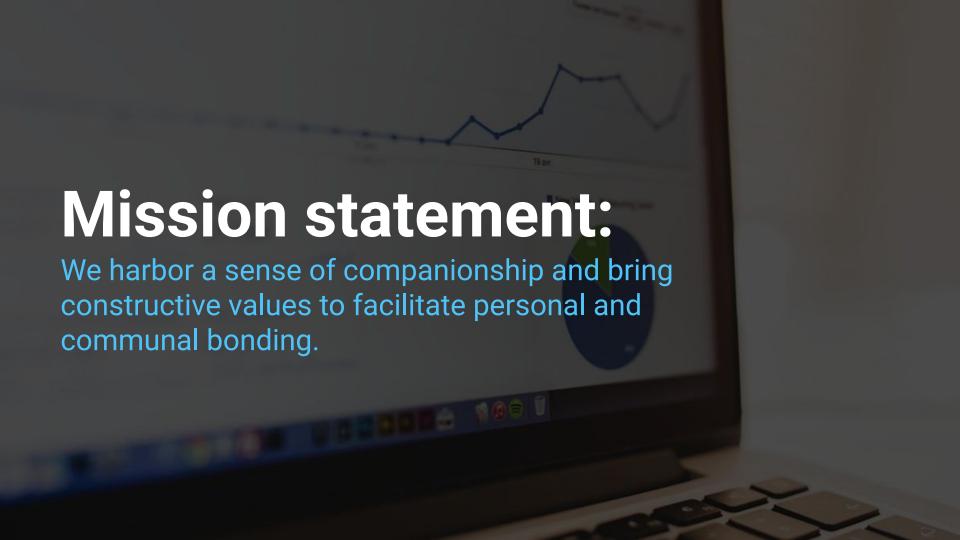


Shatter

Breaking the ice

Our Executive Team





Why Us?

- Our development expansion will provide more games than our competitors
- Customers may be attracted to Shatter by our:
 - Monthly service upload schedule
 - Quality of games and activities
- Devotion to customer base and compatibility with large media platforms
- Resonance to all adolescents who are looking for socialization opportunities

Target Consumer Base

- We target...
 - Consumers between the age of 15-25.
 - Users that want to meet new people on servers and break the ice during introductions or awkward silences
 - Users who are bored and want something fun to do with friends
- In general...
 - Shatter can resonate with an extremely wide demographic as long as they are relatively social and/or want to interact with others online

Competitive Comparisons

Shatter Bot

- Opening with 3 base services alongside a promise for expansion
- Breaks ice and connects people
- Offers different purchase options
- Frequent updates



Other Truth or Dare / Icebreaker Bots

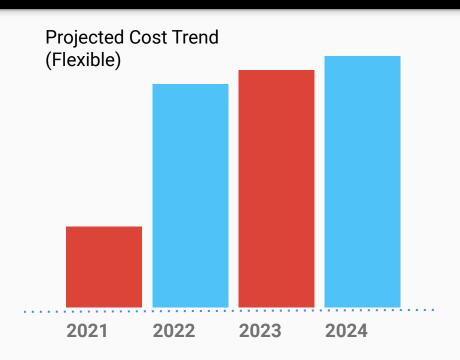
- Multiple services, although these are stable and do not expand over time
- Breaks ice and connects people
- Single purchase option
- Inflexible

Financial Analysis

Fixed Costs: Currently none, if business does expand then the purchase of specific coding software may be needed.

Variable Costs: Estimated cost per new program developed with potential developer fees.

 Bot developers costs USD 25K-30K annually, although these costs can be easily cut through personal development



Revenue model

Shatter Inc. operates on a double-option system, provides customers with free and subscription based services.

The subscription-based service includes much more than the free service, increasing revenue flow while allowing a holistic experience.

Free Service

(General updates and debugging every month)

Subscription Service

(Monthly game and feature updates and general updates)

USD 2.99 per month



Investment of USD 2,000

In exchange for

20% of our company equity



Thank you for listening!

Q&A Session

