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events(dev)															
Last Run On	2020-02-05 00:37:00			_											
View Name	All Web Site Data														
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Totals For All Results															_
			Total Events												
Results Breakdown						_									
	Event Action	Week of the Year	Total Events												_
Event Category	EVER ACTION	Week of the Year	local Events												

events													
Last Run On	2020-02-06-00:37:01												
View Name	All Web Site Data												
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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%	
Acive users	50	
conv	2%	
Paid users	1	
Monthly revenue	\$10	

Name	Value, max 100	Week	Succeeded	Failed	Total	Goal
coreGameplayAcceptance [8	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 l	nours is not in	cluded because	the goal is to wo	ork on this fulltime	e, not to retire.
Name	Cost					
	[9]					
Hosting	10					
Domain	1.416666667					
Тах	175					
Total, no tax	11.41666667					
Total	186.4166667					

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- [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.

At least 10 people should be asked per week.

[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.

At least 10 people should be asked per week.

[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