

A NEW WAY

A mobile dating app dedicated to singles with disabilities



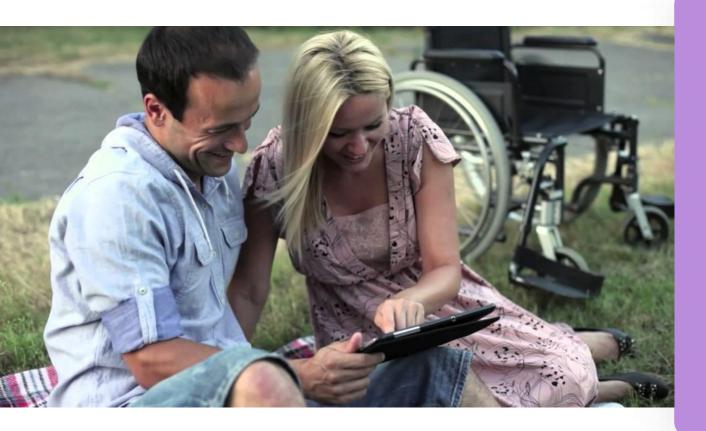
Love for Everybody

Filter limitations constrains and swipe for a match



THE ISSUE AT HAND

Current solutions refer to non- disabled audience and those who do, tend to have a poor UX/UI experience





Limited Resources

There are few platforms that tailor to the dating & relationship needs of individuals with special needs



