



Quizmine.com Product Plan & Road Map



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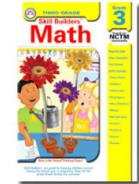
Agenda



Products Roadmap 2009 - 2010

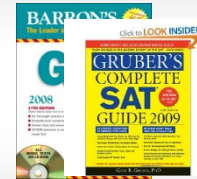
Mastering Series

- Mastering Everyday Maths
- Mastering Advanced Maths



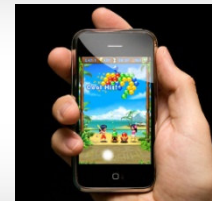
Exam Engine

- Exam Portal for SAT, GRE, GMAT, CAT Online



Games

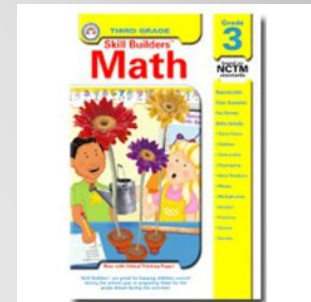
- Games for Elementary Kids – Flash
- Games for High School Kids – Flash
- iPhone Games - Educational



Mastering Series



- Mastering Everyday Maths
 - Infinite question generation for everyday maths:
 - Mastering money and time
 - Mastering estimation
 - Mastering Commission
 - Mastering Discount
 - Mastering Sales Tax
 - Mastering Price with Sales Tax
 - Mastering Shipping
 - Mastering Simple Interest
 - Mastering Estimating Tips
- Mastering Advanced Maths
 - Infinite question generation for advanced maths:
 - Mastering fractions
 - Mastering exponents
 - Mastering percents
 - Mastering rounding



Exam Engine



- Exam Engine Portal
 - Adaptive exam engine for standardized tests:
 - SAT
 - GRE
 - GMAT
 - CAT
 - Informational Tools for various components of the tests:
 - Vocabulary
 - Writing
 - Reading
 - Maths



Quizmine Games



- Quizmine Games Portal

- Games for Elementary Kids:

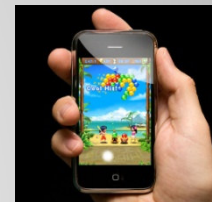
- Word Picker : Social
 - Word Picker: Science

- Games for Middle and High School Kids:

- Math-o-Matics
 - Math-Matches : Squares, Arithmetic Operations, Rounding, Finance
 - Know your universe
 - Jr. Doctor: Explore human body

- iPhone Games

- Maths Game
 - QScience: Trainer for high school kids



Product Schedule (2009-2010)



