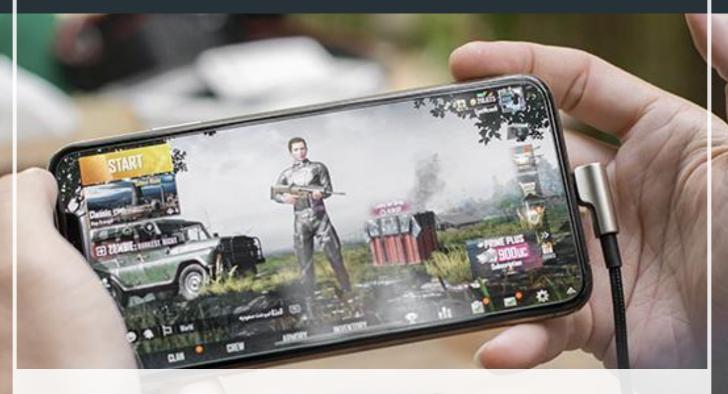


Mobile Game Business Plan

BUSINESS PLAN

Adventure in Every App



Prepared By

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info@example.com

http://www.example.com

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Business planning that's simpler and faster than you think

Creating a business plan using Upmetrics to start and grow a business is literally the easiest thing in the World. Simply read the instructions and fill in the blanks. It's as simple as that.



Upmetrics has everything you need to create a comprehensive business plan.



AI-powered Upmetrics Assistant

AI-powered insights to streamline your plan

Not sure where to start? Upmetrics' AI Assistant will automatically generate ideas for each section of your plan and offer improved versions of your writing, adjusting for tone, voice, and grammar or spelling errors.

Financial Forecasting Tool

All the financials are calculated for you

Forget the complex formulas and clumsy spreadsheets with automatic financials and drag-and-drop forecasting, you can finish your plan faster and be confident that your numbers are accurate.



-

	Problem worth Solving
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ssion Statement	Gur Salution

Business Plan Builder

Guides you like a business mentor

Upmetrics' step-by-step instructions, prompts, and the library of 400+ sample business plans will guide you through each section of your plan as a business mentor.

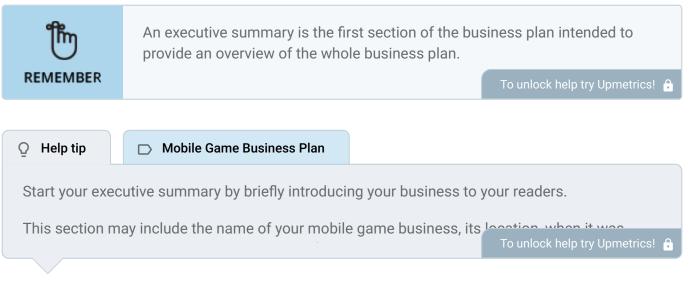
Join over 110K entrepreneurs who trust Upmetrics with Business Planning

Create a comprehensive business plan and maximize your chances of securing funding, bank loans, and small business grants.



Executive Summary

Market opportunity Services Offered Marketing & Sales Strategies Financial Highlights

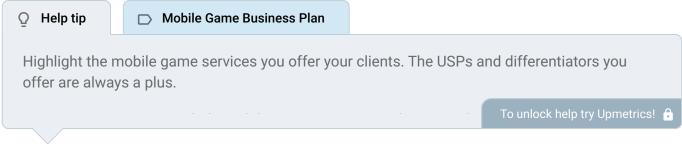


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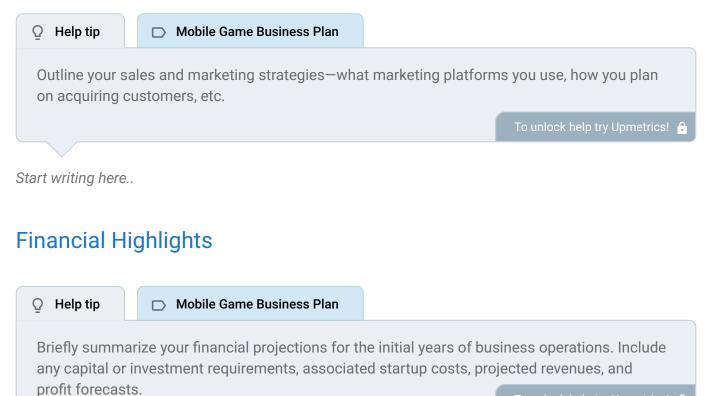
Market opportunity

Q Help tip	D Mobile Game Business Plan
-	ur market research, including market size, growth potential, and marketing ht the opportunities in the market and how your business will fit in to fill the gap.
	To unlock help try Upmetrics! 🔒
Start writing here.	

Services Offered

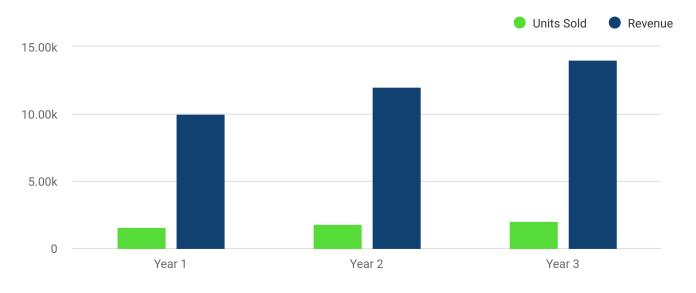


Marketing & Sales Strategies

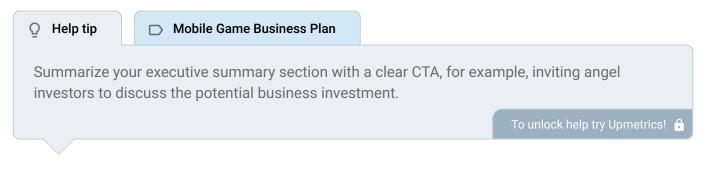


To unlock help try Upmetrics! 🔒

Units Sold v/s Revenue



Financial Year	Units Sold	Revenue
Year 1	1,550	\$10,000
Year 2	1,800	\$12,000
Year 3	2,050	\$14,000

