



























Traditional app development is inefficient



Designers create wireframes

Project manager approves the designs

Developers manually code them

Time-consuming, errorprone Costly, miscommunication

Inconsistencies, delays











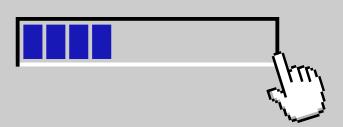








Progress during hackathon



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| 13th | 13th | 14th | 15th | 15th |
|---|--------------------------------------|--|-----------------------------------|---|
| Setting up TraeAl | Designing a user friendly web app | interacting with novita ai api | trying to get the mvp running | making pitch deck (no time left now) |
| Looked for ides | Improving UX | building an image to code genration pipeline | getting stuck | panic |
| Analysed the pricing for ai modes | procastinating | getiing stuck | thanking god trae ai exists | panic |
| finalizing Novita AI as LLM provider | still procastinating | still stuck | finaling the app | panic |
| Setting up the web project | sleeping | using trae ide for vibe coding | running small tests on the app | submission |

Pricing Model

Pricing Model Revenue

The paid tiers generate revenue as follows:

- Startup Tier: \$19/month per user, approximately \$20 for simplicity, with unlimited conversions.
- Team Tier: \$99/month for up to 5 users, or \$19.8 per user, also approximately \$20 per user for consistency.
- For break-even analysis, we'll use
 \$20/month per paid user as the revenue.

The pricing model for pix2app is designed to bootstrap the app, as revenue from paid users (\$20/month) far exceeds estimated costs for novita.ai API calls (\$0.10-\$1/month per user) and Firebase (free within no-cost tier for small usage). It covers both novita.ai and Firebase costs for small to moderate user bases. For break-even, with no free users, even one paid user is profitable. With free users, the number needed depends on their number: approximately 3 paid users for 1,000 free users, or 26 for 10,000, assuming moderate usage patterns.