Physical Constraints

Physical limitations spur the need for a virtual dating platform



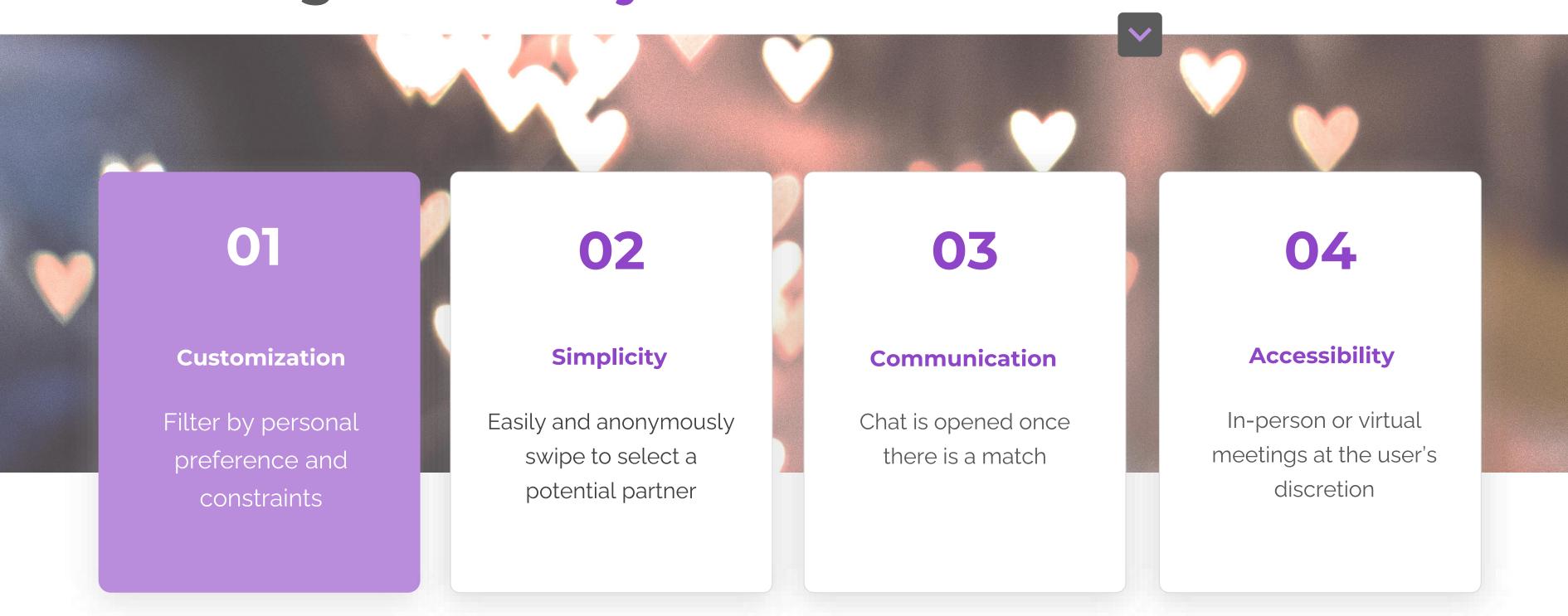
Societal Expectations

Societal expectations of disabled people effects their own self worth





Matching Made Easy



HOW WE STAND OUT



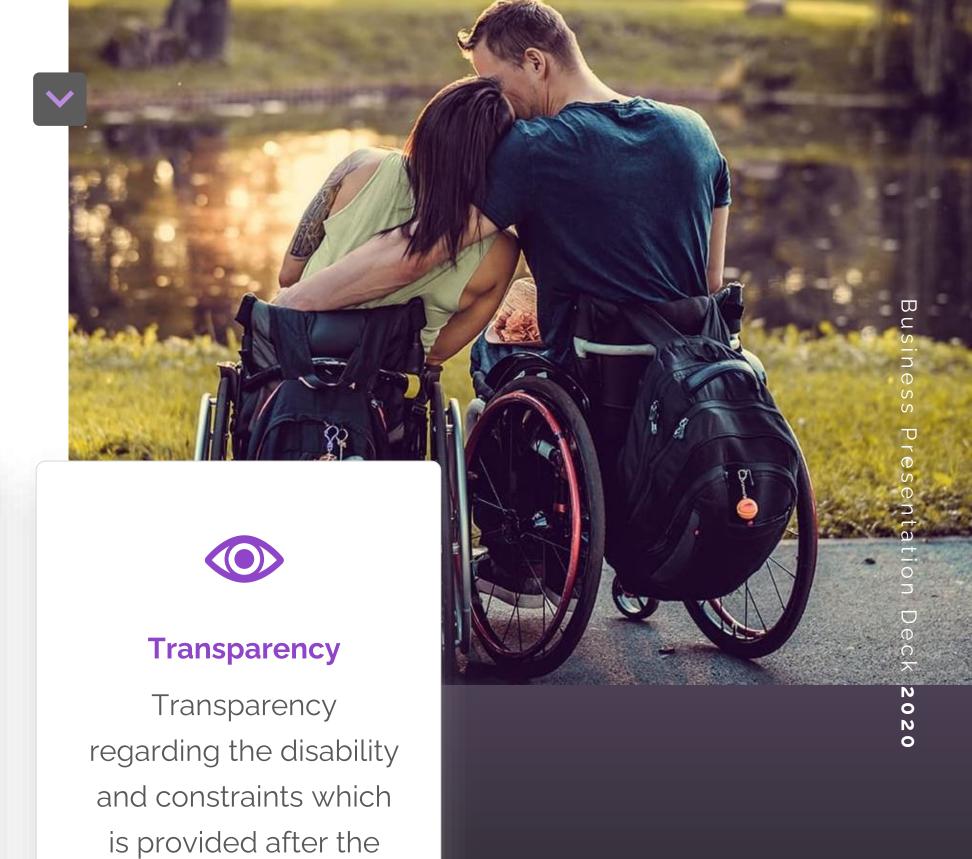
Higher Match Potential

Tailor made for a
disabled audience &
those open to an
inclusive relationship



Critical Mass

multitude of potential users to choose from



initial match



Direct Competitors



20K Users



10K Users



10K Users

Indirect Competitors



57M Users



55M Users

Benchmark



7M Users



COMPETITIVE EDGE



UX/UI

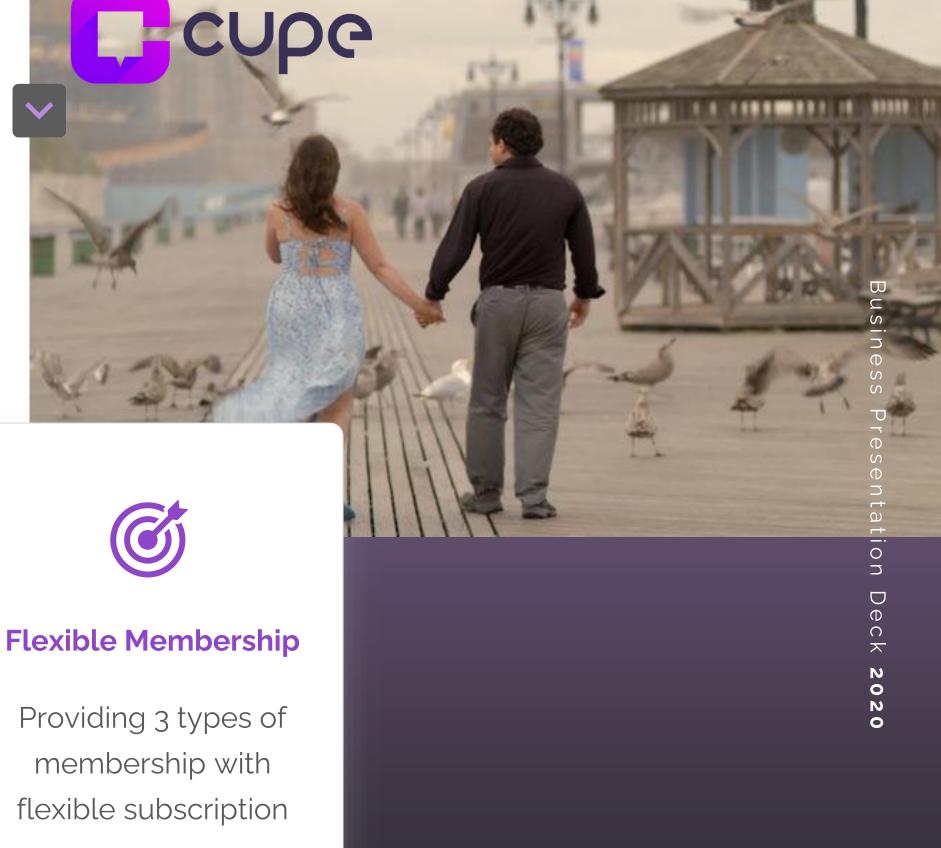
Cupe will provide great users experience and help those with difficulties



Subdued Number of Adds

Limited adds a day for each freemium user

membership with flexible subscription





Key Market



48.9M Disabled U.S citizens



12.7% of all U.S citizens are registered as disabled.

