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| 1. **Value propositions**   Our goal is to make a more fun and user-friendly version of the game Soduko. 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 googlePlay or the app store for ios. |
| 1. **Customer Relationships**   Our target customers will be the veteran and casual Sudoku players. | 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. | 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. |