

# The Business Model CANVAS

Designed for:

Designed by:Group 5

<p><i>Key PARTners</i></p> <p>-Server's Group (Comparin Jacopo, Furri Geremia, Trentin Alessio)</p> <p>- ITIS G.Marconi, Verona</p>	<p><i>Key Activities</i></p> <p><i>Development of a chat client for communication with the server and between users.</i></p>	<p><i>VALUE Propositions</i></p> <p>We provide a chat protocol that can be used to communicate through colleagues or any group of people.</p>	<p><i>Customer Relationships</i></p> <p>The project during development was constantly monitored by the client who gave directions and established his preferences.</p>	<p><i>Customer Segments</i></p> <p><i>We are creating this project for school purposes that require a final evaluation by the teacher.</i></p>
	<p><i>Key Resources</i></p> <p><i>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.</i></p>		<p><i>CHANNELS</i></p> <p><i>Through presentations and meetings.</i></p>	
<p><i>Cost Structure</i></p> <p>This project costs 100 hours of work.</p>			<p><i>Revenue StrEAMS</i></p> <p>Customers pay nothing for this project.</p>	



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