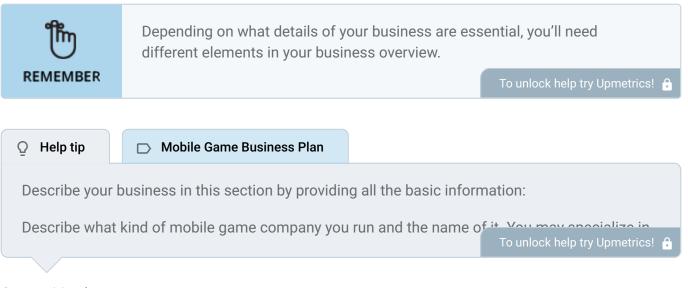


Write a call to action for your business plan.



Company Overview

Ownership Mission statement Business history Future goals

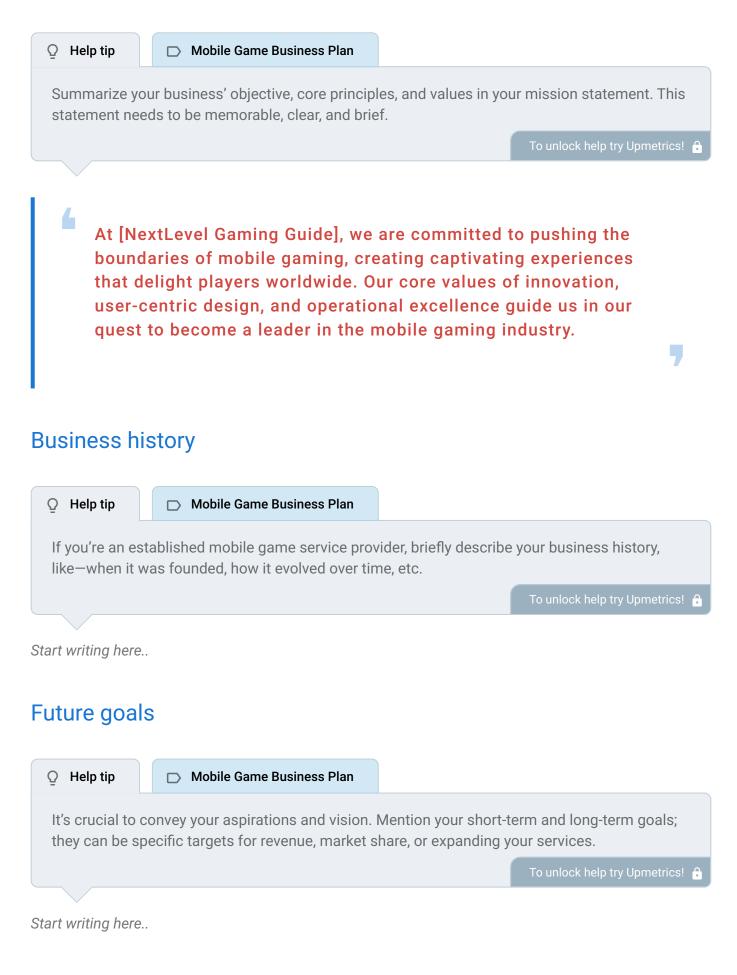


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Ownership

Q Help tip	D Mobile Game Business Plan			
List the names of your mobile game company's founders or owners. Describe what shares they own and their responsibilities for efficiently managing the business.				
	To unlock h	elp try Upmetrics! 🔒		

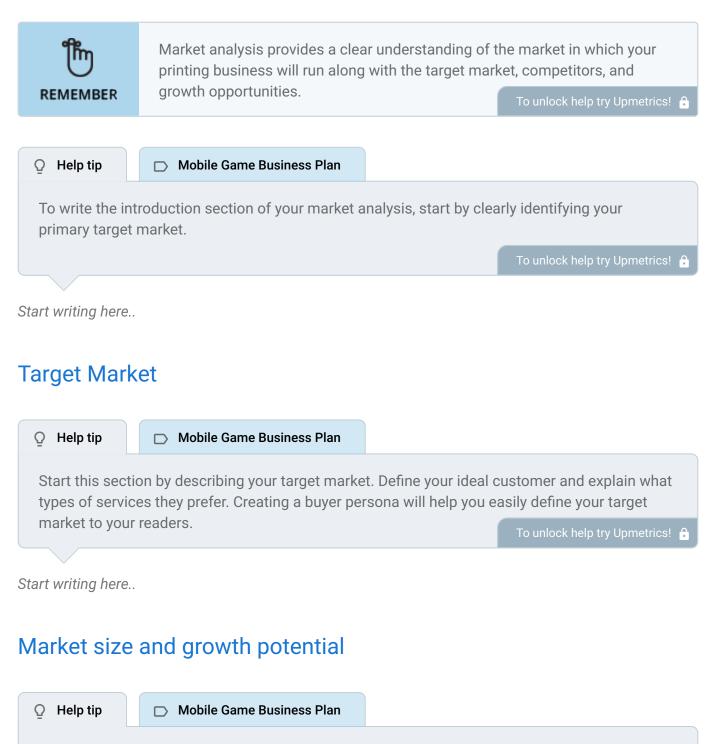
Mission statement





Market Analysis

Target Market Market size and growth potential Competitive analysis Market trends Regulatory environment



Describe your market size and growth potential and whether you will target a niche or a much broader market.

