

Project Proposal: Development of “The Launch Pad” (TLP)

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Executive Summary

“The Launch Pad” (TLP) is a cutting-edge web and mobile platform designed to serve as the global hub for space launch information, mission intelligence, visual analytics, and immersive orbital exploration. This proposal presents a phased approach to deliver a powerful, scalable, and content-rich system — starting with the core Launch Center features and expanding into advanced 3D tracking and a comprehensive space hardware database.

Our methodology focuses on rapid MVP delivery, frequent stakeholder review, and progressive feature releases across Phases 1–4. Each phase includes full admin CMS coverage, robust backend APIs, real-time data integrations, and optimized UI components to provide an exceptional end-user experience.

With the increased scope, this updated proposal incorporates web and mobile parity earlier in the roadmap, enhanced 3D interactions, and deeper SpaceBase database expansion — while maintaining strong focus on performance, accessibility, and scalability. We estimate a total development timeline of ~81 business days for the required scope and a budget of \$4,900, broken down into modular phases for transparency and flexibility. Stretch goals add optional enhancements for an additional \$1,450 and 19 business days.

Key highlights:

- **Phased Delivery:** Four core phases with stretch goals, starting with web/mobile MVP and expanding to advanced features.
- **Technical Approach:** Modern stack including React.js (frontend), Node.js/Express (backend), PostgreSQL (database), and integrations with mapping APIs (e.g., Leaflet/Google Maps) and 3D libraries (e.g., Three.js/Cesium for Earth Navigator).
- **Value-Add Suggestions:** UX optimizations such as progressive web app (PWA) features for offline access, AI-driven personalization for launch recommendations, gamified stats dashboards, and AR previews for mobile.
- **Post-Launch Support:** Includes 5 days of free bug fixes and a handover package with documentation.

We look forward to your feedback and are available for a kickoff call to refine this proposal.

Project Vision

TLP will become the most trusted and engaging public digital platform for:

- 🚀 Live launch tracking and mission briefings
- 🛸 Spacecraft and astronaut encyclopedias
- 📰 Categorized global space news
- 🌐 Interactive Earth and orbital views
- 📊 Advanced launch statistics and analytics
- 📱 Multi-platform access: web & mobile

The end goal:

Democratize access to space information for the world. By integrating dynamic visualizations (e.g., 3D Earth models, interactive maps) with a robust admin backend, TLP will stand out as a reliable, engaging resource—optimized for high-tra c events like major launches.

The platform will launch as a responsive web application, with a React Native mobile app to follow, ensuring cross-device consistency. Future expansions (e.g., Live Operations) will be architected for easy integration without disrupting the core MVP.

Project Scope Alignment

This proposal is fully aligned to your updated staged delivery plan:

Phase	Delivery Focus
Phase 1	Launch Center, TLP Missions, About Us, Admin + Backend
Phase 1 Stretch	Earth Orbit 3D Navigator
Phase 2	Space News Center, TLP Network
Phase 2 Stretch	Launch 3D Navigator
Phase 3	SpaceBase v1, Space Hardware Trackers
Phase 3 Stretch	SpaceCoast / Starbase / ISS NOW Centers
Phase 4	SpaceBase v2 expansion

Each phase is deployable independently — providing continuous platform growth. Our proposal fully aligns with your outlined scope, with core features including Launch Center (calendars, stats, briefings), Space Database (TLPedia/SpaceBase), Earth Navigator (3D viewer), and Admin Platform. Exclusions for MVP: Live Operations module (designed as a plug-and-play extension). Mobile App: Mirrored web features with native enhancements (e.g., push notifications, offline mode). We commit to suggesting UX improvements during discovery while respecting your provided designs.

Technical Architecture Overview

Layer	Technology
Frontend	React.js (Vite), Tailwind CSS
Backend	Node.js + Express
Database	PostgreSQL (scalable relational modeling)
Mobile App	React Native + Expo

Layer	Technology
Real-time & 3D	Cesium.js / Three.js + TLE data feeds
Data Integrations	The Space Devs API, NASA APIs, YouTube
Admin	Role-based CMS with content publishing workflow
DevOps	GitHub Actions CI/CD, Cloud deployment
Security	JWT Auth, Secure media delivery, CORS/SSL
Optimization	CDN, API caching, lazy load, SEO schema

Engineered for heavy-traffic launch days and fast global load times. To ensure scalability and maintainability: Data Model: Normalized schema for entities (rockets, missions) with relationships; JSON fields for flexible timelines/media. DevOps: GitHub for version control; CI/CD via GitHub Actions. Security: JWT authentication; Role-based access control (RBAC); with best practices. Full documentation.

