conducting stress tests to confirm that the application is prepared and optimized for scalability.

LIVE RELEASE: After all discovered bugs and optimization are resolved, the application is ready to be used by your end-user. We will push the developed version of the application to the live site.