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| 1. **Value propositions**   Our goal is to make a more fun and user-friendly version of the game Sudoku. The game has some complications here and there in terms of practice and play. Our app is here to remedy that. | 1. **Customer segments**     Sudoku players have complaints like tearing paper by fixing mistakes or losing their number positioning due to poor grid coordination. They want a better way to play minus the complications. | 1. **Channels**   Our app will be a desktop application available on our website and possibly later googlePlay or the app store for ios. |
| 1. **Customer Relationships**   Our target customers will be the veteran and casual Sudoku players along with anyone who would be interested in playing sudoku. | 1. **Revenue Streams**   A game like sudoku would be best sold on platforms like GooglePlay or the app store for ios as the app will be easily played on mobile devices. Desktop downloads could also be charged. | 1. **Key Resources**   We will be using mainly Python as the backend implementation.  Tkinter will be used as the frontend(GUI). |
| 1. **Key Partners**   These are possible company partners we might work with to complete our venture. We probably won’t need any though | 1. **Key Activities**   We will make Sudoku more player friendly with great adjustable player assist. Hints, Difficulty settings, Highlighting of errors. | 1. **Cost Structure**   In terms of cost, I know there is a $100 cost to have our app on the app store for ios. There is a one time fee of $25 for GooglePlay and a $99/year developer contract available if we plan on putting more apps on the store. There are also costs for building a website, hosting a server, and supporting the application. |