■ Opus Leonis LLC — Business Plan (Draft)

Executive Summary

Opus Leonis LLC is a next-generation software development studio dedicated to pushing the limits of AI-driven game, app, and program development. Our flagship initiative is Adam, a self-hosted autonomous AI assistant that orchestrates a team of specialized AI agents to design, code, test, and deliver fully functional software — entirely offline. Our mission is to democratize software creation. Millions of creators have ideas for games or apps but lack the technical skills or the capital to hire professional teams. Opus Leonis bridges this gap by offering a Dev Center model: customers submit a request through a lightweight online interface, receive a transparent quote, and have their project built by our AI team. Completed projects are securely delivered on physical media (USB or SSD), ensuring privacy and ownership remain with the customer. Initial target customers are solo developers, hobbyists, and small independent teams — creators with limited budgets who cannot afford traditional development shops. By focusing on this underserved market, Opus Leonis will establish a reputation for speed, affordability, and innovation. We believe AI agent studios are the future of software development. Unlike traditional teams, AI agents don't sleep, scale instantly, and improve every day as models evolve. By being an early pioneer, Opus Leonis aims to establish itself as a market leader in AI-native software engineering, creating new opportunities for developers worldwide.

Business Description & Market Positioning

Opus Leonis LLC will begin by focusing on small to mid-scale applications — simple, affordable projects that can prove the reliability of our AI agent team. Once stable, the studio will scale up to handle larger and more complex projects, including full-scale games. The competitive landscape for AI development is fragmented, with tools like Claude Code, Cursor, and Devin showing potential but still limited in scope. Opus Leonis differentiates itself by being self-hosted, offline-first, and customer-ownership–centric. This ensures resilience against shifts in the cloud services market and builds trust with customers who want control over their software. We solve two core pain points: (1) cost barriers — human developers and studios are prohibitively expensive; and (2) ownership rights — many studios retain IP claims. Opus Leonis guarantees affordable costs and 100% customer ownership.

Market Analysis

Opus Leonis will initially focus on the U.S. market, serving solo developers and small teams. The founder's own first app project will serve as a proof of concept and early success story, demonstrating the system's ability to deliver a functional product affordably. Industry data underscores the opportunity: the independent app development market is projected to reach $407 billion by 2026, and the indie game market generates $1.5 billion annually in the U.S. Traditional outsourcing costs $20,000–50,000 per app, while AI-driven agent teams can deliver comparable results at a fraction of the price. The market opportunity lies in offering affordable, ownership-secure development services. By combining transparent pricing, offline-first architecture, and guaranteed customer ownership, Opus Leonis is uniquely positioned to capture this demand.

Business Model & Revenue Streams

Opus Leonis will employ an AI-driven quoting system. Customers submit project requests, the AI analyzes market rates and resource needs, then provides a transparent quote. Customers can accept and proceed to checkout, or decline and retain the free estimate. Final projects are delivered on physical storage media, mailed securely to the customer. Temporary backups are maintained until delivery confirmation, after which they are securely wiped. Future expansions include offline deep-storage vaults. Revenue streams include: (1) project fees, (2) premium services such as expedited delivery and post-delivery support, and (3) enterprise contracts for large-scale builds. Each project's revenue will be reinvested into infrastructure upgrades, creating a self-reinforcing cycle of growth. The long-term vision includes building a dedicated AI development facility in a cold-climate region, with large-scale server clusters, offline vaults, and on-site enterprise services.

Operations Plan

The MVP operation will use a self-hosted cluster of GMKtec Ryzen AI Max+ mini-PCs. These nodes will host Adam and specialized AI agents: (1) Router Node for triage, (2) Coder Node for heavy builds, and (3) RAG/Memory Node for project history and knowledge management. Adam orchestrates tasks across Planner, Coder, QA, Documentation, and Security agents. Builds are validated with human-in-the-loop checkpoints and then delivered on secure physical media. Future expansions include scaling into a dedicated facility: (1) a server farm with GPU arrays, (2) high-altitude, cold-climate locations to minimize cooling costs, (3) offline vaults for deep storage, and (4) enterprise onboarding options with on-site visits. This phased plan ensures Opus Leonis grows sustainably while demonstrating value at every stage.

Closing Note

This draft business plan provides the foundational narrative for Opus Leonis LLC. It highlights the vision, problem, solution, and operational pathway to create the world's first offline-first AI agent development studio. Next steps include building financial projections and break-even analysis to complete the investment case.