900K Disabled live in NYC



\$798M U.S Dating Apps Revenue Projection (2020)

Average revenue per user - \$8.9 9.3% Expected Revenue Growth



GO-TO-MARKET





Community establishment

Cupe will establish and maintain social network presence



NYC Pilot

Pilot through NYC disabled social media community providing free experience



Scaling Up

Expand to other central cities in the US



REVENUE MODEL

ASSUMPTIONS	
% Premium Users	12%
Average daily advertising exposures per user	15
Retention Rate	30%

Business Model

Advertising

Advertising will be shown to Cupe (freemium) users

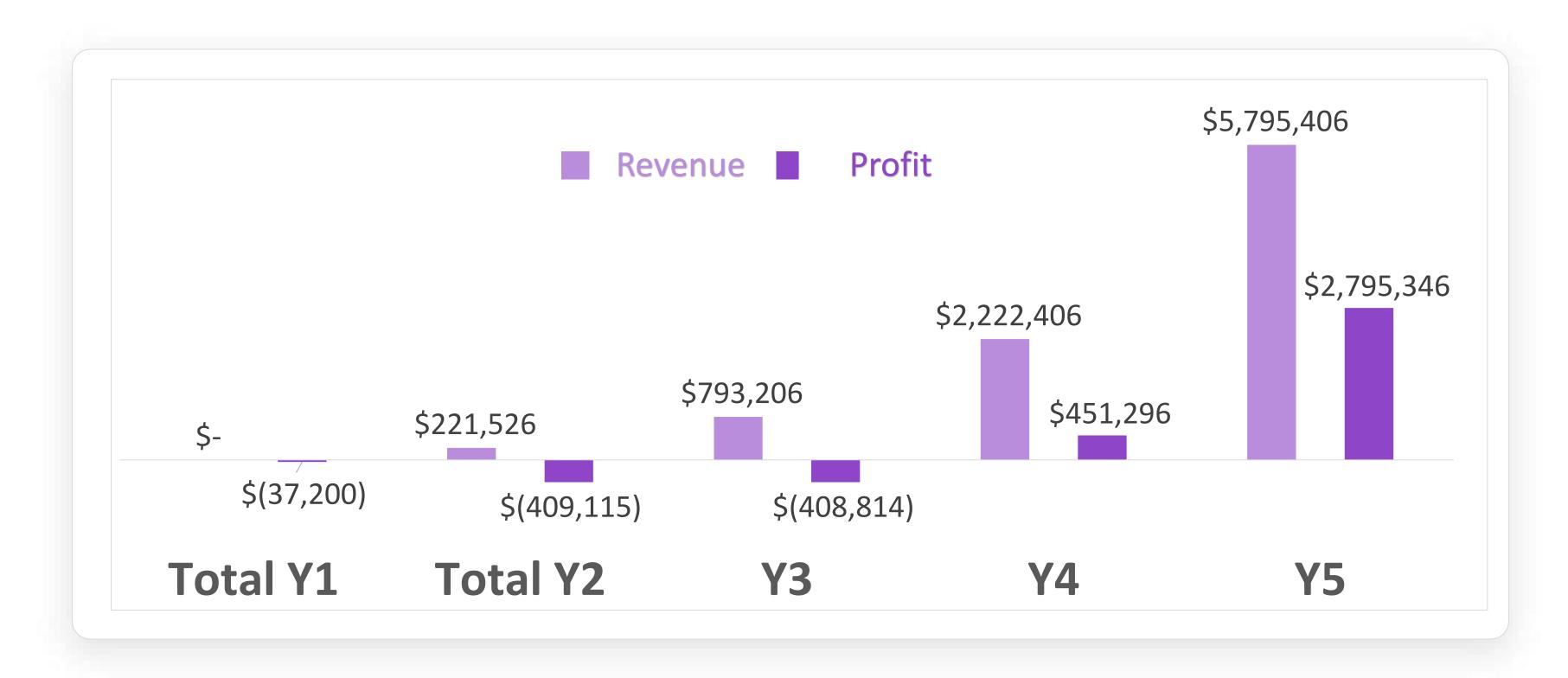
Membership

Cupe will include 3 types of membership: Cupe (free), Cupe+, Cupe VIP. Each membership is offered for 1/6/12 months



CASH FLOW





FINANCIALS & TIMELINE

Required Funding

\$ 265 K

Use Of Funds

- Development
- Pilot
- User Acquisition

Pre-money Valuation

\$ 533 K

Team Building, MVP

Development Establishing a

Community

Go to Market, Marketing & App
Improvement Development

2021 Q3-4 Scaling Up Marketing,



