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Services for

Software Architecture, Consulting,
Development, and Training

OVERVIEW

Rivello Multimedia Consulting (RMC) is focused on Multimedia technologies including Adobe Flash and Flex, game design including advergames and monetized virtual worlds, process development including best practices and efficient team workflows, and corporate technical training.

RMC services fit within the standard Software Development Life-Cycle (SDLC). All phases are listed below for reference. RMC may provide services for the full cycle or provide services for one or more phases a la carte.

- **Project planning, feasibility study:** Define the scope and create the project charter.
- **Systems analysis, requirements definition:** Define project activities, work-breakdown structure, and technical aspects of the project.
- **Systems design:** Describes desired features and operations in detail, including screen layouts, business rules, process diagrams, pseudo code, and other documentation.
- **Implementation:** The final code is written during this phase.
- **Integration and testing:** Brings all the pieces together into a special testing environment. The production is QA tested.
- **Acceptance, installation, deployment:** The final stage of development, where the completed product is ready for production use.
- **Maintenance:** What happens during the rest of the software's life: changes, correction, additions, moving to a different computing platform, and more.

Below is a breakdown of services (I – IV). If you have any questions please contact RMC.

SERVICES

I. Software Architecture

- Architect modular applications, systems, frameworks, and API's
- Convert functional specifications & wireframes into architectural plans (ask about the RMC 'ArcPlan') to enable your development team to rapidly develop powerful, scalable projects
- Specialize in the PureMVC (<http://www.puremvc.org>) framework for Adobe Flash and Adobe Flex

II. Consulting

- Plan concepts by studying information and materials, and obtain rapid approval of concept by submitting rough layouts and rough specifications
- Test your theories before investing in hardware, software, or human resources
- Research and design the latest technologies for upgrades and solutions
- Create and refine best practices, team workflows, and production processes
- Venture Capital (VC) Preparation
 - Inventory and sanity-check your product, code-base, documentation, and technical team for solidarity before you seek your next round of funding
 - Serve on your board as a Multimedia expert
- Community Representation
 - Speak on behalf of the company at industry conferences or events as technical evangelist or from business-perspective; promote products & bolster hiring efforts
- Recruiting
 - Technically qualify candidates based on resume review, portfolio review, code review, and interview and evaluate fit based on company goals

SERVICES (Cont.)

III. Development (and Design)

- Develop multimedia applications using Multimedia technologies such as Adobe Creative Suite and Adobe Flex
- Design games, game mechanics, applications, systems, tools for developers, and prototypes

IV. Training

- Train staff on specific topics
- Periodically update team on new developments in Multimedia
- Assist migration of team's knowledge and codebase to new software version (i.e. ActionScript 2.0 to ActionScript 3.0)
- Build company's community involvement; inspire current staff and attract new talent & new clients