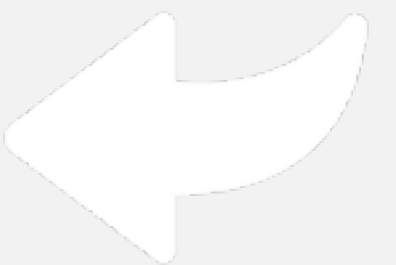


# Q: How did you source pricing for your app?

A: Our app is being produced in-house. We did contact developers to estimate the length of time required to create our first release and website. This has been factored into our pre-launch timeline.



# Q: How did you determine cash needs for funding?

A: We built a Cash Flow Projection based on income, cash payments out for boxes, staff, marketing and service, and determined what our peak “burn rate” was as a result of these inputs. A snapshot of our cash on an annualized basis is at right.

<i>in thousands</i>	2017	2018	2019	2020
<b>Cash at Beginning</b>	\$0.0	-\$647	-\$1,548	-\$1,910
<b>CASH IN</b>				
Revenue	\$14.6	\$567	\$3,735	\$24,577
<b>Total Cash Receipts</b>	\$14.6	\$567	\$3,735	\$24,577
<b>CASH OUT</b>				
Box	\$217	\$0.0	\$187	\$1,124
Storage	\$5.7	\$52	\$343	\$2,254
Pickups	\$34	\$306	\$2,015	\$13,259
Marketing	\$3.3	\$30	\$197	\$1,295
Team	\$403	\$1,080	\$1,355	\$1,355
<b>Total Cash Paid Out</b>	\$662	\$1,468	\$4,097	\$19,287
<b>Earnings (Burn)</b>	-\$647	-\$901	-\$362	\$0.0
<b>Cash at End</b>	-\$647	-\$1,548	-\$1,910	\$3,380
<b>Peak Cash Need</b>	-\$1,919.9			