✓ PHASED DELIVERY PLAN

Timeline, Cost & Deliverables

◆ Phase 1 — Core Platform Infrastructure + Launch

Center Target Delivery: December 1

Duration: 18 Business

Days Cost: \$1,200

Deliverables — Web + App + Admin + API

- ✓ Backend Setup & Full CRUD API
- ✓ Launch Center — Upcoming Launches (Web + Mobile)
- ✓ Launch Center — Previous Launches (Web + Mobile)
- ✓ Mission Briefing Pages (Web + Mobile)
- ✓ Launch Statistics Tab (Web)
- ✓ TLP Missions Landing Page + LunEx-1 Page
- ✓ About Us Page
- ✓ Secure Admin Dashboard (CMS for launches + missions) Key Achievements

- Complete foundation for data & user experience
- First public-ready release with real workflows

Detailed Feature Breakdown

- Backend & Data Layer: RESTful APIs for CRUD on launches; Data model with entities (e.g., Launch: id, date, provider, rocket, outcome).
- Frontend Basics: Responsive landing page with featured launches carousel; Calendar views (fullCalendar.js) filterable by date/provider/rocket/site/orbit.
- Mission Briefings: Per-launch pages with tabs for overview, timeline (sortable events), and maps (Leaflet for flat/hazard views; Google Earth Engine for trajectories).
- Statistics Page: Dynamic charts (launches/year, success rates, payload totals, reusability, orbits); Data aggregated via SQL queries with caching.
- Links & Resources: Embedded streams (YouTube API), file uploads.
- Admin Dashboard: React Admin framework; Role-based views (e.g., writers see drafts); Workflow states (draft/review/publish); Media uploader with credits; Override toggles for API data.

- Mobile Basics: Core screens mirroring Launch Center and Mission Briefings; Expo Notifications for reminders; AsyncStorage for offline.
- UX Suggestions: Infinite scroll for calendars to improve mobile performance; Hover tooltips on maps for stage events; Exportable CSV for stats; Swipe gestures for calendars; Haptic feedback on launch alerts.
- Testing: API unit tests; Basic accessibility checks.
- Delivery: This foundational phase focuses on creating the technical backbone of the platform. We will design a scalable data model for all entities (launches, rockets, missions, etc.), build the core API endpoints, and set up a secure admin interface. This ensures all subsequent phases are built on a solid and secure foundation. We will bring the heart of the TLP experience to life, including dynamic launch calendars with robust filtering capabilities, content-rich Mission Briefing pages, and an interactive statistics dashboard for exploring launch trends.

Phase 1 Stretch Goal — Earth Orbit 3D Navigator

Duration: +5 Business Days

Cost: +\$400

Deliverables

- ✓ 3D Earth Model with real-time orbital objects
- ✓ Satellite & mission overlays
- ✓ Profile linking to Mission Briefings

Detailed Feature Breakdown

- 3D Viewer: Cesium.js-based globe with real-time TLE data (NORAD API); Filters (name/orbit/altitude); Clickable popups linking to TLPedia.
- UX Suggestions: Gesture controls for 3D (pinch-zoom); Dark mode for admin.
- Delivery: In this stretch, we will develop the visually stunning Earth Navigator, fetching and displaying real-time orbital data. We will also integrate the 2D mapping solutions for mission briefings and finalize the editorial workflow within the admin panel, implementing technical SEO for maximum visibility.

◆ Phase 2 — Space News & TLP

Network Target Delivery: January 1

Duration: 15 Business

Days Cost: \$900

Deliverables — Web + App

✓ Space News Center Landing Page

✓ News Categories + Filters

✓ Article Detail Pages + Media Embeds

✓ TLP Network Home Page (community gateway UI)

Detailed Feature Breakdown

- Structure: Category hubs with faceted search (e.g., Elasticsearch integration for speed); Profile pages with tabs (overview, specs table, gallery, relations).
- Content Management: Basic CMS hooks; Cross-links auto-generated from DB relations.
- Media: Image/video galleries with lazy loading; Alt text enforcement.
- Frontend: Responsive news feeds with filters by category/date/source; Article pages with embedded media (YouTube, images) and related news widgets.
- TLP Network: Community landing with user profiles, forums integration hooks, and social sharing features.
- Mobile: Mirrored screens for news browsing; Push notifications for breaking news.
- UX Suggestions: Breadcrumb navigation for deep entity dives; “Related Launches” widget; Infinite scroll for news feeds.
- Delivery: This phase focuses on building the news and community components. We will create flexible

templates for article detail pages that can accommodate different types of content (text, media, relations) and implement powerful search features to help users navigate the news database. The TLP Network will serve as a gateway for user engagement, with modular hooks for future expansions like forums or user-generated content.

