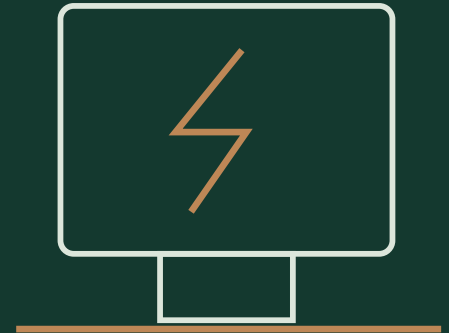


PocketHarbor Studio

Client-owned apps. One paid delivery pool.

Fictional prelaunch



Requirements and reviews consume the same paid hours.

Paid delivery capacity



65% sold-time target

Preparation and support also take time.

Paid work will test time and margin.

A clear scope.

A controlled delivery process.



Agree



Schedule



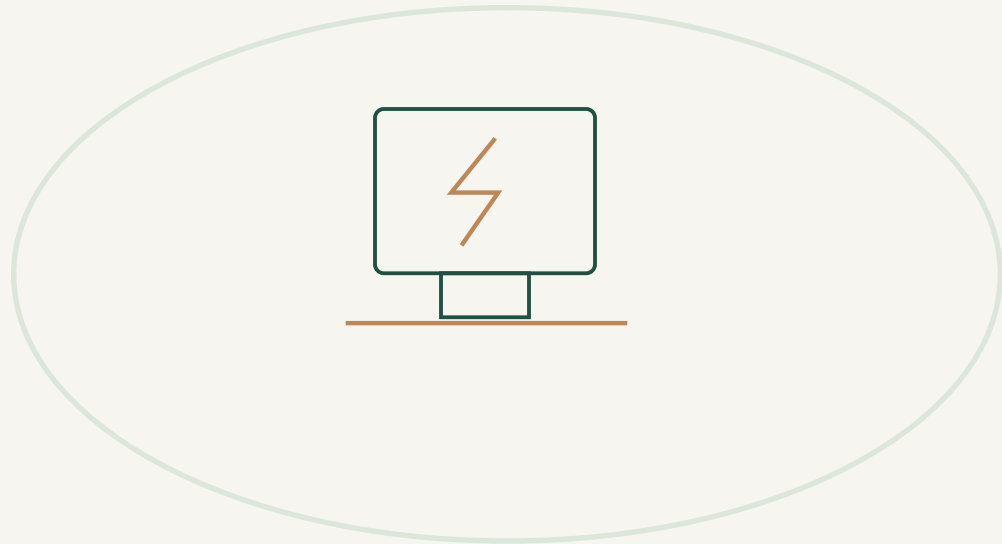
Deliver



Collect

One agreed scope. Documented acceptance.

Start with a reachable buying occasion.



Product sponsors

A defined app deliverable

Business teams

A scoped design or update

Schematic; buyers and area to validate.

Every service draws from one pool of hours.



iOS apps 25%	165/h
Android apps 25%	160/h
Cross-platform 25%	155/h
Design 10%	145/h
Maintenance 15%	135/h

USD / sold hour; illustrative shared-time mix.

Compete on the job and the commercial terms.

Possible alternatives

Other app studios

Independent specialists

Internal product teams

Check before booking

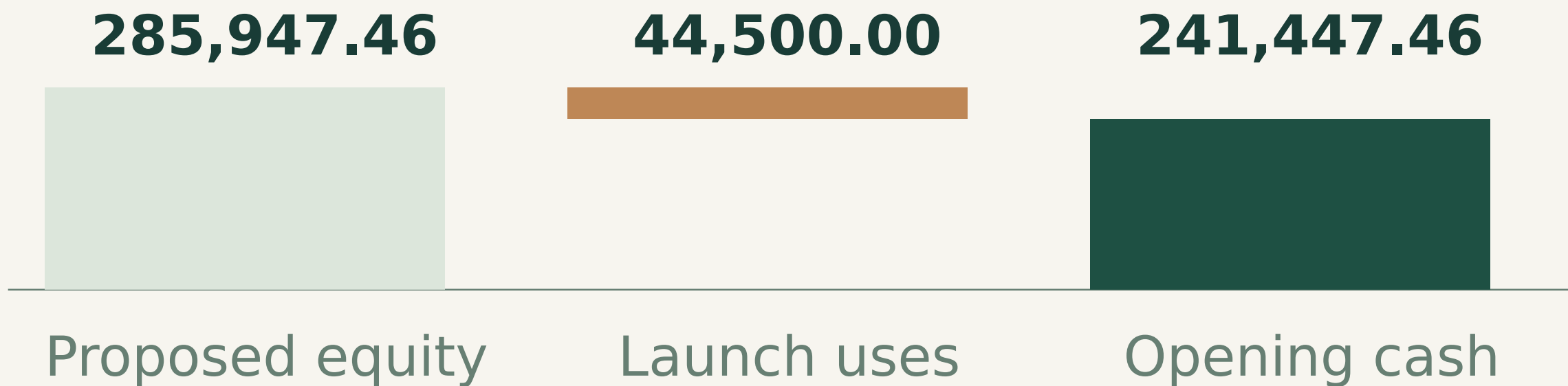
Requirements and data

Tests and ownership

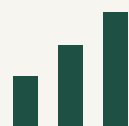
Effort and collection

Compare equivalent work and written terms.

Fund the launch. Keep a reserve.



Year 1 net loss: USD -84,300.39



Proposed team.

Clear delivery responsibilities.



Monthly base pay

App specialists	36,666.68
Owner principal	10,416.67
Operations support	1,250.00

Paid app team, nonbillable owner and fractional support.

Prove the job economics before adding capacity.



Prelaunch. These are the next tests.

Proposed owner equity.

USD 285,947.46

External equity requested: USD 0.00

Terms and funding remain uncommitted.

Project payback: not reached within 36 months