To unlock help try Upmetrics! 🔒

Market Size

All mobile gamers worldwide
Served Market
Mobile gamers in RPG and Action genres

Available Market

Target Market Users aged 18-35, interested in strategy RPG

Q Help tip

Mobile Game Business Plan

Identify and analyze your direct and indirect competitors. Identify their strengths and weaknesses, and describe what differentiates your mobile game services from them.

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Competitive analysis

GameMasters Guild

GameMasters Guild is a well-established player in the mobile gaming industry, known for its extensive range of role-playing games (RPGs) and strategy guides.

Features

Offers a vast selection of games and guides across various genres.

Provides a platform for gamers to connect, share tips, and discuss strategies.

Uses an algorithm to suggest games and guides based on user preferences.

Strengths

With years in the market, GameMasters Guild has developed a strong brand presence.

A substantial community of gamers and enthusiasts.

Offers in-depth guides and strategies for a wide array of games.

Weaknesses

The platform's user interface is somewhat dated and could use a modern refresh.

Despite having forums, the platform lacks real-time interaction features.

The company's success is heavily tied to the popularity of the games they provide guides for.



50M

10M

MobileStrat Pro

MobileStrat Pro specializes in strategy guides for mobile games, with a particular focus on competitive and multiplayer games.

Features

Offers live streaming of gameplay, including expert commentary and strategies.

Provides interactive and dynamic game guides

Helps users find other players at a similar skill level for multiplayer games.

Strengths

Their interactive guides and live streaming services are industry-leading.

Effective use of social media and online platforms to engage with their audience.

High-quality guides created by experienced gamers.

Weaknesses

Primarily focused on competitive games, which might alienate casual gamers.

Does not offer as extensive a game library as some competitors.

A significant portion of their appeal relies on live streaming, which might not appeal to all users.

CasualPlay Corner

CasualPlay Corner caters to the casual gaming market, providing guides and tips for a variety of popular mobile games.

Features

Easy-to-follow guides tailored for casual gamers.

Offers recommendations for new and popular casual games.

Hosts regular gaming challenges and competitions within their community.

Strengths

Content and guides are specifically tailored for a casual audience.

Engaged user base participating in challenges and discussions.

Covers a wide range of casual games.

Weaknesses

Guides may lack the depth and detail that more hardcore gamers seek

Not as well-known as some of the larger players in the industry.

The casual gaming market may present fewer monetization opportunities.

Market trends

O Help tip

Mobile Game Business Plan

Analyze emerging trends in the industry, such as technology disruptions, changes in customer behavior or preferences, etc. Explain how your business will cope with all the trends.

To unlock help try Upmetrics! 🔒

Regulatory environment

Q Help tip

Mobile Game Business Plan

List regulations and licensing requirements that may affect your mobile game company, such as business registration, age rating, content regulation, intellectual property rights, data protection compliances, insurance, state and federal regulations, etc.

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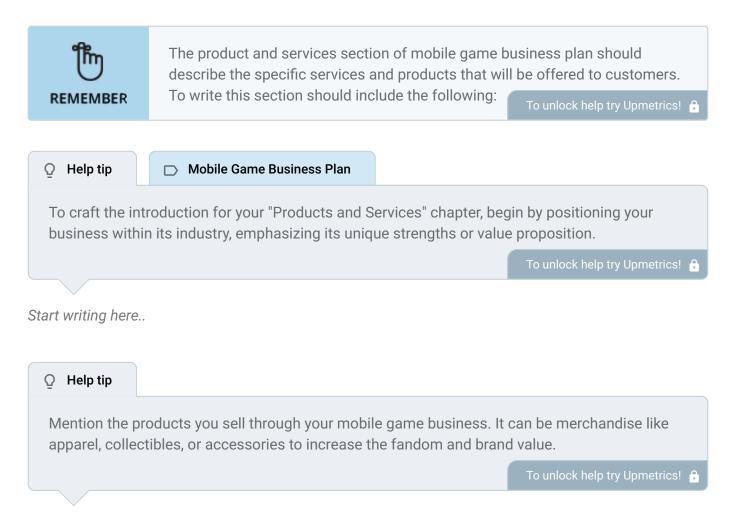




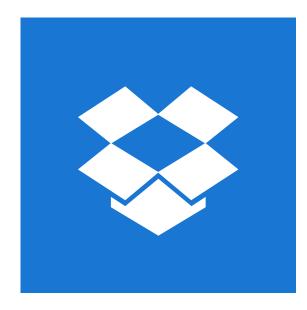
Products and Services

Products & Services Features & Functionality Quality Measures

Additional Services



Products & Services



Platinum Gaming Package

Price: [\$9.99]/month

Our Platinum Gaming Package provides an all-access pass to exclusive in-game content, special events, and premium customer support.

Members receive monthly virtual currency allowances, unique skins, and early access to new game releases.

Specifications

- Monthly virtual currency: 500 coins
- Exclusive Skins: 3 per month
- Early Access to New Games: 1 week before public release
- Premium Customer Support: 24/7 access

Strategy Guide eBook

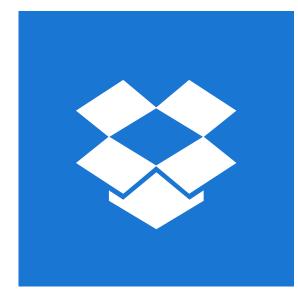
Price: [\$4.99] per eBook

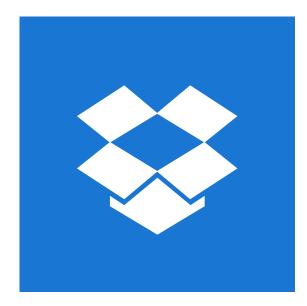
Our Strategy Guide eBooks provide in-depth game analysis, strategies, and tips to enhance player performance.

