APPMAGIC

Expenses and Revenue Projections

APPMAGIC 2022

Estimated Expenses and Revenue Projections

As with any early stage capital requirement, AppMagic presents a best estimate for both monthly expenses and strong revenue growth.

Investors may realize greater than 30x ROI within 48 months of Beta launches in this fast and ever growing technology space.

BATL ©

Monthly development expense estimate of $60,000 with a 12 member team and a 12 to 18 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $30,000 after Beta launch.

Monthly Marketing and Customer Support expenses of $100,000 after Beta Launch.

BATL ©

Monthly revenue estimate of $5M 18 to 24 months increasing to $10M 36 to 48 months after Beta Launch.

Revenue sources from subscription fees, purchases and advertising.

TendTo ©

Currently being developed in WordPress 5.8

Monthly development expense estimate of $12,000 with a 3 member team and a 12 - 15 month build towards Beta Launch.

Monthly Marketing, Salary and Customer Support expenses to be determined during Round B.

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TendTo ©

Monthly revenue estimate of $2M 18 to 24 months and increasing to $8M 36 to 48 months after Beta Launch.

Revenue sources are 20% commissions with Professional Care Workers, in-App Services, Advertising and Food Purchases.

Tendto is currently in development as a WordPress based Web Application.

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Joynus ©

Monthly development expense estimate of $40,000 with a 8 member team and a 9 to 12 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $30,000 after Beta launch.

Monthly Marketing and Customer Support expenses of $60,000 after Beta Launch.

Joynus ©

Monthly revenue estimate of $3M 18 to 24 months increasing to $6M 36 to 48 months after Beta Launch.

Revenue sources from enhanced features, in-App purchases and advertising.

Please Note * Joynus is currently being considered a potential WordPress Web App.

Viewly ©

Monthly development expense estimate of $60,000 with a 12 member team and a 9 to 12 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $90,000 after Beta launch.

Monthly Marketing and Customer Support expenses of $80,000 after Beta Launch.

Viewly ©

Monthly revenue estimate of $4M 18 to 24 months increasing to $8M to 48 months after Beta Launch.

Revenue sources from 20% Conference Fees, 20% Gaming Fees, subscription fees, in-App purchases and advertising.

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Wheely ©

Monthly development expense estimate of $100,000 with a 18 member team and a 12 to 18 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $30,000 after Beta launch.

Monthly Marketing and Customer Support expenses of $500,000 after Beta Launch.

Wheely ©

Monthly revenue estimate of $8M 18 to 24 months increasing to $16M 36 to 48 months after Beta Launch.

Revenue sources from 20% Rideshare and Trucking Fees, Delivery Services, Rental, In-App purchases and advertising.

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Wurly ©

Monthly development expense estimate of $60,000 with a 12 member team and a 12 to 18 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $30,000 after Beta launch.

Monthly Marketing, Salary and Customer Support expenses of $300,000 after Beta Launch.

Wurly ©

Monthly revenue estimate of $6M 18 to 24 months increasing to $12M 36 to 48 months after Beta Launch.

Revenue from Monthly Software Fees, In-App purchases and advertising.

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Folklore ©

Monthly development expense estimate of $40,000 with a 8 member team and a 9 to 12 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $30,000 after Beta launch.

Monthly Marketing and Customer Support expenses of $100,000 after Beta Launch.

Folklore ©

Monthly revenue estimate of $3M 18 to 24 months increasing to $6M 36 to 48 months after Beta Launch.

Revenue sources from subscriptions, In-App purchases and advertising.

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Alarum ©

Monthly development expense estimate of $40,000 with a 8 member team and a 12 to 18 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $15,000 after Beta launch.

Monthly Marketing and Customer Support expenses of $50,000 after Beta Launch.

Alarum ©

Monthly revenue estimate of $3M 18 to 24 months increasing to $6M 36 to 48 months after Beta Launch.

Revenue sources from subscriptions, In-App purchases and advertising.

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Relate ©

Monthly development expense estimate of $60,000 with a 12 member team and a 12 to 18 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $30,000 after Beta launch.

Monthly Marketing and Customer Support expenses of $100,000 after Beta Launch.

Relate ©

Monthly revenue estimate of $5M 18 to 24 months increasing to $10M 36 to 48 months after Beta Launch.

Revenue sources from Monthly Subscriptions, In-App purchases and advertising.

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Kinetic People ©

Monthly development expense estimate of $50,000 with a 10 member team and a 9 to 12 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $30,000 after Beta launch.

Monthly Marketing and Customer Support expenses of $60,000 after Beta Launch.

Kinetic People ©

Monthly revenue estimate of $3M 18 to 24 months increasing to $6M 36 to 48 months after Beta Launch.

Revenue sources from Monthly Subscriptions, In-App purchases and advertising.

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SportFreaks ©

Monthly development expense estimate of $40,000 with a 8 member team and a 9 to 12 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $30,000 after Beta launch.

Monthly Marketing and Customer Support expenses of $100,000 after Beta Launch.

SportFreaks ©

Monthly revenue estimate of $3M18 to 24 months increasing to $6M 36 to 48 months after Beta Launch.

Revenue sources from 5% Betting Fess, Monthly Subscriptions, In-App purchases and advertising.

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Biddie ©

Monthly development expense estimate of $40,000 with a 8 member team and a 9 to 12 month build towards Beta Launch.

Monthly Google Cloud Platform (GCP) and Firebase expense of $60,000 after Beta launch.

Monthly Marketing and Customer Support expenses of $100,000 after Beta Launch.

Biddie ©

Monthly revenue estimate of $3M 18 to 24 months increasing to $6M 36 to 48 months after Beta Launch.

Revenue sources from 5% Bidding Fees, monthly subscriptions, In-App purchases and advertising.

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End

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