

#### **Problem**

#### People easily **lose motivation** to do sports:

- they don't see the progress of their work.
- they see **sports** as something they are **supposed to do**.
- their **goals seem always far** and not achievable.



### Market

# 20 Million

People in Italy do sports<sup>1</sup>

50%

Of new gym members quit in the first 6 months

6 Million

People in Italy go to the gym<sup>2</sup>

90%

Of the people that join gyms on January quit on February<sup>3</sup>

#### Our solution

A platform where people can get **motivation** to do sports by achieving bite-sized goals.





Our users will be able to **challenge** themselves and their friends on those **goals** and **earn points** upon completion.

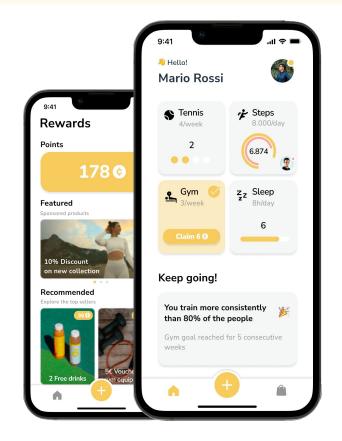
#### How does it work?

Create and track multiple goals.

**Receive points** when a goal is completed.

Convert points into **rewards**.

Track your progress.



## Competitor Analysis [1/2]

**Reward System SPORTMATE** Just track steps Overall train and health tracking GARMIN. STRAVA Google Fit

# Competitor Analysis [2/2]

|                       |          | (3)      | S        | <b>♣</b> | GARMIÑ.  | Google Fit |
|-----------------------|----------|----------|----------|----------|----------|------------|
| Reward system         | <b>V</b> | <b>V</b> | ×        | ×        | ×        | ×          |
| Automatic tracking    | <b>✓</b> | V        | ×        | V        | <b>V</b> | <b>V</b>   |
| High variety of goals | <b>V</b> | ×        | <b>✓</b> | ×        | ×        | ×          |
| Standalone app        | <b>✓</b> | V        | <b>✓</b> | V        | ×        | <b>V</b>   |
| Gamification          | <b>✓</b> | V        | ×        | V        | ×        | ×          |

#### **Business Model**

#### **Users**

Freemium model:



- Free: track up to 3 different goals, earn up to a maximum amount of points a day, ads.
- **Premium (2.99/month)**: no limitations, bonus earnings.

#### Affiliated companies

Percentage on company sales that use a discount code from our app.

## Roadmap

Fall 2022

Launch the app. Marketing and partnerships.

2023

Reach 125k users. Expand to Italy. 2025

Reach a user base of 250k users in the Italian market. Validate Europe expansion.

Spring 2022

Build the first version.

#### **Validation**

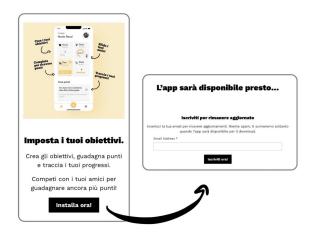
more than 75%

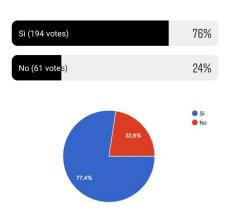
Of surveyed people would use the app

~400

People surveyed through Instagram, Google Forms and a fake door landing page.







## Needs

150k investment

Marketing Operations Design 600k

revenue

Projected in three years with a user base of 250k users

## The team



Federico Ramacciotti

CEO
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CTO

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# **Thanks**

