**Golden Pitch Canvas**

WHO?

Who are the key players? Professional gamers, casual gamers, and new gamers.

WHAT?

What can players do? Learn about the game, learn the controls, submit strategies and tips.

What will the solution do? Create a community, teach new gamers.

HOW?

How long does the solution last? Until fighting games are irrelevant.

How many resources will the solution use? One server if we plan to host it. People are our resource.

How will the solution behave? Pro gamers will submit the controls and strategies and the casual and new gamers will consume the information.

WHERE?

Where will people use the solution? To learn, improve, and teach.

WHEN?

When will people use the solution? When they do not know the controls of a game, when they want to learn more about a playstyle.

WHY?

Why is the solution needed? There are not many resources outside of YouTube videos for learning to play fighting games.