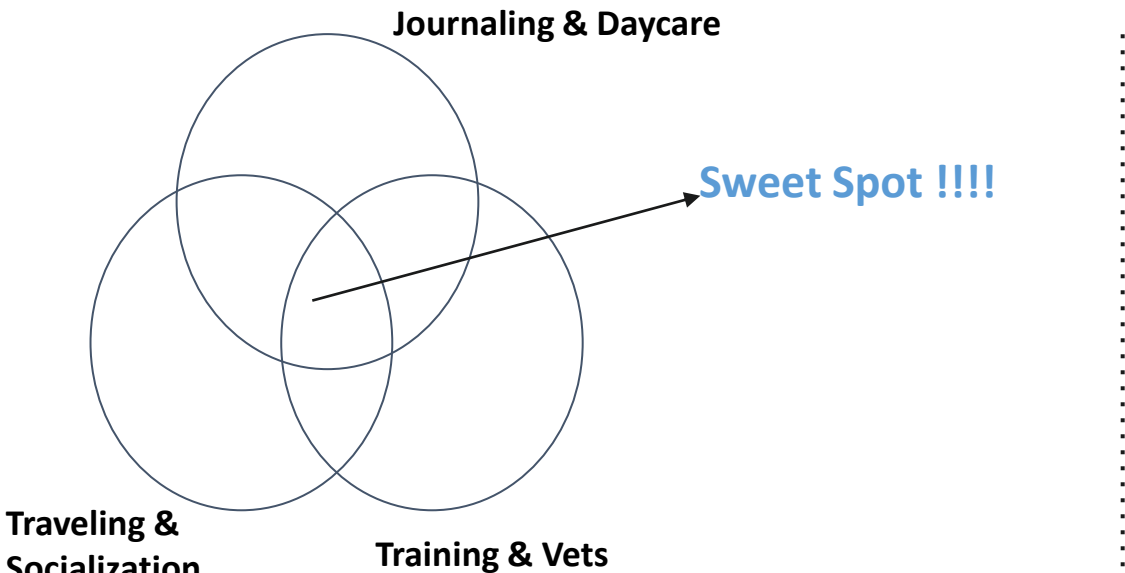


# Pet Population in India-Analysis

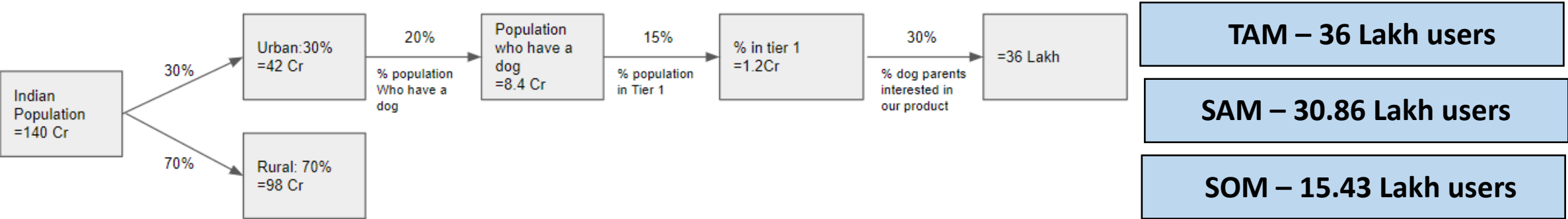
The pet population in India is expected to **grow significantly** over the next 5 years, driven by several factors.

- According to the latest analysis, the pet care market size **in India** is estimated to increase from **Rs 7400 crores in 2022 to Rs 21,000 crores by 2032, with a CAGR of 19.2% from 2022 to 2032.** [Source](#)
- This growth is driven by an **increasing number of pet owners** in the country and **rising incomes.** [Source](#)
- Major Segments in **Pet industry** include **grooming, daycare & boarding, food & medicines, training & veterinary services.**



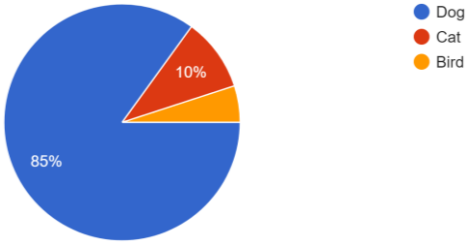
**TAM, SAM, SOM** [Calculation Link](#)

