

## **Unit Economics of a Blockchain Game/Web3 LifeStyle App**

### Step-by-Step Unit Economics Calculation for STEP N

1. Customer Acquisition Cost (CAC):
  - Current CAC: \$1800 per user per year.
  - Expected CAC Reduction: With GST correction, CAC might reduce, but we'll use the current value for calculation.
2. Revenue Components:
  - Obligatory Shoe Price: \$1000 per user.
  - Marketplace Fees: \$200 per user.
  - Deflationary Sinks (e.g., leveling up, minting new Sneakers): \$400 per user.
  - Ad Revenue: \$250 per user.
3. Total Revenue per User:
  - Total Revenue = Obligatory Shoe Price + Marketplace Fees + Deflationary Sinks + Ad Revenue
  - Total Revenue = \$1000 + \$200 + \$400 + \$250 = \$1850 per user.

### Detailed Breakdown

#### 1. Customer Acquisition Cost (CAC):

- The cost associated with acquiring one user is currently \$1800. This includes marketing, onboarding, and other related expenses to attract and retain a user for one year.

#### 2. Revenue from Obligatory Shoe Price:

- Each user is required to purchase an NFT Sneaker, which costs \$1000.
- Revenue per user from shoe price: \$1000.

#### 3. Revenue from Marketplace Fees:

- Users engage in buying, selling, or leasing NFTs on the marketplace.
- Average marketplace fees per user: \$200.

#### 4. Revenue from Deflationary Sinks:

- Users spend GST to level up and mint new Sneakers.
- Average revenue from deflationary sinks per user: \$400.

#### 5. Revenue from Ad Revenue:

- The platform generates ad revenue from user activity.

- Average ad revenue per user: \$250.

Total Revenue Calculation:

- Total Revenue per User: \$1850.

Comparison of CAC and Total Revenue:

- Current CAC: \$1800.
- Total Revenue per User: \$1850.

Conclusion:

- Net Revenue per User:
- $\text{Net Revenue} = \text{Total Revenue} - \text{CAC}$
- $\text{Net Revenue} = \$1850 - \$1800 = \$50 \text{ per user.}$

Key Points:

- The current unit economics are slightly positive, with a net revenue of \$50 per user.
- Sustainability Considerations:
- Cost Efficiency: As STEP N scales and optimizes its marketing and acquisition strategies, the CAC is expected to decrease.
- Revenue Growth: Enhancing in-app engagement and expanding revenue streams (like additional in-app purchases, partnerships) could improve average revenue per user.
- User Retention: Improving user experience and introducing new features can help in retaining users longer, potentially lowering CAC and increasing lifetime value.

## **LTV/CAC Ratio:**

### **1. Customer Acquisition Cost (CAC):**

CAC is the cost to acquire a single customer. It includes all marketing, sales, and onboarding expenses. For STEP N, this is given as \$1800.

### **2. Lifetime Value (LTV):**

LTV is the total revenue a customer is expected to generate over their lifetime as a customer. It is calculated by multiplying the average revenue per user (ARPU) by the average customer lifespan.

### Key Components for LTV Calculation:

- Average Revenue Per User (ARPU): The average amount of money a customer generates in a year.
- Average Customer Lifespan: The average duration (in years) a customer remains active and generates revenue for the company.

### Given Data:

- Obligatory Shoe Price: \$1000
- Marketplace Fees: \$200
- Deflationary Sinks: \$400
- Ad Revenue: \$250

### Total Annual Revenue per User (ARPU):

$$\text{ARPU} = \$1000 + \$200 + \$400 + \$250 = \$1850$$

### Estimating Average Customer Lifespan:

Since STEP N is in the Beta phase, estimating the average customer lifespan can be challenging. However, for the sake of this calculation, let's assume an average customer remains active for 2 years.

### Calculating LTV:

$$\text{LTV} = \text{ARPU} \times \text{Average Customer Lifespan}$$

$$\text{LTV} = \$1850 \times 2 = \$3700$$

### Calculating LTV/CAC Ratio:

$$\text{LTV/CAC Ratio} = \$3700 / \$1800 = \text{approx } 2.06$$

### Detailed Breakdown:

1. Customer Acquisition Cost (CAC): \$1800
2. Average Revenue Per User (ARPU): \$1850 per year
3. Average Customer Lifespan: 2 years
4. Lifetime Value (LTV): \$3700

### LTV/CAC Ratio:

$$\text{LTV/CAC Ratio} = 2.06$$

## Conclusion:

A LTV/CAC ratio of 2.06 indicates that for every dollar spent on acquiring a customer, STEP N is expected to generate approximately \$2.06 in revenue over the customer's lifetime. This ratio is a good indicator of the business's ability to sustainably acquire customers and generate value.

## Considerations for Improvement:

- Reducing CAC: Through more efficient marketing strategies, partnerships, and organic growth.
- Increasing ARPU: By introducing new features, additional in-app purchases, and premium services.
- Extending Customer Lifespan: By enhancing user engagement, improving customer support, and fostering a strong community.

By focusing on these areas, STEP N can improve its LTV/CAC ratio, ensuring long-term sustainability and growth.