

GAMEBOARD

A **TOOL** to make more **PRODUCTIVE** teams

WHAT IS IT?

Its an ONLINE PLATFORM that allows a company to implement a gamification strategy to their process, integrating our API to their systems.



PROBLEM WORTH SOLVING






People are more willing to play than work, but not every system they use or actions they make are build using a gamification strategy, implementing this solutions can mean a lot of work for the developing team for a non core software component.

OUR SOLUTION

We provide a platform to create a company with teams and players; it allows you to create ACTIONS assign points to it, the player will get this points every time he executes this actions, to earn badges or achieve levels. All integrated with our API

TARGET MARKET



-  Github
-  Tech Startups
-  WooCommerce
-  Companies / BPO GT
-  Shopify Stores

Market size: \$359M

COMPETITIVE LANDSCAPE

Competitors	How our solution is better
Badgeville	Analytics, API, Mobile APP, White label
Bunchball	CRM Integration, Widgets, White Label
Mambo.IO	Opensource, Notifications, CRM Integrati
LevelEleven	Access control, elearning,Salesforce

FUNDING NEEDED

\$50K

- Finish the API platform
- Create the Player APP
- Infrastructure payment
- Create plugins for GitHub
- TeamWork, Shopify, etc.
- Marketing

SUCCESS STORIES

- McDonald's Delivery game design.
- FoxDeportes editors report
- Quebuencurso.com tutors gamification.

FUTURE PROJECTS

- Exp.life we already sign the MOU.
- GitLab gamification implementation as an OpenSource.
- BPO implementation thru affiliates.

SALES CHANNELS

- Third party markets like Shopify.
- CoWorking spaces with developers
- Startups conferences and pitching
- Social networks with digital marketing
- Our peers implementing with influencers

MARKETING ACTIVITIES

- Implementing with our solutions
- Training for developers in gamification
- Attending Startups Conferences
- Giving free access to influencers
- Creating gamification content in spanish




REVENUE STREAMS

- Selling our plugins in apps markets
- Registered companies to charge by user
- Integrating our platform in companies
- White label sales and configuration
- Game designing

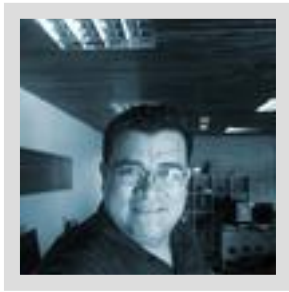
MAJOR COSTS

- Marketing
- App developers
- Backend Developers
- Frontend Developers
- Infrastructure

MILESTONES

Date	Milestone
<div>  July 30, 2018 </div>	Backend and API lunch
<div>  September 30, 2018 </div>	WebAPP Lunch
<div>  October 31, 2017 </div>	Player APP Lunch

TEAM AND KEY ROLES



Omar Alvarez
CEO & Founder



Rod Zavala
Lead Developer and Founde



Wan Mendoza
UX Developer

Andres Garcia our CMO and Partner

PARTNERS AND RESOURCES



Digitalocean
Our platform runs in
Digitalocean with Nginx
and Postgress DB

Incapsula
Actually is our CDN with
DDOS security

Sendgrid
We have a ProPackage
as part of a
representation of
Sendgrid.

Expanse
We signed and MOU to
integrate with a
cryptocurrency and
blockchain platform.