**Total Addressable Market (TAM), Serviceable Addressable Market (SAM), and Serviceable Obtainable Market (SOM) for our app targeting dog parents.**

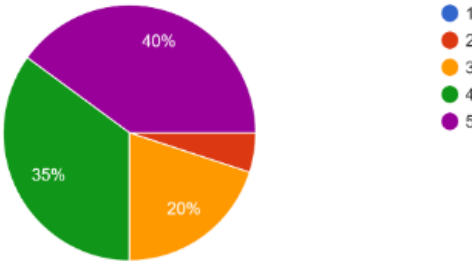


User Segmentation

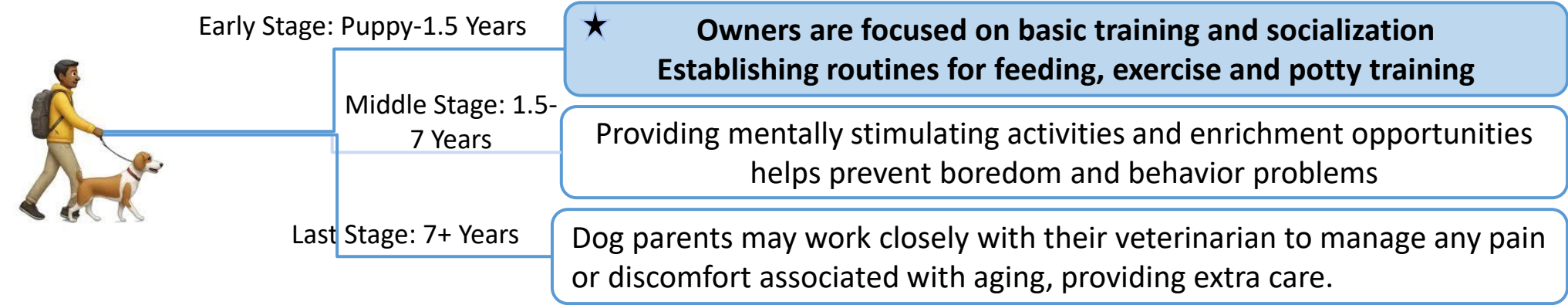
Criteria	Dog Owners ★	Cat Owners	Other Pet Owners
Lifestyle	Active Lifestyles, Frequent outdoor activities	More indoor-oriented,prefer low-maintenance pets	Varied lifestyles, may have specific pet care needs
Care & Needs	Regular exercise, grooming, training	Litter box maintenance, occasional grooming	Diverse needs depending on the type of pet
Health & Socialization	May require preventive care, vaccinations & Frequent interaction with other dogs	Regular veterinary care for vaccinations, spaying/neutering. May be more independent	Need preventive care and regular check-ups Socialization needs depend on the type of pet



85% of respondents in the survey have dogs as their pets. [Link](#)



75% of respondents struggled to train their dogs at an early stage.[Link](#)



Reason for Selection

Rapidly growing segment- The number of **pet dogs**, estimated to be **more than 43 million** by 2026.[Source](#)

Long Term Customer Lifecycle- **Acquiring them early** with their pets young can lead to **long term loyalty**.

## User Insights (Primary)

Two surveys were taken. The survey was **filled by 20 & 17 people** respectively who fall in the **user segment**. [Link1](#) [Link2](#)  
Key Insights from the survey are as follows

85%

Faced problems with their dog's socialization needs.

75%

Were overwhelmed during training their dogs

80%

People rely on online apps/internet to find information for their pets

40%

Need a reliable boarding for their pets, while they are away.

## Insights from 1:1 Interview (10 Interviews)

[Interviews Link](#)

**7/10 people** felt that their dogs needed socialization at an early stage as a **(puppy)**.

**8/10 people** struggled to find **reliable trainers** for their dogs.

**7/10 people** said that they need a reliable dog walker as they are busy with their **jobs/businesses**.

**5/10 people** said that **it's difficult** travelling with their dogs. (Domestically as well as internationally)

**7/10 people** said that every breed has specific needs, hence focus should be breed-specific



Rishita  
Age: 41  
Mumbai

Glouy  
Age: 1 month  
Labrador

"I am so confused **by training glouy**, have to **rely on the internet** for everything"

Pain Points: **Cannot find any good trainer.**

Goals: To know the **do's & don't** of how to handle a puppy. To have **someone guide me on every aspect of dealing** with a pup.



