| Products Delivered | Specifics | Research | Solved Problems | Potential Users |
|---|---|---|---|---|
| Content blocked from certain areas by apple<br><br>Andrew Snyder | 3 ways to get apps onto an iPhone<br>• Official appstore<br>• Jailbreaking<br>• Configuration profiles<br><br>Andrew Snyder | Download other's third party appstores<br><br>Andrew Snyder | Larger revenue cut for developers<br><br>Andrew Snyder | Epic games previously pulled fortnite from the appstore, due to it taking too large of a cut<br><br>Andrew Snyder |
| Reach out to developers of apps not already on the appstore<br><br>Andrew Snyder | Method of installing store on devices<br><br>Andrew Snyder | Research tools needed to develop store<br><br>Andrew Snyder | Less time in between development and availability of software due to fewer checks<br><br>Andrew Snyder | Emulators have only recently been allowed. this could speed up the process<br><br>Andrew Snyder |
| Reach out to developers looking to make a switch to a new store<br><br>Andrew Snyder | Legal ramifications of opening a third party appstore<br><br>Andrew Snyder | Look into alternatives of putting software on phones<br><br>Andrew Snyder | Helps break apple's monopoly on software<br><br>Andrew Snyder | Smaller developers who can't pay apples fee's for publishing<br><br>Andrew Snyder |
| Develop own small apps for the store<br><br>Andrew Snyder | Monetization strategies<br><br>Andrew Snyder | Look into how much money it could save developers<br><br>Andrew Snyder | Relieves financial stress from recurring service fees by apple<br><br>Andrew Snyder | Companies looking to release alternative versions of their apps<br><br>Andrew Snyder |