

Product

TYSC '93 Hibs Challenge Team

Proposal

Create a competitive team from recreation components and improve the quality of those components while coordinating them into a cohesive unit able to compete in the marketplace.

Hibs Beta (U10 Rec All-Stars)

Release Date: Spring 2004

Developers: John Alexander, Sean Mayefskie

JD Alexander	Ayden Alligood
Jake Benedict	Joey Brockelbank
Buzz Eaves	Andrew Elwell
Gerald Mayefskie	Nick Noschese
Gabriel Reyes	Graham Stallings
Jake Stone	

After observing these, and other, components on U10 rec teams, the developers felt a desire to create a competitive team. After gathering the best talent, they tested their product in a single tournament, where they had reasonable success.

Release record: 3-2-0 (this record is not counted in future releases)

Hibs 1.0 (U11)

Release Date: Fall 2004

Developers: John Alexander, Sean Mayefskie

Changes: add Madrid, add Ayala, remove Alligood

JD Alexander	Adrian Ayala
Jake Benedict	Joey Brockelbank
Buzz Eaves	Andrew Elwell
Jesus Madrid	Gerald Mayefskie
Nick Noschese	Gabriel Reyes
Graham Stallings	Jake Stone

The success in that tournament gave the developers the confidence to release a full competitive product. Some minor tweaks in the components resulted in a fairly cohesive team that played well at times, but struggled against some of their competition.

Release record: 3-6-2

Overall record: 3-6-2

Hibs 1.1 (U11)

Release Date: Spring 2005

Developers: John Alexander, Sean Mayefskie

Changes: remove Madrid

JD Alexander	Adrian Ayala
Jake Benedict	Joey Brockelbank
Buzz Eaves	Andrew Elwell
Gerald Mayefskie	Nick Noschese
Gabriel Reyes	Graham Stallings
Jake Stone	

The removal of one component didn't impact the product too much, but as this release got more mature, some of the suppliers were getting ready to pull their components out of the product despite its success. By the end of this release, several components were not being used in production (Seaside Classic).

Release record: 5-9-1

Overall record: 8-15-3

Hibs 2.0 (U12)

Release Date: Fall 2005

Developers: John Alexander, Sean Mayefskie

Changes: remove Benedict, Elwell, and Noschese
add Hardee, Solowski, Smith, and Duntz

JD Alexander	Adrian Ayala
Joey Brockelbank	Trevor Duntz
Buzz Eaves	Collin Hardee
Gerald Mayefskie	Gabriel Reyes
Craig Smith	Ryan Solowski
Graham Stallings	Jake Stone

The removal of three original components required some additions. A few suppliers brought their colleagues on board and the developers were able to replace those lost components and the one removed in Release 1.1. This product was fairly successful and made excellent strides as it was able to remain stable for an entire year and turn a profit for the first time. An overestimation on its quality by the developers resulted in a major setback at the end of its release cycle (State Cup).

Release record: 14-12-2

Overall record: 22-27-5

Hibs 3.0 (U13)

Release Date: Fall 2006

Developers: John Alexander, Sean Mayefskie, Liam Flannery

Changes: remove Ayala, Solowski, Smith, and Duntz

add Flannery, Deese, Hooper, Rex, Galush, Doheny, Neil

JD Alexander	Joey Brockelbank
Will Deese	Brian Doheny
Buzz Eaves	Evan Flannery
Greg Galush	Collin Hardee
Josh Hooper	Gerald Mayefskie
Conor Neil	Colin Rex
Gabriel Reyes	Graham Stallings
Jake Stone	

This release warranted an increase in the number of components. However, four suppliers pulled out of the project, resulting in a need for seven additions. An open bidding process created an opportunity for another developer to join the team and bring three of his components with him. The other four were obtained by the bidding process. This product gelled immediately and had excellent success, putting the product into the black for the first time.

Release record: 16-7-4

Overall record: 38-34-9

Hibs 4.0 (U14)

Release Date: Fall 2007

Developers: John Alexander, Liam Flannery

Changes: remove Hardee, Neil

add Sowers

JD Alexander	Joey Brockelbank
Will Deese	Brian Doheny
Buzz Eaves	Evan Flannery
Greg Galush	Josh Hooper
Gerald Mayefskie	Colin Rex
Gabriel Reyes	Zack Sowers
Graham Stallings	Jake Stone

After a year of success, one supplier decided to remove his support and another dropped out shortly before the release date. In addition, one of the developers moved onto another project. The remaining developers scrambled to find a replacement component. This release had great success for its run.