Aakash  
Age: 24  
Mumbai

Captain  
Age: 1 year  
Golden Retriever

"My biggest regret is **not socializing captain** with other dogs early on"

Pain Points: **No app or platform to interact and socialize** with other pet parents

Goals: To find and **interact** with other pet parents and to **introduce captain to other dogs**

Going deeper into the real problem

What is the true Problem?

In India, **pet (dog) parents** are dissatisfied with the current **apps** for **socialization** for their dogs. They are facing a hard time finding **affordable** and **reliable dog trainers** and **dog walkers**.

What is the value generated by solving this problem?

For the target customers

Pet parents will find **effective and reliable dog trainers** and **walkers in one place**. Better **socialization opportunities** for their dogs. An **affordable and budget-friendly** option for their pets.

For the business

By addressing the **unmet needs** of pet parents, our business can **differentiate** itself from competitors and establish a **strong brand presence**. A **user-friendly** and **reliable platform** can attract a larger user base, resulting in **increased revenue** through **subscriptions**, **service fees**, and **partnerships** with trainers and dog walkers.

Why should we solve this problem now?

Pets are becoming a **serious business** in India. The pet care industry is **growing at a CAGR of 16.5%.link** Solving this problem now will help us **penetrate the market** and help us become a **one-of-a-kind, monopolistic business**. Deeper penetration of **internet** and **smartphones** in India. [Link](#)

Empathy Mapping

I want to socialize with other pet parents & also find a reliable trainer	Says	Thinks
	Does	Feels
Logs on the internet and starts searching in the hope of finding someone.		Anxious Unhappy Confused

**When I** welcome a new furry member in my house,

**But I** struggle to socialize my puppy and ensure it receives proper training

**Help me** by providing accessible socialization experiences and reliable training support

**So that I** can raise a well-behaved and happy doggo.

# Solution & Feature Prioritization

## Potential Features

- Paws together**- The app will utilize **geolocation** to display nearby **dogs & dog owners available for socialization** based on the **user's preferences** and **location**.
- Top Dog Trainer**- The app hosts a database of **certified dog trainers**, featuring detailed **profiles with specialties, and reviews**. Users can **search, book, and schedule training sessions** directly **through the app**.
- Doggopedia**- A **whole section, to journal different entries and log data** about your pet. A **dedicated WhatsApp chatbot** to send reminders about key events such as **vet appointments and vaccine dates**.
- Vetvista**- **Vet on call/chat feature** with **certified vets** being in touch with you within a **few minutes**.
- PawsAway Retreat**- All the **boarding/kennels** near your location with authentic reviews from **pet parents**.
- Petcabs**- **Cabs** for you and your **pets** at your **fingertips**.

## How we are prioritising our features?

Mind Map

Features	Reach	Impact	Ease of use	Score (R*I*E)	Priority
Paws together	4	5	5	100	MVP
Top Dog Trainers	5	4	5	100	MVP
Doggo-pedia	5	4	4	80	MVP
VetVista	3	3	4	36	Post-MVP
Petcabs	2	3	4	24	Post-MVP
Paws Away Retreat	3	3	3	27	Post-MVP

The RIE framework is utilized to prioritize solutions based on their reach, impact, and ease of use. Engineering resources are not a factor, assuming infinite bandwidth

## Solution Suggested



Dogster

- Dogster** is a **unique app** designed to help **dog parents socialize** and form a community that caters to their pets' needs.
- The app not only allows dog parents to **meet and connect** with other dog parents but also enables them to find **reliable trainers and dog walkers** for their furry friends.
- Dogster is equipped with a feature that stores **all information** about their dogs and sends **key reminders** about **their important appointments** or any **other crucial information** via **WhatsApp**.
- With Dogster, dog parents can **stay organized** and **ensure** their pets receive the **best care possible**.



# Wireframes/Mockups

## Prototype Link

Installs the App,  
Sign-ups with mobile  
number

Home page,  
whenever the user  
goes out for a walk  
with a pet.