📋 Phase 2 Stretch Goal — Launch 3D

Navigator Duration: +4 Business Days

Cost:

+\$350

Deliverable

- ✓ 3D trajectory visualization
- ✓ Ground-track mapping linked to launches

Detailed Feature Breakdown

- 3D Enhancements: Extension of Cesium.js for launch-specific trajectories; Interactive views with timeline scrubbing for mission events.
- Integrations: Link to Launch Center data; Real-time updates via APIs.
- UX Suggestions: Hover tooltips on trajectories; Exportable views.
- Delivery: This stretch adds immersive 3D visualizations for individual launches, integrating ground tracks and hazard zones with existing mission briefings for a seamless user experience.

🚀 Phase 3 — SpaceBase v1 (Space Database + Trackers)

Target Delivery: NET March 1

Duration: 28 Business

Days Cost: \$1,600

Deliverables — Web Only

- ✓ SpaceBase Landing + Navigation
- ✓ Astronauts Tab + Profiles

Rockets Tab + Profiles

- ✓ Launch Facilities Tab + Profiles
- ✓ Launch Pads Tab + Profiles
- ✓ Space Hardware Trackers:
 - Falcon
 - Starship
 - New Shepard
 - New Glenn

A dynamic, highly searchable space encyclopedia.

Detailed Feature Breakdown

- Structure: Category hubs with faceted search; Profile pages with tabs (overview, specs table, gallery, relations).
- Content Management: CMS integration for entity CRUD; Cross-links auto-generated.
- Media: Galleries with lazy loading; Alt text enforcement.
- Hardware Trackers: Dedicated dashboards for real-time status (e.g., flight history, reusability stats) using API integrations.
- UX Suggestions: Breadcrumb navigation; “Related Launches” widgets; Search functionality with cross-links.
- Delivery: This phase expands the encyclopedic component into SpaceBase v1. We will create flexible templates for entity profiles (astronauts, rockets, facilities, pads) and hardware trackers, accommodating specs, galleries, and relations. A powerful search feature will enable easy navigation of the database, with admin tools for updates and overrides.

Phase 3 Stretch Goal — Live Site Dashboards

Duration: +10 Business Days

Cost: +\$700

✓ SpaceCoast NOW Center

✓ Starbase NOW Center

✓ ISS NOW Center

Each with real-time environmental + mission activity dashboards.

Detailed Feature Breakdown

- Real-Time Dashboards: Integrations with NASA/The Space Devs for live data; Interactive maps and stats for sites (e.g., weather, launch prep).
- 3D/2D Views: Cesium.js for site-specific overlays; Filters for activities.
- UX Suggestions: Push notifications for updates; Dark mode.
- Delivery: This stretch introduces live operations centers for key sites, providing real-time dashboards with environmental data, mission status, and interactive visualizations linked to SpaceBase profiles.

Phase 4 — SpaceBase v2 Expansion

Target

Delivery: NET May 1

Duration: 20 Business Days

Cost: \$1,200

Deliverables — Web

✓ Engines Tab + Profiles

✓ Stations Tab + Profiles

✓ Rovers Tab + Profiles

✓ Satellites Tab + Profiles

Expanding SpaceBase into a complete space-hardware intelligence system.

Detailed Feature Breakdown

- Structure: Extended category hubs and profiles mirroring v1; Faceted search enhancements.
- Content Management: Full CRUD with version history.
- Media and Relations: Galleries, cross-links to launches/missions.
- UX Suggestions: Advanced filters (e.g., by manufacturer, status); Exportable data.
- Delivery: This final expansion completes SpaceBase with additional entity types (engines, stations, rovers, satellites). We will build on v1 templates for consistency, adding deeper relations and search capabilities to create a comprehensive hardware intelligence system.

Scope	Total Cost	Total Duration
Required Development	\$4,900	81 Business Days
All Stretch Goals Included	\$6,350	100 Business Days

Payment milestones align with phase completions.

Testing, QA & Launch Support

Area	Included Coverage
Testing	Unit, Integration, Device Testing (web + app)
Documentation	Admin training + API documentation
Post-launch support	Free 5-day post-launch bug remediation

Each milestone includes a demo and approval review. Full Workflow: E2E user journeys (e.g., search → briefing → 3D track). Optimizations: Lazy loading for 3D.

Conclusion

This expanded proposal delivers:

- ✓ Modern, scalable web & mobile platform
- ✓ Real-time mission intelligence & 3D experiences
- ✓ Massive educational SpaceBase system
- ✓ Continuous, phase-driven feature growth
- ✓ Production-ready quality from Phase 1 onwards

We are prepared to initiate Phase 1 immediately, following contract approval.