

Graduate Certificate
Programme in
Entrepreneurship (GCPE)

July 8, 2023

# Name of Group

**Team Members** 

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- ► Gyanmay Pradhan
  - ► Kirti Bishnoi

Do keep your messages short & clear. Avoid long paragraphs of descriptive text.



## **FIBE**

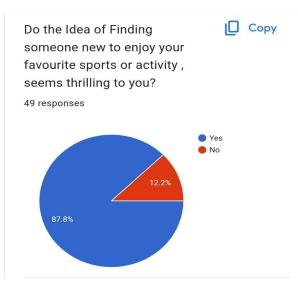
A virtual friend, who will help you to find someone to enjoy your favorite activity better, just within your range with a simple Question. "Someone Up for it?"

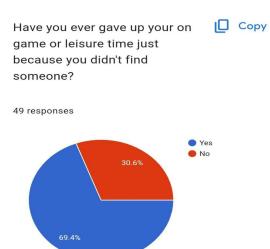
FIBE

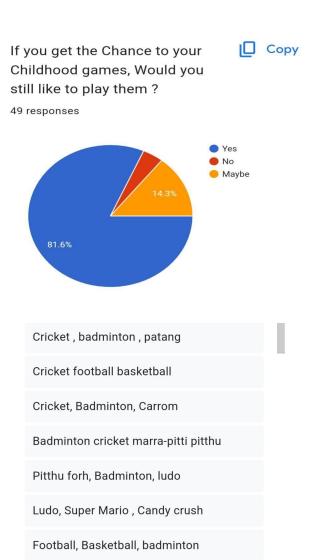
Logo



## **What Survey Showed:**



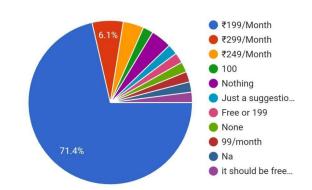




Hide and seek, hopscotch, 16 parchi

If subscription is asked for suggesting you places to Play games with offer coupons, How much would you like to pay?

49 responses



[ Сору

### PROBLEMS WE ADRESSED

- 1. Finding Companion
- 2. Social awkwardness: App will help people to become more affable.
- 3. Anxiety: In an epidemiological study from India, 14.5% of adolescent were found to be suffering from anxiety disorders and It is quoted in Ikigai, "The best way to avoid anxiety is to go out in the street and say to the people" which we have slightly modified, "Go to the app and Ask for someone to play your favorite Game".

Encouraging Towards Physical Games: It is said that around 23% Indian Population play at least one physical game, which is remarkably less.

### **EXISTING ALTERNATIVES TO ADRESS THE PROBLEM**

► 1. Dating apps.



Hinge (Dating app)

2. WhatsApp and Facebook Groups







## Describe your proposed product / solution?

- ► With just a simple Question "Someone Up for this?" You will be shown different profiles with their distance from you, their last seen, their status and last but not least, their profile rating.
- After finalising the Partener, it will suggest you nearby places where you can enjoy your sports or activity.
- ► It will offer you Games, Art and craft activity, music, Yoga, Literature etc. You can choose you preferred sports Just after signing up Whereas The rest preferences can be added as per your need.



### WHY FIBE?

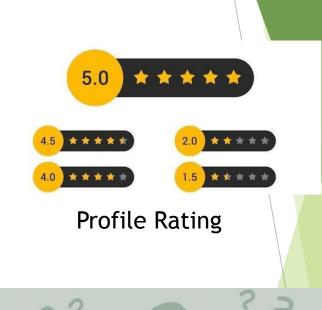
- Specialised app Guidance
- 2. Fresh Air
- Satisfactory PremiumTime Saving
- 4. Safety and Accuracy



HIDE AND SEEK



Enjoy Your Break



Don't know How to play?



# Who are we looking for?

#### Our Customer Segment and Customer Persona

- 1. College students (16 to 22 Y/O): Who are seeking to find new friends to enjoy their leisure activity
- 2. Working Youth: (22 to 28 Y/O) Those who prefer to spend their weekends playing badminton or playing guitar etc.
- 3. Working Adults (28 to 35 Y/O): Someone who are passionate about their Physical health and open for Meeting new people.
- 4. Young Artist (14 to 28 Y/O): Who seems to struggle because they can't find someone like them, or the right company to enjoy their passion.
- 5. Health Conscious People

(35 to 48 Y/O)