- 8-month schedule highlights

Mastering Basic Maths

Quizmine Games V1

M 1

Beat the Machine

Challenge Your Opponent

Exam Engine

Quizmine Games V2

M 4

M 2

Mastering Advanced Maths

Mastering Everyday Maths

M 3

May

Jun

July

Sep

Oct

Nov

Dec

Jan

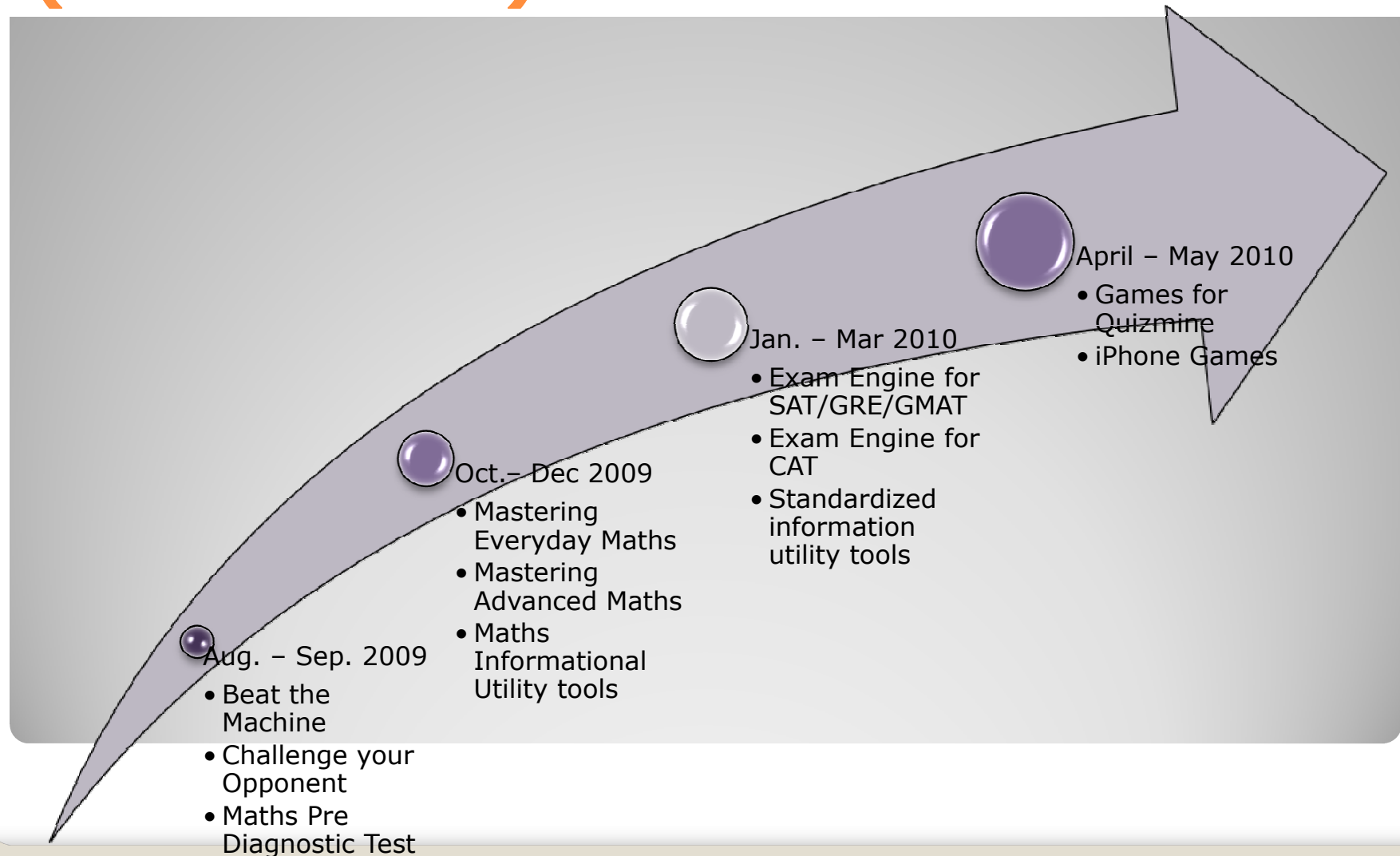
Feb

Mar

Apr



Product Road Map (2009-2010)



Success Metrics



- First year goals

- Increased User base with 5000 more registered users.
- Increased site traffic .
- Improved conversion of users to paid subscribers have 100 + paying customers.
- Less maintenance or patch releases.

- Requirements for success

- Stable, scalable architecture with user friendly products design.
- Increased testing and feedback.
- Good hired staff.

Hiring Needs & Updates



- **August – September 2009**

- Skills needed: ASP.NET, C#, Sql Server
- Current Head Count:
 - On-going part-time employee: 1
- Open Head Count:
 - Intern – 2, Part-time employee: 1

- **October – December 2009**

- Skills needed: ASP.NET, C#, Sql Server
- Current Head Count: Nil
- Open Head Count:
 - Intern – 2, Part-time employee: 2

- **January – March 2010**

- Skills needed: ASP.NET, C#, Sql Server
- Current Head Count: Nil
- Open Head Count:
 - Intern – 2, Part-time employee: 2

- **April – May 2010**

- Skills needed: Flash, iPhone Developer
- Current Head Count: Nil
- Open Head Count:
 - Intern – 2, Part-time employee: 2



**Learn Maths and Science via
Animation and Video**