Written by gaming experts, these guides cover various genres and titles, helping players to master their favorite games.

Specifications

- Format: PDF and ePub
- Average Length: 50 pages
- Availability: Instant download after purchase
- Updates: Free updates with major game patches





Customizable Avatar Accessories

Price: Ranges from [\$0.99] to [\$4.99] per accessory

Enhance your in-game avatar with our range of customizable accessories.

From stylish hats to epic weapons, we have a variety of options to help you stand out in the game.

Specifications

- Compatibility: Available for all avatars in supported games
- Customization: Mix and match with existing avatar items
- Non-transferable: Accessories are tied to a single game account
- Durability: Permanent, no wear and tear

Live Streaming Toolkit

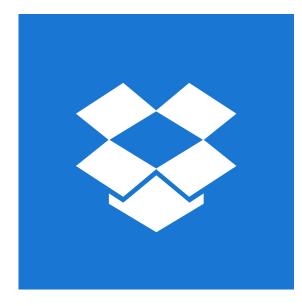
Price: [\$19.99] one-time purchase

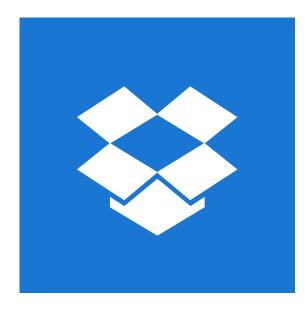
Our Live Streaming Toolkit is designed for gamers who wish to broadcast their gameplay.

The toolkit includes overlays, stream alerts, and a guide to get started with live streaming.

Specifications

- Contents: Overlays (10), Stream Alerts (15), Starter Guide (PDF)
- Compatibility: Compatible with major streaming platforms
- Customizable: Fully customizable to match your brand
- Support: Email support for setup and troubleshooting





VIP Tournament Entry

Price: [\$5.99] per entry

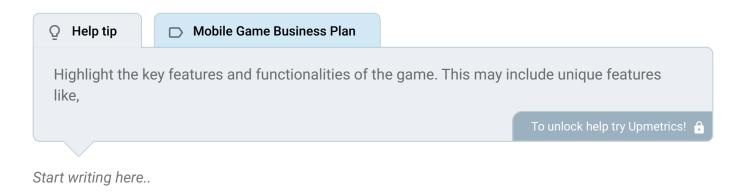
Gain access to exclusive VIP gaming tournaments with special prizes and intense competition.

Perfect for gamers looking to test their skills and make a name for themselves in the community.

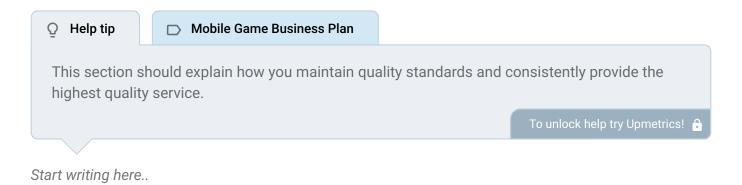
Specifications

- Frequency: Monthly tournaments
- Prizes: Cash prizes, exclusive in-game items, merchandise
- Skill Level: Open to all skill levels, but highly competitive
- Entry Requirements: Must be a registered user with a valid game account

Features & Functionality



Quality Measures



Additional Services

O Help tip

Mobile Game Business Plan

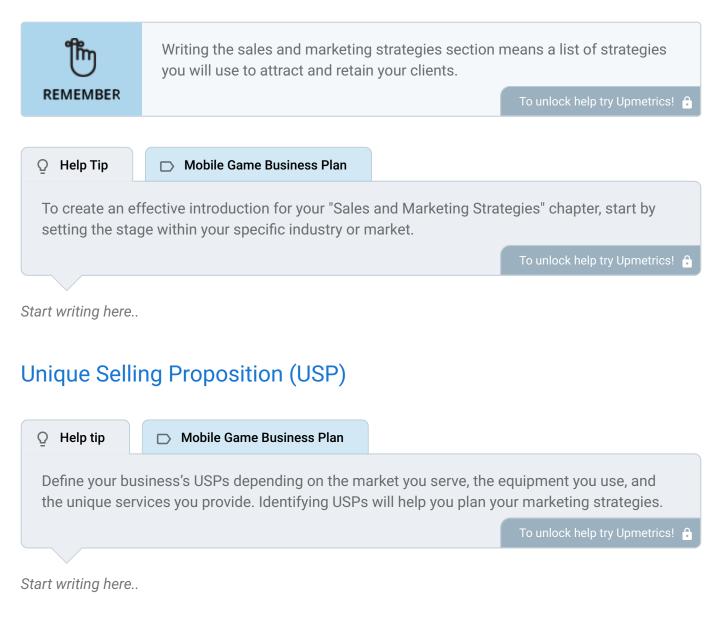
Mention if your mobile game company offers any additional services. You may include services like live streaming, hosting tournaments, support and help guide, etc.

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5.

Sales And Marketing Strategies

Unique Selling Proposition (USP) Pricing Strategy Marketing strategies Sales strategies Customer retention



Pricing Strategy



Mobile Game Business Plan

Describe your pricing strategy—how you plan to price your mobile gaming app and stay competitive in the local market. You can mention the freemium model you plan on introducing to attract new players to your game.

