

The Business Model CANVAS

Designed for:

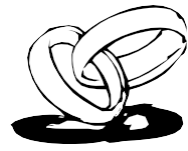
Designed by:

On: Day Month Year

Iteration: No.

Key PARTners

Our key partners are our teachers and our school. And of course the others group members.



Key Activities

Main activity: development of a client or a chat which follows the client-server method.
Software maintenance, and product assembling, testing and packaging.

VALUE Propositions

A simple chat client that send and receives messages, and interpret them to offer the best service for every type of message

Customer Relationships

Of course our hypothetical customers expect from us a friendly but respectful relationship, and in fact this is exactly the relationship we offer, and to maintain this attitude is completely free!

Customer Segments

We are creating our project for us, to improve our development skills, and learn how to work well together.

Key Resources

Of course for our project the software development skills are essentials.
Another important resource we need is the time, essentials to conclude a functional product.
And, of course, group members who work well together.

CHANNELS

How are we integrating them with customer routines?
We can contact our customers on the following channels: GitHub,
Marconi's campus and of course email services.

Cost Structure

We don't have much costs, the most important price we have is the time we spent working on the project.

