

# Lean Canvas Model

**Startup Name**

skid

**Founder Name**

Haile Melaku

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**Version**

0.1

## Problem

The inability of African high school students to get a premium learning and guidance into the world of programming,

## Solution

Create a platform that gemify the way we learn to code and add a guide on how to access remote student programmes.

## Key Metrics

Number of active users  
Number of students accepted into international programs.

## Unique Value Proposition

- practical coding practice.
- Gamifying the way we learn to code.
- Guide on how to get into international student programs.

## Unfair Advantage

An in game development and a deep knowledge in the industry.

## Channels

Digital marketing.  
Corporation with high schools.  
Referral program for awards.

## Customer Segments

Students are more and more driven into the tech industry to make money.

Also university students are looking to get internship and earn some money in hacktunes.

## Cost Structures

- Hosting the frontend and backend
- Marketing expenses
- Hackathon and event expense

## Revenue Streams

Monthly subscription