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Q Help tip

Mobile Game Business Plan

Discuss your marketing strategies to market your services. You may include some of these marketing strategies in your business plan—social media marketing, Google ads, email marketing, content marketing, PR, and influencer marketing.

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Marketing strategies

Online



Social Media

Utilizing platforms like Facebook, Instagram, and Twitter to create buzz around our games and foster a sense of community.



Email Marketing

Engaging with our user base through regular newsletters, updates, and exclusive offers.



Content Marketing

Creating compelling blog posts, articles, and videos that highlight game features, tips, and strategies.



Google Ads

Implementing targeted ad campaigns to drive app installations and increase visibility.



PR and Influencer Marketing

Partnering with gaming influencers and media outlets to amplify our reach and credibility in the market.

♀ Help tip

Mobile Game Business Plan

Outline the strategies you'll implement to maximize your sales. Your sales strategies may include partnering with game subscription service providers, offering referral programs, cross-promotion, etc.

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Sales strategies



Partner with Businesses

Aligning with subscription platforms to offer our games to a wider audience.



Cross-Promotion

Collaborating with other game developers and platforms for mutual promotion.



Referral Programs

Encouraging existing users to refer new players, rewarding them for their efforts

Q Help tip

Mobile Game Business Plan

Describe your customer retention strategies and how you plan to execute them. For instance, introducing loyalty programs, regular content betterment, daily rewards and incentives, personalized service, etc.

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Customer retention



Loyalty Programs

Implementing reward systems for long-term players, ensuring they feel valued and appreciated.



Regular Content Updates

Consistently delivering fresh, engaging content to keep the gameplay experience exciting and novel.



Personalized Service

Utilizing user data to provide tailored recommendations, enhancing the user experience.



Daily Rewards and Incentives

Offering daily log-in rewards and incentives to maintain high engagement levels.



Operations Plan

Staffing & Training Operational Processes Technology & Equipment

REMEMBER	When writing the operations pla various aspects of your busines		ant to consider the To unlock help try Upmetrics! 🔒	
Q Help tip	Mobile Game Business Plan			
To create an effective introduction for your "Operational Plan" chapter, start by emphasizing the pivotal role of efficient operations in the success of your business, underscoring how they directly impact the quality of services delivered.				
Start writing here	the quality of services delivered.		To unlock help try Upmetrics! 🔒	

Staffing & Training

Q Help tip	D Mobile Game Business Plan			
Mention your gaming business's staffing requirements, including the number of developers or game designers needed. Include their qualifications, the training required, and the duties they				
will perform.		To unlock help try Upmetrics! 🔒		
Start writing here.				

Operational Processes

O Help tip

Mobile Game Business Plan

Outline the processes and procedures you will use to run your mobile game business. Your operational processes may include working on the user interface, fixing bugs, introducing updates, running ads, learning programs for developers, etc.

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Technology & Equipment

Q Help tip

Mobile Game Business Plan

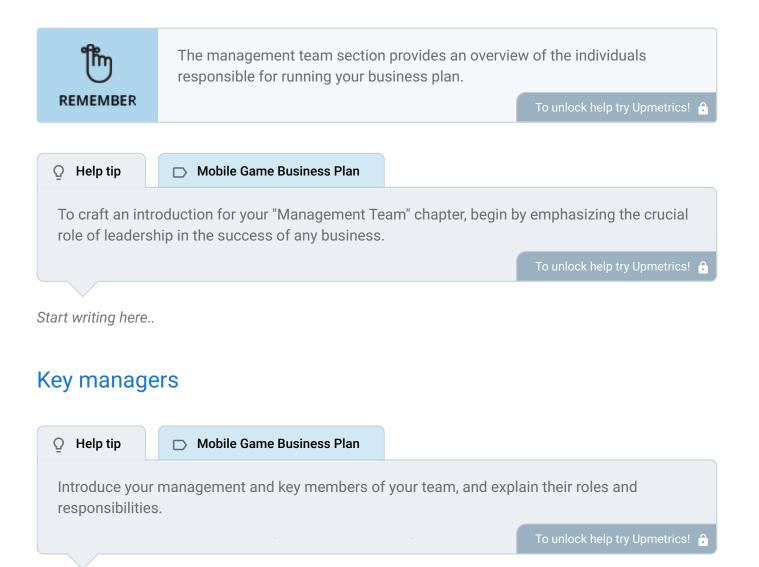
Include the list of equipment and machinery required for mobile game business, such as computer systems, development technology, office equipment, etc.

To unlock help try Upmetrics! 🔒



Management Team

Key managers Organizational structure Compensation plan Advisors/Consultants



Start writing here..



John Doe

CEO & Co-founder - john.doe@example.com

John is a visionary leader with over 15 years of experience in the gaming industry. He co-founded [NextLevel Gaming Guide] with a mission to revolutionize mobile gaming through innovative and user-centric solutions.

John is responsible for setting the strategic direction of the company, building key partnerships, and fostering a culture of innovation.

- Educational Background: John holds a Bachelor's degree in Computer Science from MIT and an MBA from Stanford University.
- Professional Background: Before starting [NextLevel Gaming Guide], John served as a Senior Game Developer at XYZ Games, where he led several successful game development projects.

His deep understanding of game mechanics and user engagement has been crucial in driving the company's success.



Jane Doe

Chief Operating Officer (COO) - jane.doe@example.com

operational management within the tech industry.

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As COO, she ensures that [NextLevel Gaming Guide] operates efficiently, fostering a productive and positive work environment.

