

Business Model Canvas

Designed for:

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Designed by:

Team 5

Date:

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Version:

3

Key Partners - Server's team (Comparin Jacopo, Furri Geremia, Trentin Alessio) - ITIS G. Marconi, Verona	Key Activities Development of a chat client that allows communication with the server and with other users.	Value Propositions We provide a chat protocol that can be used to communicate with colleagues or any group of people.	Customer Relationships The project during development was constantly monitored by the customer who gave directions and established his preferences.	Customer Segments We are creating this project for school purposes that require a final evaluation by the teacher.
	Key Resources The key resources of our project were: Gjergjaj, Donisan and Quintarelli with their programming skills, Scardoni and Castellano with their originality for the graphic aspect and in organizing the repository on GitHub.		Channels Through presentations and meetings	
Cost Structure This project costs 100 hours of work.		Revenue Streams Customers pay nothing for this project.		