










# The Business Model Canvas

Designed for:

Designed by:

Date:

Version:

<p><b>Key Partners</b> </p> <p>The professor Lorenzo De Carli, that is who write the protocol</p>	<p><b>Key Activities</b> </p>	<p><b>Value Propositions</b> </p> <p>The possibility of use different client or server to communicate, but using the same protocol.</p>	<p><b>Customer Relationships</b> </p> <p>We are all at the same level, because also we can use their software</p>	<p><b>Customer Segments</b> </p> <p>All the classmate that need to use our software</p>
	<p><b>Key Resources</b> </p> <p>All we need is a server always active and the client in the same network</p>		<p><b>Channels</b> </p> <p>Laboratory at school, internet, social media.</p>	
<p><b>Cost Structure</b> </p> <p>At our team this activity cost 0, because we use the tools that the school gave us.</p>			<p><b>Revenue Streams</b> </p>	



This work is licensed under the Creative Commons Attribution-Share Alike 3.0 Unported License. To view a copy of this license, visit: <http://creativecommons.org/licenses/by-sa/3.0/> or send a letter to Creative Commons, 171 Second Street, Suite 300, San Francisco, California, 94105, USA.