Jane is a results-oriented professional with over 10 years of experience in

- Educational Background: Jane has a Bachelor's degree in Business Administration from the University of California, Berkeley.
- Professional Background: Prior to joining [NextLevel Gaming Guide], Jane was the Operations Director at ABC Tech, where she successfully streamlined operations and significantly improved operational efficiency.



Alice Brown CMO - alice.brown@example.com

Alice is an innovative marketing strategist with a knack for identifying and capitalizing on market trends.

At [NextLevel Gaming Guide], she leads the marketing team in developing and executing strategies that drive user acquisition and brand awareness.

- Educational Background: Alice earned her Bachelor's degree in Marketing from New York University.
- Professional Background: She has over 12 years of marketing experience, having worked as a Senior Marketing Manager at GameTech, where she played a pivotal role in their market expansion.



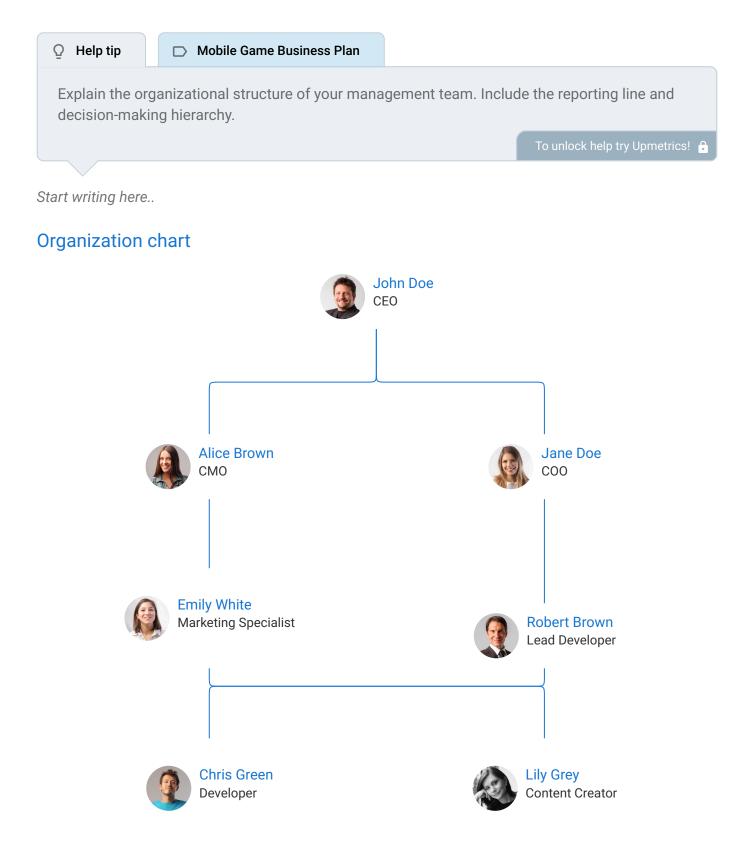
Robert Brown

Lead Developer - robert.brown@example.com

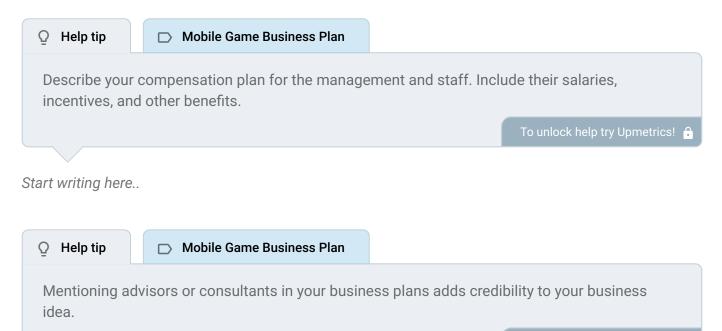
Robert is a seasoned game developer with a passion for creating immersive and engaging gaming experiences. He oversees the development team at [NextLevel Gaming Guide], ensuring the timely delivery of high-quality games.

- Educational Background: Robert has a Bachelor's degree in Game Design from the University of Southern California.
- Professional Background: With over 10 years of experience in game development, he has previously worked at Innovative Games as a Lead Developer.

Organizational structure



Compensation plan



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Advisors/Consultants



Dr. Richard Smith

Advisor

- Expertise: Gaming Technology and User Experience
- Background: With over 20 years in the gaming tech space, Dr. Smith has been an integral part of multiple successful mobile gaming startups. Holding a Ph.D. from [Prestigious University] in Game Design and Technology, he's been a guest lecturer at numerous events and has also authored several research papers.
- Role: Advises on technology adoption, gaming experience enhancements, and industry trends.



Ms. Clara Williams

Consultant

- Expertise: Gaming Monetization and Business Strategy
- Background: Former VP of Monetization at [Top Gaming Company], Clara has a stellar track record of driving profitability for mobile gaming ventures. Her strategies have been pivotal for games that have achieved 'top 10' status in app stores globally.
- Role: Provides insights into revenue models, in-app purchase strategies, and overall business growth.



