

Events										
Last Run On	2020-02-08 10:37:01									
View Name	All Work Order Data									
Total Results Found	0									
Total Results Returned	0									
Contains Sampled Data	No									
Totals For All Results										
									Total Events	0
Results Breakdown										
Event Category	Event Action	Week of the Year	Total Events							

Income needed, monthly, \$	Money per paying user, monthly, \$	% of paying users (from all)	% of active users (from all)
2500 [1]	10 [2]	0.01 [3]	0.33 [4]
Number of users needed, monthly	Current users, monthly	Users left to get, monthly	
26864	#REF!	#REF!	
Money per user, monthly, \$			
0.1000006204			
Revenue needed, monthly, \$			
2686.416667			

Unique visitors	10000		Price per sale
conv	10%		\$10
Registrations	1000		
conv	5%		
Active users	50		
conv	2%		
Paid users	1		
Monthly revenue	\$10		

Name	Value, max 100	Week	Succeeded	Failed	Total	Goal
coreGameplayAcceptance [5	10	30	1	9	10	50
coreGameplayAcceptance [6	#DIV/0!	31			0	
coreGameplayAcceptance [7	#DIV/0!	32			0	
coreGameplayAcceptance [8	#DIV/0!	33			0	

All prices in \$, monthly. Cost of my hours is not included because the goal is to work on this fulltime, not to retire.

Name	Cost					
	[9]					
Hosting	10					
Domain	1.41666667					
Tax	175					
Total, no tax	11.41666667					
Total	186.4166667					

[1] A month in Bali/SpB for 2 with minimal savings

[2] Theory, goal

[3] Theory, average stats

[4] theory, goal

[5] Core gameplay understood and experienced percentage.

A percentage of people who started playing and made 10 turns with capturing 30 squares in first 24 hours after game session start. Is calculated every week.

At least 10 people should be asked per week.

[6] Core gameplay understood and experienced percentage.

A percentage of people who started playing and made 10 turns with capturing 30 squares in first 24 hours after game session start. Is calculated every week.

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[7] Core gameplay understood and experienced percentage.

A percentage of people who started playing and made 10 turns with capturing 30 squares in first 24 hours after game session start. Is calculated every week.

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[8] Core gameplay understood and experienced percentage.

A percentage of people who started playing and made 10 turns with capturing 30 squares in first 24 hours after game session start. Is calculated every week.

At least 10 people should be asked per week.

[9] From here <https://toggl.com/app/reports/summary/1778252/period/thisMonth/billable/both>