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**Phase 1 Preparation:**

This phase would consist of a meeting with the team as a whole thinking about how they think they should execute the project. This preliminary stage is just to get the team in the right mindset to start the project. Here requirements would be laid out by the project manager, then other team members can give input on things they think should be included in the project. The different options could be put to a vote, and then checked by the clients to see if they would be included.

**Phase 2 Prototyping:**

In this phase a general idea will be formed about the project, including the process in which things will be completed. This phase would not be in detail, nor any work would be completed by the end of this phase outside of the preliminary draw up. At the completion of this phase, project management would check the prototype, and give the go ahead or have the team go back to the drawing board.

**Phase 3 Development:**

At this phase the team is broken down into their specialties, whether its graphic design, coding, etc. This is the phase where the project itself is built. This phase would be the longest of all the phases, as it will include all the hard work that would be done. Each of the separate teams would reconvene once a week until project completion to give updates to the project manager about the status of their sections. This can allow teams to take it slower if they are way ahead of their work compared to the rest of the team or provide additional aid to a team should they be behind.

**Phase 4 Testing:**

During this phase there will be a short period of time where the program is tested for any bugs, oversights, or issues regarding the project. This phase will be the most telling as it will solve any final issues before full release to the public. After any initial issues are resolved, the clients as well as a small batch of random people will be chosen to test the product, either giving their input on the project, or finding any last-minute bugs to be resolved before full release.

**Phase 5 Public Release and Maintenance:**

At this phase, the final product would be released to the client, proving full completion. After the launch, most of the team would be moved onto another project, meanwhile the rest of the team would stay with the project to work maintenance, correcting any future bugs, crashes, hacks, etc. to be dealt with. If there are critical bugs that need to be resolved with more than the maintenance team itself, prior project members would be utilized to help solve the issue. Should there not be any of the original project members remaining outside of the maintenance team, then any aid would be taken from within the company.