

7. KEY PARTNERS

We need help in advertising, so we should partner up with an advertising company.

8. KEY ACTIVITIES

The key activities involves networking and providing a good experience to the customer.

6. KEY RESOURCES

We need a network, data storage, and programmers.

1. VALUE PROPOSITIONS

Many gamers need someone to play video games with, and we offer the solution. We help gamers find their new friends to play with.

4. CUSTOMER RELATIONSHIPS

We offer a service that helps people that is easy to use.

3. CHANNELS

We will use online advertising because the majority of gamers are on the internet as well.

2. CUSTOMER SEGMENTS

The majority of players play their games online. However, they often do not have a friend to play with and often half to play with random people.

9. COST STRUCTURE

The costs will mainly consist of money for advertising and takes a lot of time.

5. REVENUE STREAMS

We generate our money through ads and subscriptions.