Financial Plan

Profit & loss statement Cash flow statement Balance sheet Break-even Analysis Financing needs

Mobile Game Business Plan | Business Plan 2023

				2020
		2024	2025	2026
Profit & loss	statement			
	, ,	•		To unlock help try Upmetrics! 🔒
Make sure to i	nclude your business's expected ne	et profit or loss.		
Describe detai	ls such as projected revenue, opera	ational costs, and service cos	sts in your projected profit and loss state	ement.
Q Help tip	D Mobile Game Business Plan			
Start writing here				
				To unlock help try Upmetrics! 🔒
To create an ef success of you	•	icial Plan" chapter, begin by s	stressing the critical role of a well-struct	ured financial plan in the
O Help tip	Mobile Game Business Plan			
REMEMBER				To unlock help try Upmetrics! 🔒
1m	When writing the financial plan projections for the first few yea	•	t's important to provide a comprehensiv / provide the following:	e overview of your financial
aAa				

	2024	2025	2026
Unit Sales	98,387	221,585	499,052
Unit Price	\$1	\$1	\$1
Subscription Model	\$429,460.25	\$1,429,653.50	\$2,852,308.45
Users	13,882	33,281	61,197
Recurring Charges	\$5	\$5	\$5
Advertising Revenue	\$47,751.41	\$85,754.61	\$154,002.78

Cost Of Sales	\$47,023.92	\$94,139.74	\$165,553.14
General Costs	\$47,023.92	\$94,139.74	\$165,553.14
Development Costs	\$17,511.96	\$40,859.87	\$76,349.67
Game Development Software	\$6,000	\$6,120	\$6,242.40
Outsourced Artwork	\$11,511.96	\$34,739.87	\$70,107.27
Licensing Costs	\$29,511.96	\$53,279.87	\$89,203.47
Game Engine License	\$18,000	\$18,540	\$19,096.20
Music and Sound Effects Licenses	\$11,511.96	\$34,739.87	\$70,107.27
Revenue Specific Costs	\$0	\$0	\$0

	2024	2025	2026
Personnel Costs (Direct Labor)	\$0	\$0	\$0
Gross Margin	\$528,574.26	\$1,642,853.60	\$3,339,810.31
Gross Margin (%)	91.83%	94.58%	95.28%
Operating Expense	\$943,320	\$971,481.24	\$1,000,524.24
Payroll Expense (Indirect Labor)	\$890,520	\$916,677.24	\$943,634.52
Development Team	\$403,200	\$417,312	\$431,918.40
Game Developers	\$288,000	\$298,080	\$308,513.28
Graphic Designers	\$115,200	\$119,232	\$123,405.12
Marketing Team	\$172,500	\$176,674.56	\$180,957.84
Marketing Specialists	\$124,200	\$126,684	\$129,217.68
Social Media Manager	\$48,300	\$49,990.56	\$51,740.16
Support Team	\$314,820	\$322,690.68	\$330,758.28
Customer Support Representatives	\$169,920	\$174,168	\$178,522.56

	2024	2025	2026
Technical Support Specialists	\$144,900	\$148,522.68	\$152,235.72
General Expense	\$52,800	\$54,804	\$56,889.72
Marketing and Promotion	\$33,600	\$34,992	\$36,444.96
Digital Advertising	\$19,200	\$20,160	\$21,168
Social Media Campaigns	\$14,400	\$14,832	\$15,276.96
Operational Costs	\$4,800	\$4,896	\$4,993.92
Web Hosting	\$1,200	\$1,224	\$1,248.48
Office Supplies	\$3,600	\$3,672	\$3,745.44
Technology and Tools	\$14,400	\$14,916	\$15,450.84
Software Subscriptions	\$6,000	\$6,180	\$6,365.40
Development Tools	\$8,400	\$8,736	\$9,085.44
Bad Debt	\$0	\$0	\$0
Amortization of Current Assets	\$0	\$0	\$0
EBITDA	(\$414,745.74)	\$671,372.36	\$2,339,286.07

	2024	2025	2026
Additional Expense	\$10,042.93	\$8,108.77	\$6,055.31
Long Term Depreciation	\$4,896	\$4,896	\$4,896
Gain or loss from Sale of Assets	\$0	\$0	\$0
EBIT	(\$419,641.74)	\$666,476.36	\$2,334,390.07
Interest Expense	\$5,146.94	\$3,212.76	\$1,159.29
EBT	(\$424,788.67)	\$663,263.59	\$2,333,230.76
Income Tax Expense / Benefit	\$0	\$0	\$0
Total Expense	\$1,000,386.85	\$1,073,729.75	\$1,172,132.69
Net Income	(\$424,788.67)	\$663,263.59	\$2,333,230.76
Net Income (%)	(73.80%)	38.18%	66.56%
Retained Earning Opening	\$0	(\$439,788.67)	\$213,474.92
Owner's Distribution	\$15,000	\$10,000	\$10,000
Retained Earning Closing	(\$439,788.67)	\$213,474.92	\$2,536,705.68

♀Help tip▶Mobile 0

🕞 Mobile Game Business Plan

The cash flow for the first few years of your operation should be estimated and described in this section.

This may include billing invoices, payment receipts, loan payments, and any other cash flow statements.

To unlock help try Upmetrics! 🔒

Cash flow statement

	2024	2025	2026
Cash Received	\$575,598.18	\$1,736,993.34	\$3,505,363.45
Cash Paid	\$995,490.85	\$1,068,833.75	\$1,167,236.69
COS & General Expenses	\$99,823.92	\$148,943.74	\$222,442.86
Salary & Wages	\$890,520	\$916,677.24	\$943,634.52
Interest	\$5,146.94	\$3,212.76	\$1,159.29
Sales Tax	\$0	\$0	\$0
Income Tax	\$0	\$0	\$0
Net Cash From Operations	(\$419,892.67)	\$668,159.59	\$2,338,126.76

Assets Sell	\$0	\$0	\$0

	2024	2025	2026
Assets Purchase	\$20,000	\$0	\$0
Net Cash From Investments	(\$20,000)	\$0	\$0

