Phinch 2.0 Timeline 2018

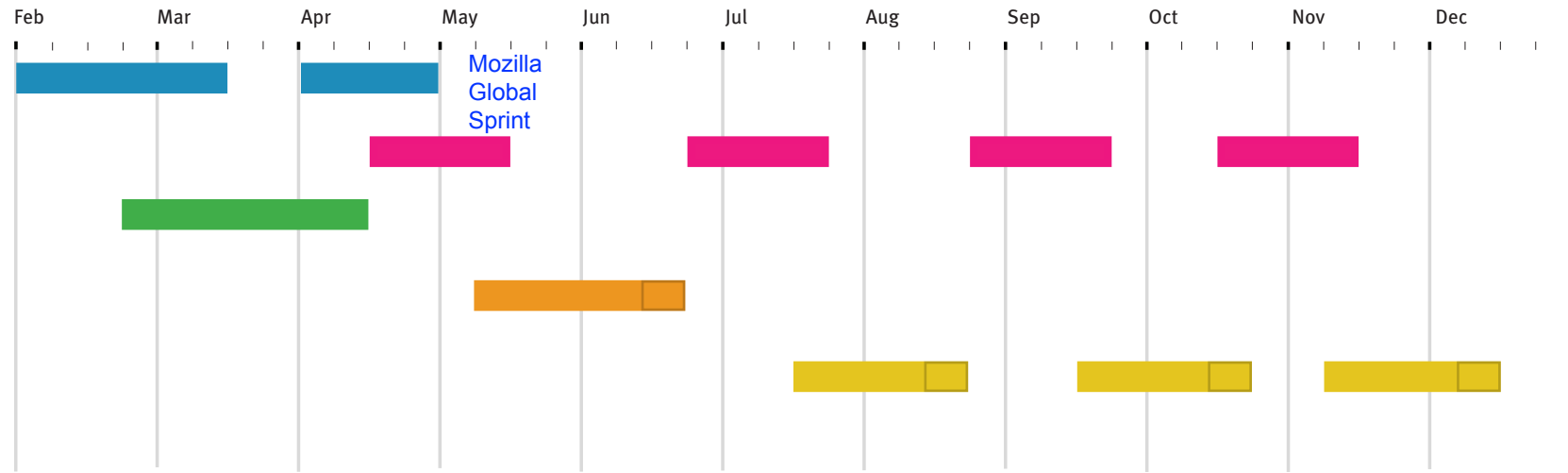Feb | Mar | Apr | May | Jun | Jul | Aug | Sep | Oct | Nov | Dec

Mozilla
Global
Sprint

Legend:
- Planning
- Design
- Development - prototype
- Core Development
- Development + Implementation
- QA + Testing

PLANNING
Feb - Mar:
-Define requirements:
- hosting
- infrastructure
- data upload
- data filter/parser
- visual gallery

Apr - May:
- Define overall visual update needs

DEVELOPMENT - PROTOTYPE
Feb - Mar:
- Begin building infrastructure
- Integrate data upload feature

Apr - May:
- Build out data filter feature
- Have a prototype ready to use that supports one visual output

Mozilla Global Sprint: Community contributions, bug fixes, and testing of Phinch 2.0 prototype

DESIGN
Apr - May:
- Reskin Phinch design
- UI
- UX
- Update one existing visual

Jun - Jul:
- Redesign or design new visual 1

Aug - Sep:
- Design new visual 2

Oct - Nov:
- Design new visual 3

CORE DEVELOPMENT
May - Jun:
- Core development begins
- Implement new design for UI + UX
- Implement updated visual
- QA + testing
- Completion

DEVELOPMENT + IMPLEMENTATION
Jul - Aug:
- implement new visual 1
- QA + testing
- Visual 1 ready for use

Sep - Oct:
- implement new visual 2
- QA + testing
- Visual 2 ready for use

Nov - Dec:
- implement new visual 3
- QA + testing
- Visual 3 ready for use