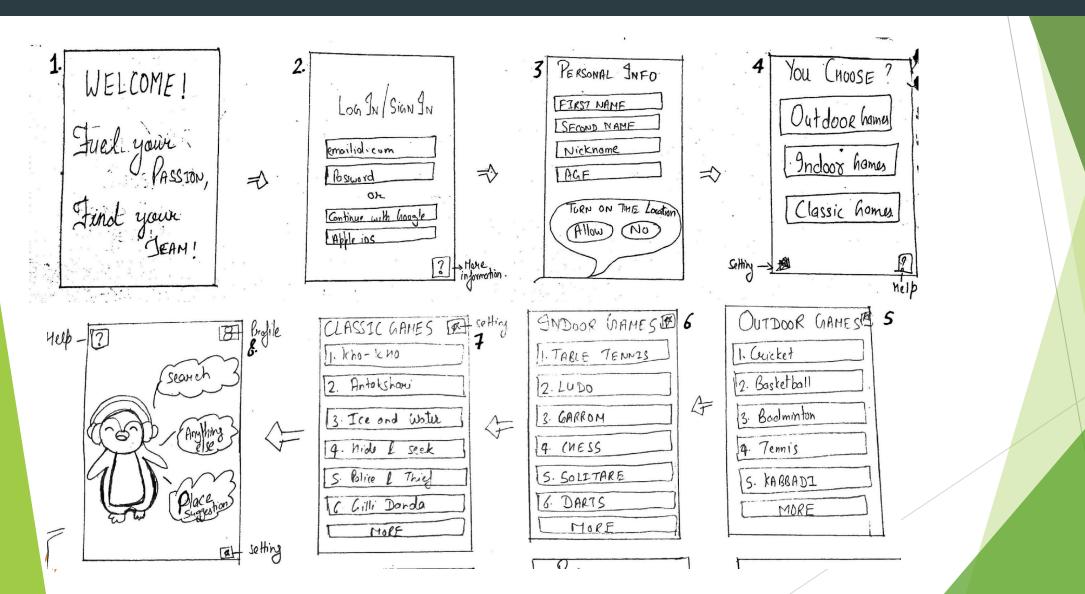


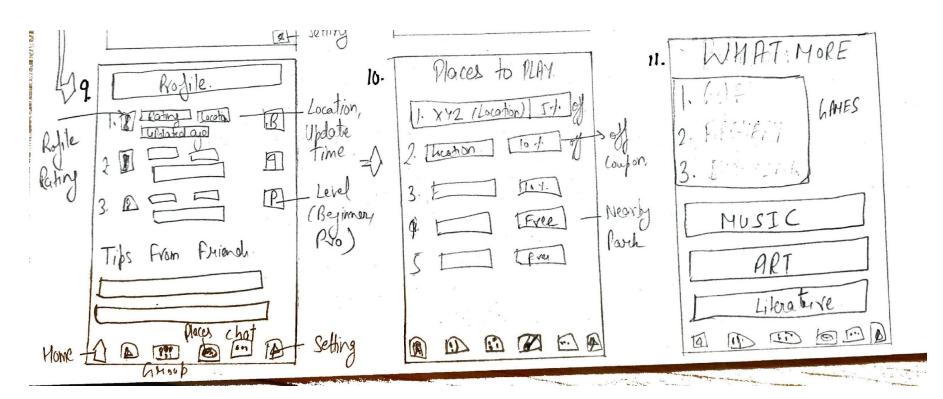






# Wire framed view or Prototype of your idea / solution





THE home Page.

The suggested Place page

**More Options** 



#### Business Model Canvas for your idea / product / solution

Key Partners	Key Activities	Value Propos	eitione	Customer Relationships	Customer Segments
Technology partnership  Commercial partneship (Institution,Turfs,Local playgrounds,Libraries)  Joint venture	Marketing( Social media, Advertising, Word of mouth, Promotion, Partner marketing)  Customer service  Build Partnerships  Platform development & design (APP)  Promotion & Sales  Key Resources  Marketing tools  Promotion & advertising channels  APP developers  Stratergic partnerships  Finance	"Fuel your pass team"  Connecting per hobbies or inte	sion, find your  ople with similar rest  ed personalised  erts and become more  le places with coupons	Personal Assistance (Al Penguin)  Customer support (Toll free, Feedback after every session Profile Rating of users  Customer interactive feature (DM)  Channels  APP  Social media  Partnership with local sports turfs	Mass market segment 12-35 year old  People who have no one around them with similar hobbies or interest  'Ambiverts' who are socially awkard but open to new conversation or meetings  Sports enthusiast
Cost Structure  Marketing & Ads  Operating expenses  Platform development charges  Toll-Free No. expense			Revenue Stree Commission fro AD revenues Subscription fee	om (Turfs,Playgrounds,Etc.)	

Licensing & IPR

# **Important Questions**

#### **Type of Startup**

Sole proprietorship, Partnership

#### **Marketing Sales Plan**

- 1. College campaign: To aware students regarding our app and Giving them trials.
- 2. Instagram add And Youtube Add
- 3. Social media Influencer: Selecting influencer who are active either of sports, music, arts or Yoga.
- 4. Metro Adds in Metro City
- Where will you find them?
- 1 College
- 2. Sports club
- 3. Offices
- 4. Society









# **Basic Business Plan**

	First six months	First year
App Downloads	50000	100000
Subscription & Add revenue	1755000,(800000)*	8760000,(1300000)*
Total Sales (Rs)	2555000	1006000
Expenses incurred for sale	600000(Digital) 600000(Physical)	1200000(Digital) 1200000(Physical)
Direct Labor ( 8 Member team)	1350000	2700000
Other Expense	300000	550000
Direct expense (Server)	496000	1897000
Profit/Loss	(791000)	2513000
Burning Rate	23.64%	0

Key assumptions for costing and pricing

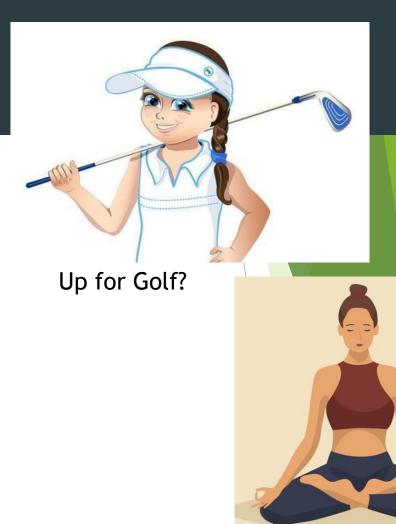


# What are the next steps planned?

1. Luxurious Games such as Golf, Polo etc.

2. Partnership with Sports accessories Company.

3. Start collaborating with Coaching centres And meditation Centre.



KHELMART





# PIE CHART FOR BUSINESS ACCOUNTS