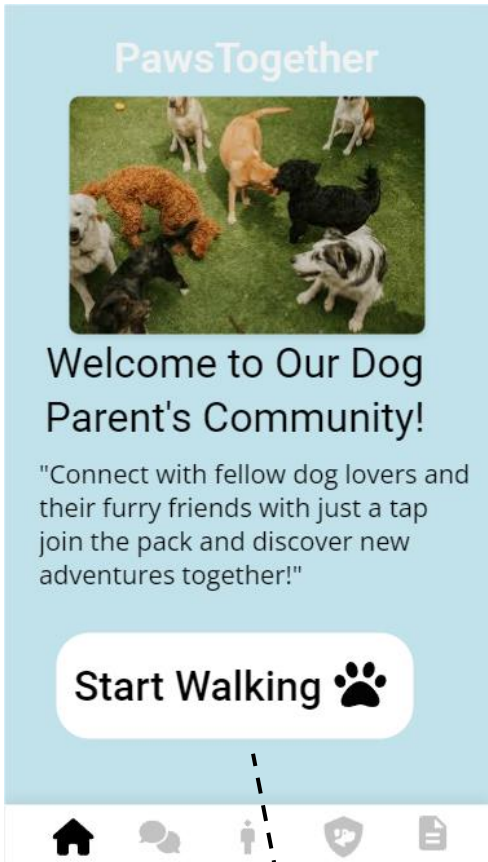
The user sees other  
dog parents in the  
vicinity

The user clicks and  
connects with dog  
parent

The user sees  
accepted requests  
and chats with them



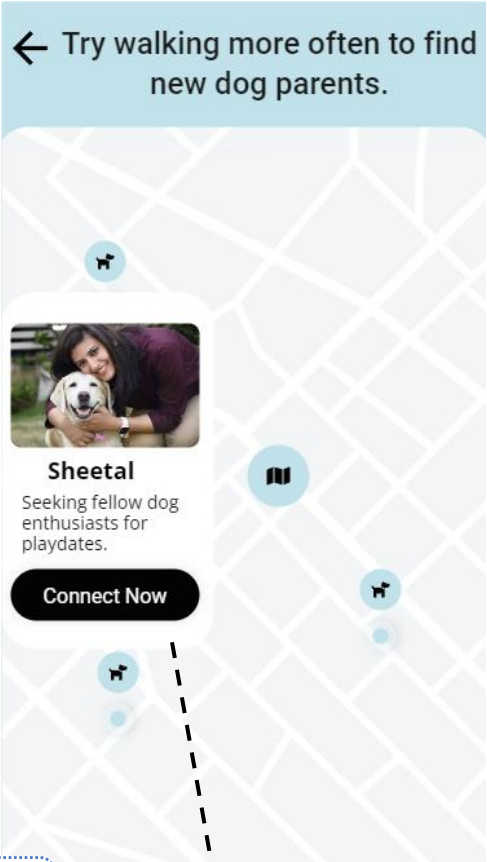
Users can discover  
the app as a guest



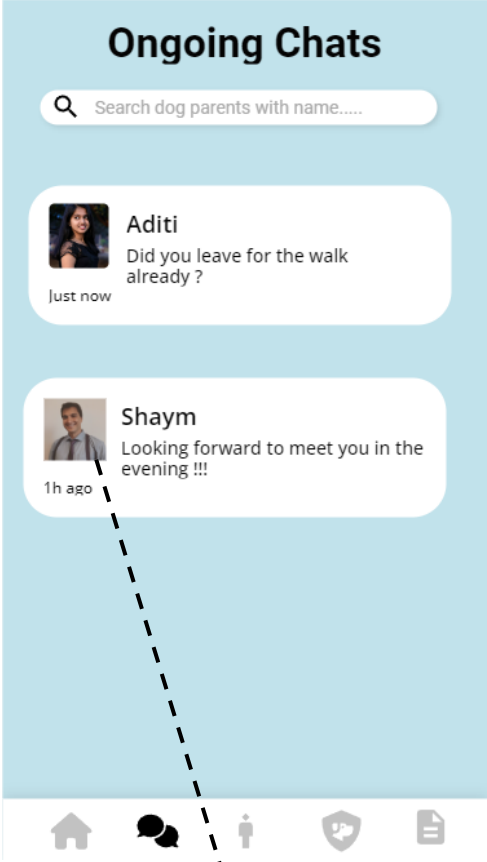
User can select this  
while going on a walk  
with their dog



Different dog parents in  
the vicinity for the user  
to match with



The user Profile  
opens after clicking  
on a certain avatar



Dog parents can chat with  
each other after connecting  
and make plans for pet parks,  
pet cafes etc.