Release record: 10-3-0

Overall record: 48-37-9

Hibs 4.1 (U14)

Release Date: Spring 2008

Developers: John Alexander, Liam Flannery

Changes: add Soto

JD Alexander
Will Deese
Buzz Eaves
Greg Galush
Gerald Mayefskie
Gabriel Reyes
Zack Sowers
Jake Stone

Joey Brockelbank
Brian Doheny
Evan Flannery
Josh Hooper
Colin Rex
Juan Soto
Graham Stallings

Another component was added to the product mid-cycle, which improved it tremendously. This release was highly successful and continued to show improvement over future releases.

Release record: 6-1-0

Overall record: 54-38-9

Hibs 4.1.1 (U14)

Release Date: Late Spring 2008

Developers: John Alexander, Liam Flannery

Changes: add Wimberley

JD Alexander
Will Deese
Buzz Eaves
Greg Galush
Gerald Mayefskie
Gabriel Reyes
Zack Sowers
Jake Stone

Joey Brockelbank
Brian Doheny
Evan Flannery
Josh Hooper
Colin Rex
Juan Soto
Graham Stallings
Jake Wimberly

Thinking that more components could improve the product, the developers added another but quickly found out that more was not necessarily better. While the new component added strength and speed, the cohesiveness of the product suffered. The overall success of the product didn't really falter but the new component was basically removed before the end of this release's run.

Release record: 4-1-2

Overall record: 58-39-11

Hibs 5.0 (U15)

Release Date: Fall 2008

Developers: John Alexander, Liam Flannery

Changes: remove Wimberly, Stone
add Ferguson

JD Alexander
Will Deese
Buzz Eaves
Evan Flannery
Josh Hooper
Colin Rex
Juan Soto
Graham Stallings

Joey Brockelbank
Brian Doheny
Garrett Ferguson
Greg Galush
Gerald Mayefskie
Gabriel Reyes
Zack Sowers

The last component added in Release 4.1.1 was the first to go in this new release. In addition, one supplier decided to retire their component. It was replaced by a new supplier and got the product back to its previous size. Terrific success early on caused some complacency and this version struggled through the latter portion of its run. One final push for focus, however, resulted in a terrific finish for this release (Seaside Classic).

Release record: 12-9-4

Overall record: 70-48-15

Hibs 6.0 (U16)

Release Date: Spring 2010

Developers: John Alexander, Liam Flannery

Changes: remove Sowers
add Cables

JD Alexander
Joey Cables
Brian Doheny
Garrett Ferguson
Greg Galush
Gerald Mayefskie
Gabriel Reyes
Graham Stallings

Joey Brockelbank
Will Deese
Buzz Eaves
Evan Flannery
Josh Hooper
Colin Rex
Juan Soto

As this product reaches full maturity, only minor changes are occurring with each release. A component added in Release 4.0 was retired, but the addition of a backbone component gave the developers some real flexibility in the product's design. Consistent performance was this version's biggest problem, but it still performed extremely well overall. By the end of the release run, the future of the product was currently in flux as some component suppliers decided their willingness to support it for another year.

Release record: 6-3-2

Overall record: 76-51-17

Hibs 7.0 (U17)

Release Date: Spring 2011

Developers: John Alexander, Liam Flannery

Changes: remove Soto, Hooper

add Frazier, Galush-v2

JD Alexander

Joey Cables

Brian Doheny

Garrett Ferguson

Rolf Frazier

Matthew Galush

Colin Rex

Graham Stallings

Joey Brockelbank

Will Deese

Buzz Eaves

Evan Flannery

Greg Galush

Gerald Mayefskie

Gabriel Reyes

Suppliers decided to support this product for this last release. One supplier provided an additional, newer version of its component; and another was brought in as a last-minute replacement. Although it was very mature, the product seemed to show signs of wear, with components not being as up-to-date as they could be. Overall, the product garnered average results, but showed improvement as needs arose. The last run of the product in mid-May, 2011 proved to be of very high quality and showed how robust it can be when pushed to its limits. As the developers retired or moved on to new product lines, the experiences with this particular product will be remembered for a long time.

Release record: 5-3-3

Overall record: 81-54-20