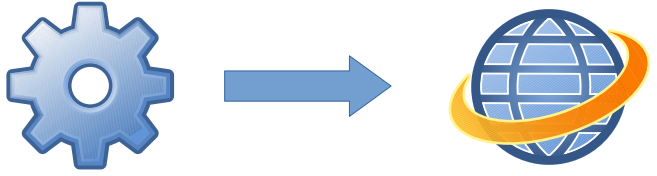
Parthonet

We’re the Facebook for the Psychocial Rehabilitation Community



The Problem

Facebook does not fully meet the needs of the Psychosocial Rehabilitation Community

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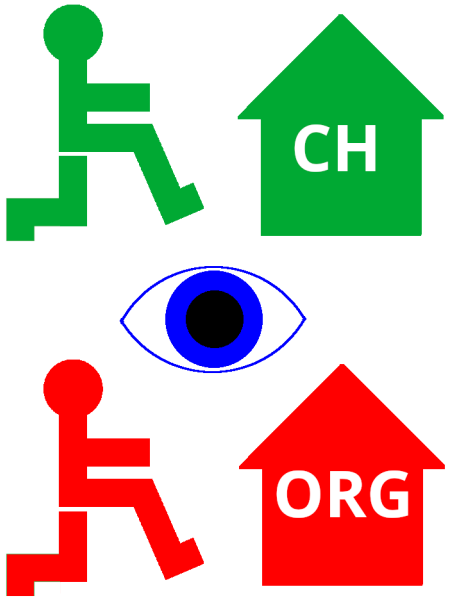
Web programmers are needed to cope with the complexity of HTML, JavaScript and server-side code

Target Market

Green • Members
Green • Clubhouses
Mainstream Users:

- Red • Subscribers
- Red • Organizations
- Blue • Advertoozers



The Solution

Parthonet enables the development of FB-like online communities with local/global switch

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Parthonyte and Parthotags can easily be mastered by anyone with prior knowledge of coding

Business Model

Hosts pay $20/year, Clients pay $10/year
Advertoozers pay $0 and see ads
App Authors receive 25-75% of ad revenue
depending on being hosted by me or elsewhere
<=>
Clubhouse Members and mental health workers pay no fees

Roadmap

1. Finish Parthonyte compiler
2. Integrate it with Parthotags
3. Implement server-side code in Java
4. Develop Progress Place online community
5. Launch website
6. Develop global mode online community
7. Port system to Android
8. Port system to iOS (convert to Swift)
9. Develop whiteboard used for teaching math

Timeline

- Foundation of Parthonyte code execution is complete
- **[6]** Develop rest of Parthonyte code execution: WCNMIL
  - Wrap up core foundation features
  - Classes and objects
  - Non-scalar data types
  - Modules
  - Inheritance + Interfaces (hedrons)
  - Library
- Release Parthonyte as console-based compiler on GitHub
- Begin recruiting contributors
- **[6]** GUI
- Write Parthotags design specs
- Develop Parthotags
- Integrate Parthonyte with Parthotags
- PYRE: Parthonyte Runtime Environment (open source)
- Develop Parthonyte code editor
- Expand code editor to Parthonyte SDK
- **[3]** Develop client-server
- **[3]** Develop online community for Progress Place
- Launch website

Total: 6 + 6 + 3 + 3 = 18 months

- **[3]** Develop global mode online community
- **[9]** Develop mobile support:
  - Port PYRE to Android
  - Convert Android PYRE to Swift
  - Port Swift codebase to iOS
- **[6]** Whiteboard used for teaching math

Total: 3 + 9 + 6 = 18 months

- **[6]** Lower priority features:
  - Implement Keyboard Aid (bells and whistles of editor)
  - Develop WYSIWYG Parthotags screen editor
  - Variable width fonts

Subtotal: 18 + 18 = 36 months
Grand Total: 36 + 6 = 42 months

Marketing

- Recruit Progress Place members
  - Expand to other clubhouses
- Use Google AdWords to reach new users

Team

1. Recruit volunteer coders and testers to help develop open source Parthonyte compiler.
2. Team up with co-founder (optional).
3. Hire contract programmer to port system to iOS.
4. Hire Chief Clubhouse Officer: liason with Progress Place, helps develop online community of members.
5. Hire paid moderators.
6. Hire CEO if necessary, I’d be the Chief Technology Officer.

Revenue

Assume 10K hosts and 20K clients exist. Revenue = $400K. Startup costs paid using funding from angel investor.

Competition

Facebook has 2 billion users and very deep pockets, but clubhouses (helping consumer/survivors) want to support a builder of social networks which is not a giant corporation.

Secret sauce: build client-server software using world's simplest programming language.

Advantages Over FB

The global mode online community displays public posts in a given country or the whole world. Anyone can reply to those posts.
The local online communities are tailored to each clubhouse, including info similar to a website plus FB features.
Users can post publicly, to their friends, their unit, or their clubhouse.
Staff provide guidance and support to the members.
Moderators are more strict than FB.

Parthonyte and Parthotags

Parthonyte is implemented in Java and is Python-like, using parentheses for all grouping and operators come before their operands. Parthotags, a text markup language, is simpler than HTML, using square brackets. The client-server apps are built using these 2 languages.