


<p><b>Company and Market Overview</b></p> <p>Your first paragraph should state where the company is headquartered in, the legal structure (if available), what the company does, the size of the market (with a source) and the intended longer-term market share of the company.</p> <p><b>Target Customer</b></p> <p>Your second paragraph should state who the initial and longer-term target customer is.</p> <p><b>Management Team</b></p> <p>Your third paragraph should describe the management of the company, the year the company was founded and the relevant skills of the management team.</p> <p><b>Board / Advisors</b></p> <p>[OPTIONAL] Your fourth paragraph can contain the relevant skills and/or backgrounds of your board. List skills of your board that compensate for gaps in the skillset and/or experience of your management team (we will discuss this in more detail in Step 4).</p> <p><input type="checkbox"/> Click to turn off Board/Advisors text in Executive Summary</p>	<p><b>Executive Summary</b></p> <p><b>Company and Market Overview</b></p> <p>Shark Virtual Reality Software is a United States based Limited Liability Corporation which makes virtual reality software that puts you in movies and video games. The size of the total addressable market (TAM) is \$32 billion for the movie industry and \$138 billion for the video game industry for a combined total of \$170 billion. The growth rate of the TAM is 2% for the movie industry and 5% for the video game industry.* Shark Virtual Reality Software plans on capturing 1% of the market in 5 years.</p> <p><b>Target Customer</b></p> <p>The company's initial target market is movie and or video game fans located in The United States. In 5 years, the target market will be customers located in The United States, Canada, India, United Kingdom, Australia and New Zealand.</p> <p><b>Management Team</b></p> <p>Tony Shark founded Shark Virtual Reality Software in 2017. Tony Shark has previous work experience in the Oculus Virtual Reality division of Facebook, where he created the content platform software distribution business model. Relevant skills and experience that employees of the firm have, includes experience at Marvel Studios, former CFO of a high profile software company and engineering experience at Google.</p> <p><b>Board / Advisors</b></p> <p>The company's board includes former Microsoft Vice President, former Autodesk software engineer, former west coast Head of Sales at DreamWorks and venture capital partner at XYZ Media Ventures.</p> <hr/> <p><small>* Source: IBIS World for the movie industry data and Statista for the video game industry. Please see: <a href="https://www.ibisworld.com/industry-trends/market-research-reports/information/motion-picture-sound-recording-industries/movie-video-production.html">https://www.ibisworld.com/industry-trends/market-research-reports/information/motion-picture-sound-recording-industries/movie-video-production.html</a> for the movie industry and <a href="https://www.statista.com/statistics/246888/value-of-the-global-video-game-market/">https://www.statista.com/statistics/246888/value-of-the-global-video-game-market/</a> for the video game industry.</small></p>	<p><b>Executive Summary</b></p> <p><b>Company and Market Overview</b></p> <p><b>Target Customer</b></p> <p>The company's initial target market is located in . In 5 years, the target market will be customers located in .</p> <p><b>Management Team</b></p> <p>founded in Please click this cell and then select your response by clicking the arrow on the right. . Relevant skills and experience that employees of the firm have, includes</p> <p><b>Board / Advisors</b></p> <p>The company's board includes</p> <hr/> <p><small>* Source: . Please see:</small></p>
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<p><b>Market Problem &amp; Solution</b></p> <p>Your fifth paragraph discuss the problem with the industry and how your company solves this problem.</p> <p><b>Significant Recent Company Milestone</b></p> <p>[OPTIONAL] Your 6th paragraph discuss a significant milestone achieved, the exist strategy (if applicable) for investors and (again if applicable), how much money your company wants to raise as well as the use of proceeds.</p> <p><input type="checkbox"/> Click to turn off Milestone in Executive Summary</p> <p><b>Product Image</b></p> <p>[OPTIONAL] If applicable, paste your product image in your answer in the white box on the right. Please see row 39 in "STEP 3 Inputs for Exec Summary. <a href="#">Click me to go to where you pasted [if applicable] your product (or mock product) image.</a></p> <p><input type="checkbox"/> Click to turn off Product Image in Executive Summary</p>	<p><b>Market Problem &amp; Solution</b></p> <p>The problem with movie and video game industry is movie sales growth is low. Shark Virtual Reality Software solves this problem through a brand new, high-margin distribution channel for movie companies.</p> <p><b>Significant Recent Company Milestone</b></p> <p>A recent milestone achieved by Shark Virtual Reality Software is exclusive contract signing with Marvel Studios. Shark Virtual Reality Software intends on raising \$1,000,000 ; the use of proceeds is to hire 2 software engineers and to open an office in Bollywood The intended exit strategy is through Initial Public Offering.</p> <p><b>Product Image</b></p> 	<p><b>Market Problem &amp; Solution</b></p> <p>The problem with is . solves this problem through .</p> <p><b>Significant Recent Company Milestone</b></p> <p>A recent milestone achieved by is intends on raising ; the use of proceeds is The intended exit strategy is through Please click this cell and then select your exit option response by clicking the arrow on the right. .</p> <p><b>Product Image</b></p>
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