Prototype Link

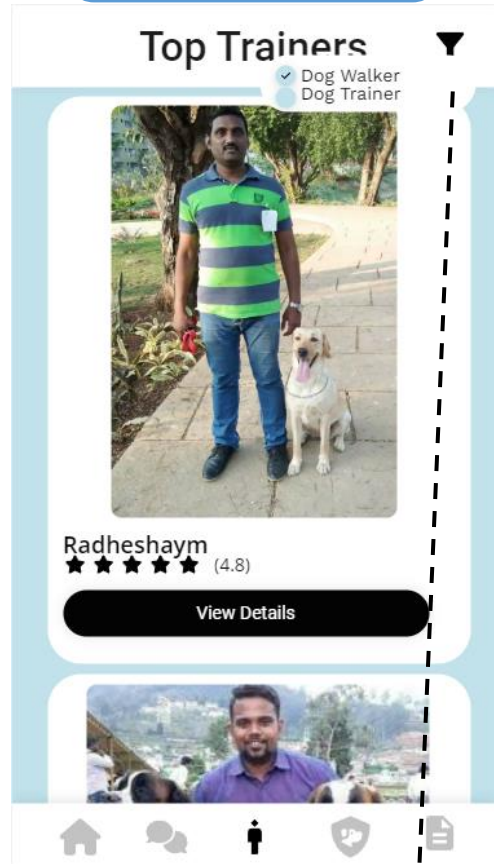
The user sees various dog trainers and dog walkers

The user can see detailed information before booking a session

The user selects dates and times before paying

The user creates their pet profile and sets a reminder about a key event

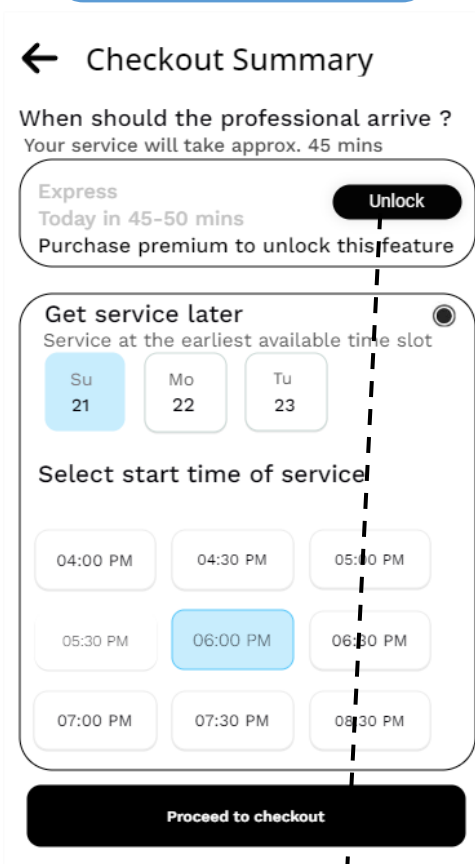
The user gets a reminder on WhatsApp about the specified event.



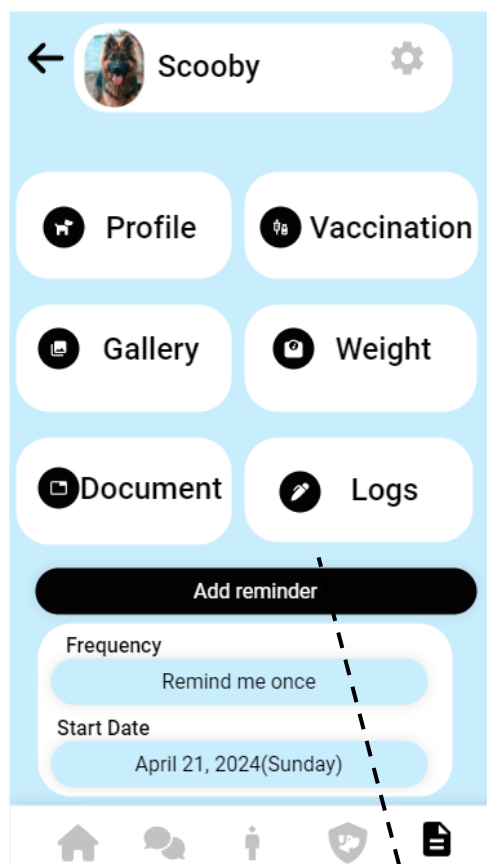
Users can filter if they want walkers or trainers