Amount Received	\$180,000	\$0	\$0
Loan Received	\$100,000	\$0	\$0
Common Stock	\$0	\$0	\$0
Preferred Stock	\$0	\$0	\$0
Owner's Contribution	\$80,000	\$0	\$0
Amount Paid	\$46,359.35	\$43,293.51	\$45,347.12
Loan Capital	\$31,359.34	\$33,293.52	\$35,347.14
Dividends & Distributions	\$15,000	\$10,000	\$10,000
Net Cash From Financing	\$133,640.65	(\$43,293.51)	(\$45,347.12)
Summary			
Starting Cash	\$0	(\$306,252.02)	\$318,614.06

	2024	2025	2026
Cash In	\$755,598.18	\$1,736,993.34	\$3,505,363.45
Cash Out	\$1,061,850.20	\$1,112,127.26	\$1,212,583.81
Change in Cash	(\$306,252.02)	\$624,866.08	\$2,292,779.64
Ending Cash	(\$306,252.02)	\$318,614.06	\$2,611,393.70

O Help tip

Mobile Game Business Plan

Create a projected balance sheet documenting your mobile game business's assets, liabilities, and equity.

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Balance sheet

	2024	2025	2026
Assets	(\$291,148.02)	\$328,822.06	\$2,616,705.70
Current Assets	(\$306,252.02)	\$318,614.06	\$2,611,393.70
Cash	(\$306,252.02)	\$318,614.06	\$2,611,393.70
Accounts Receivable	\$0	\$0	\$0
Inventory	\$0	\$0	\$0

	2024	2025	2026
Other Current Assets	\$0	\$0	\$0
Long Term Assets	\$15,104	\$10,208	\$5,312
Gross Long Term Assets	\$20,000	\$20,000	\$20,000
Accumulated Depreciation	(\$4,896)	(\$9,792)	(\$14,688)
Liabilities & Equity	(\$291,148.01)	\$328,822.06	\$2,616,705.68
Liabilities	\$68,640.66	\$35,347.14	\$0
Current Liabilities	\$33,293.52	\$35,347.14	\$0
Accounts Payable	\$0	\$0	\$0
Income Tax Payable	\$0	\$0	\$0
Sales Tax Payable	\$0	\$0	\$0
Short Term Debt	\$33,293.52	\$35,347.14	\$0
Long Term Liabilities	\$35,347.14	\$0	\$0
Long Term Debt	\$35,347.14	\$0	\$0
Equity	(\$359,788.67)	\$293,474.92	\$2,616,705.68
Paid-in Capital	\$0	\$0	\$0
Common Stock	\$0	\$0	\$0

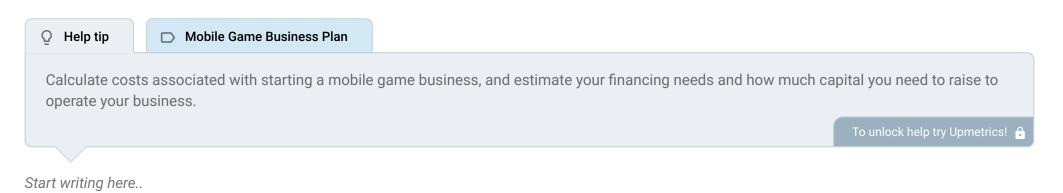
	2024	2025	2026
Preferred Stock	\$0	\$0	\$0
Owner's Contribution	\$80,000	\$80,000	\$80,000
Retained Earnings	(\$439,788.67)	\$213,474.92	\$2,536,705.68
Check	\$0	\$0	\$0
Q Help tip D Mobile Game Business Plan			
Determine and mention your business's break-	even point—the point at whi	ch your business costs and revenue wi	ill be equal.
This exercise will help you understand how mu	ich revenue you need to gen	erate to sustain or be profitable.	To unlock help try Upmetrics! 🔒

Break-even Analysis

	2024	2025	2026
Starting Revenue	\$0	\$575,598.18	\$2,312,591.52
Net Revenue	\$575,598.18	\$1,736,993.34	\$3,505,363.45
Closing Revenue	\$575,598.18	\$2,312,591.52	\$5,817,954.97

	2024	2025	2026
Starting Expense	\$0	\$1,000,386.85	\$2,074,116.60
Net Expense	\$1,000,386.85	\$1,073,729.75	\$1,172,132.69
Closing Expense	\$1,000,386.85	\$2,074,116.60	\$3,246,249.29
Is Break Even?	No	Yes	Yes
Break Even Month	0	Oct '25	0
Days Required	0	20 Days	0
Break Even Revenue	\$1,000,386.85	\$1,861,178.76	\$0
In-Game Purchases	\$0	\$261,940.60	\$0
Subscription Model	\$0	\$1,486,508.43	\$0
Advertising Revenue	\$0	\$112,729.73	\$0
Break Even Units			
In-Game Purchases	0	261,941	0
Subscription Model	0	29,144	0
Advertising Revenue	\$0	\$112,729.73	\$0

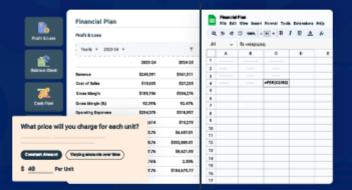
Financing needs



Upmetrics vs Financial Spreadsheets

Spreadsheets can be a powerful tool for preparing complex financial reports and forecasts. However, using them can be quite time-consuming, intimidating, and frustrating.

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Upmetrics could be your way out of boring & clumsy spreadsheets. Simply enter the numbers, and get accurate and easy-to-understand financial reports made in minutes - no more remembering complex formulas or fussing in the spreadsheet.

Start your planning today



Appendix



When writing the appendix section, you should include any additional information that supports the main content of your plan. This may include financial statements, market research data, legal do

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Create a winning business plan that gets you funded

Creating a stunning and investment-ready plan requires no writing, graphic designing, or financial planning expertise.

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