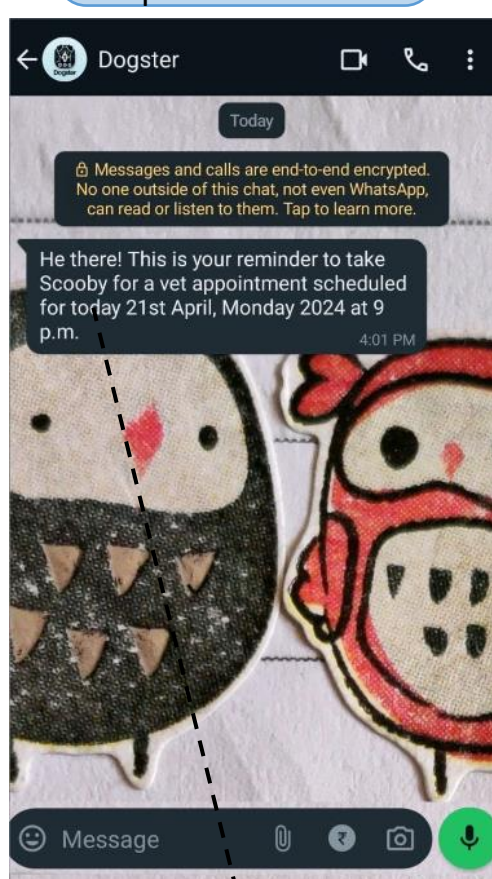
Users can book a demo if they aren't sure about the service



Only premium users will get access to full slots and features



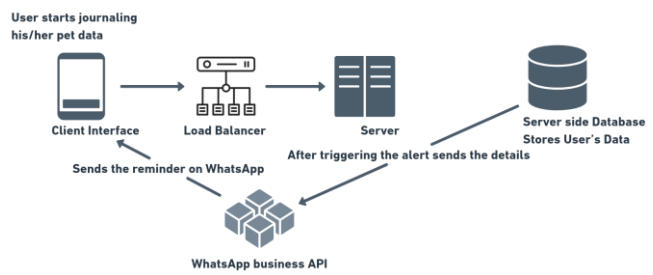
Users can set reminders about key events. Additionally, log different data related to their dogs



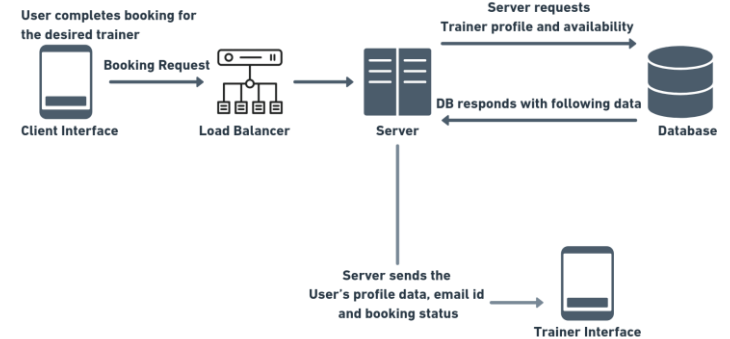
Users will get a reminder on his/her WhatsApp on the date set.

## System Design [Link](#)

### [Doggopedia](#)



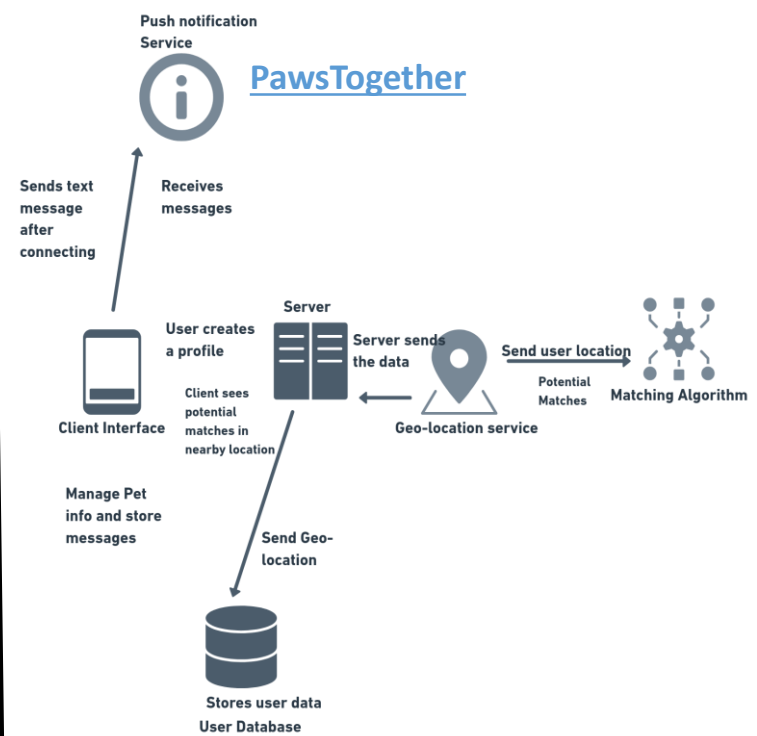
### [Top dog Trainer](#)



## Go to Market Strategy

- Phase 1- Pilot Launch-** Start only from Tier 1 cities (Bangalore, Mumbai, Kolkata and Delhi). It aims to gather data to improve and iterate on new features.
- Phase 2- Post Pilot Launch-** Expansion into other Tier 1 cities like Pune, Chennai and Tier 2 cities.
- Phase 3- Growth & Diversification -** Scale availability and release of the app nationwide.

### [PawsTogether](#)



## Revenue Model

- Freemium Model-** Provide a free app with basic features & a 2-week free trial of advanced features. Users can choose to subscribe or continue using the free version.
- Subscription Model-** Users can sign up monthly, quarterly or yearly with different plans available.
- Advertising-** Show relevant pet (dog) products in the app without disrupting the user experience.
- Commission-** Earn a commission from the various service personnel listed on the app.
- Data Monetization-** Leveraging user data to offer insights to businesses and institutions, without leaking sensitive information.

## Marketing and Awareness

### Online

- Social Media Campaigns-** Create engaging content on various social media platforms.
- Collaborations (influencers)-** Collaborate with different influencers to create content for the app.

### Offline

- Networking Events-** Showcasing our product at **PetFed Mumbai**. (Major pet Event)
- Partnerships-** Promoting our app with the help of similar businesses.



# Metrics, Pitfalls & Their Mitigation

## Important Metrics

Since the goal is to provide users with an easy and one-stop solution for their various pet-related needs, thus

**North Star Metric = User Adoption Rate**

Type	Metric	Definition
Adoption	User Adoption Rate	$\frac{\text{Number of users using Multiple features}}{\text{Total number of users}} \times 100$
Acquisition	# Downloads	The total no of app downloads
Engagement Metric	DAU, WAU	Daily/Weekly active users of the application
Satisfaction Metric	NPS (Net Promoter Score)	It is a metric used to gauge customer loyalty and satisfaction with a company, product, or service
Business Metric	# premium plan purchased	The number of users subscribed for premium plans.
Business Metric	ARPU	$\frac{\text{Premium Subscription Revenue}}{\text{No of premium Subscribers}}$
Retention Metric	% user renewing subscriptions	$\frac{\text{Current number of users}}{\text{Total number of users}} \times 100$

Pitfalls	Mitigation
Collection of user location data may raise privacy concerns.	Implement <b>robust privacy policies</b> , <b>Clearly communicate to users</b> why their <b>location data</b> is being collected and how it will be used.
Users may encounter issues with the quality of the service provided by dog trainers or walkers, leading to dissatisfaction & negative reviews.	Onboarding <b>only trustworthy and qualified trainers &amp; walkers</b> , Require dog trainers or walkers to undergo specific <b>training</b> and obtain relevant <b>certifications or licenses</b> .
Difficulty in attracting and retaining users due to competition, lack of awareness or dissatisfaction with MVP.	Invest in <b>marketing and promotional activities</b> to increase <b>visibility</b> and <b>attract users</b> . Gather <b>feedback</b> to <b>improve the platform</b> .

### Second-order Effects



**Community Building**



**Reduced Dog Anxiety**



**Better Dog Behaviour**