

**## About You** b1) Why are you entering this competition?

I'll be honest, the most attractive part of this competition is the big prize pot, thanks to LowEndBox and ColoCrossing! I've been thinking about moving out of my LEB VPSes and moving onto a dedicated for a while, but the biggest problem I had was swapping out my cheap \$20~/mo tops budget with a triple digit one. Basically I'd have to spend what I spent in half a year for one month. The money I have saved up from my "internet marketing" experiences had been sifted throughout various locations due to constant issues with being a "minor" on the internet. In fact, PayPal has stolen over \$2,000 from me and a few accounts even with my verified bank and shipping addresses. I still have one that isn't yet restricted for some BS reason and a debit card with backed up money, but most of it is stuck on Freelancer websites, store credits in major retailers, being held by PayPal, lost in BitCoins or LibertyReserve, etc. Getting this financial assist from LEB and ColoCrossing would be the "kickstart" where I can just jump over unnecessary obstacles.

Note: A lot of this happened over a year ago I haven't had any issues recently besides LibertyReserve/Bitcoins. I worked things out with PayPal on a new account and my bank has assisted me very much.

b2) What experience do you have in the industry?

4 years of using shared web hosting, 3 years of VPS hosting (starting with a Windows 2008 R2 MineCraft alpha server with 6 people for friends), 1 year of VPS web hosting, 2 years of game server hosting, 1 year of game server sales.

b3) If you have worked previously for other providers please list them?

Worked for as staff? Never, but if it means worked with (from oldest to newest):

Pritell (deadpool)

VolumeDrive

End of Reality

ChicagoVPS

OVH

b4) Have you ever worked for or been associated with a deadpool provider?

Worked for, no, but I have used Pritell which was a \$5/mo 512MB RAM Windows 2008 R2 server which then bumped to \$8 and then disappeared.

**## About Your Vision** c1) What is your vision for your provider?

Well, to clear this up right now, I intend on doing game server hosting, along with voice servers, and web hosting. I don't see much of VPS sales in the upcoming year, just mostly game servers. It's a market I'm already invested in, have small reputation for, and have experience in. I've had a game server community running for 2 years with MineCraft, Team Fortress 2, and Garrys Mod servers. It's a legitimate market with plenty of customers, and much better profit margins because of the inexperience gap between providers and clients. Most of my current customers are from the competitive gaming niche, as they need affordable servers for their team. The best part is, servers are password locked and only used for a few hours a day, so with extensive knowledge of every team's schedule I can manage resources efficiently.

I hope to bring my server sales to many more teams, and expand more into public servers. I am well maxed out on my server resources right now, with my VPSes each running at least 3 servers, or 1 with a website and voice server.

c2) What specifically will make your provider unique to existing providers?

Game servers! An admirable market target that is something most providers do not touch on. Professional server providers are all about network, hardware, support, etc, but with the specificity of game servers, I am able to fill in a gap between server providers and game server owners.

c3) What qualities/skills do you possess that are advantageous to your vision?

Multiple years of self-learned coding, in chronological order: C#, VB.net, HTML, PHP, HTML5, CSS, Objective C (for Xcode/iOS app dev).

Have been running websites for business for 4 years ish now. Most of my income in the beginning came from CPA networks and incentive websites. Later on it became from wholesale apparel, toys, and electronics. Also had some good BitCoin investment when I bumped into them on the deep webs.

Multiple years of server management experience, and game server maintenance.

High level math? Not specifically impressive to some others but I just finished AP Calc last term, which was quite satisfactory to myself.

Personal Ubuntu computer?

Lots of free time! Time is on my side (surprising, isn't it)!

c4) What qualities/skills do you believe are required for the long-term viability and sustainability of your vision?

Determination, effort, experience, honesty, business management, but most importantly (in my opinion at least):

Enjoying what you do! I used to make more than enough money for a student by running small e-businesses, but I realized all I cared about was the money. Seriously, I had no interest in the Xbox Live cards I gave out as prizes for CPA offers when I was still in middle school. I didn't even have an Xbox. When I had enough money to move into wholesaling, I realized I never wore any of the hats I sold, or rarely used the computer mice, webcams, keyboards, and headphones that I sold. The toys were never unpackaged, it was all just for which products could make me the most money. I soon lost interest, which affected my previous attributes. I wasn't motivated, determined, etc. I just sat on my money and had nothing to really do.

When I discovered that I thoroughly enjoyed Low End Boxes, getting great deals on servers, optimizing them for gaming, and reselling and actually using them, I quickly hopped into the market for selling them. Why not make money doing something you enjoy?

c5) If you have these great ideas why aren't you executing these ideas now? Why is your vision not already a provider?

Stated above, but it's hard to budget a lot of these servers, and with other issues I'm having for being a minor it kindof just piles problems on problems.

**## Building Your Vision** d1) What is your target market? Game servers. d2) How will you connect with this market? I run a competitive gaming team, host 20+ teams on a free voice server, and host 10+ teams on paid game servers. I also host 8 personal game servers as part of my game network, and 4 game servers are being sold right now for non-competitive gaming. d3) Are you confident that this market can sustain you? It's sustained me for almost a year now, and I have only seen an upward trend of customers and ad revenue! d4) Are you willing to make financial self-investment to build your vision? Of course, I have invested a little over \$1,000 over the course of mostly this past year and a half on game

server related products (control panels, billing systems, actual servers, etc). If I was to win the 6 months of the dedicated, I would have enough to renew, but based on the current trend of income, if the new income was somewhat proportional after 2-3 months of expansion, financial issues should be cleared!

**## Your Capabilities To Serve Your Vision?** e1) What is your level of technical experience? Decent linux experience, very little in virtualization (relevant but not planned to be used in my case), mediocre in hardware. e2) What is your level of problem-solving capabilities? Honestly, having unexpected server downtime is hard to explain to customers, but I've always figured out a way to keep everybody satisfied with problems, even if it comes out of my own pocket. e3) How much time can you assign to make your vision of a provider become a reality? It's my biggest "activity" right now. The amount of time I spend on it is around 3-4 hours on weekdays and 4+ on weekends. I am bound to have similar time frames, but in a broader sense, around 25~ hours a week.

e4) How much time can you assign over the long-term to ensure it's viability and sustainability in to the future?

My free time should only go up, and even though it may seem weird to others, business is usually my procrastination and main activity. Time that used to be spent watching TV or playing video games is mostly put into server management now.

**## Plans and Projections** f1) What virtualisation technology will you be working with? KVM or XEN to dedicate resources for each game server. f2) How many plans would you start with? 4 f3) Please list those plans in detail (CPU, RAM, HDD..etc) and assign a dollar value in USD or converted to USD.

Game Server 1 - 1 vCPU core, 512MB RAM, 10GB HDD - \$9/mo

Game Server 2 - 2 vCores, 1GB, 25GB HDD - \$16/mo

Game Server by Slots - \$0.69/slot/mo

f4) What is your 3 month milestone?

40 customers, averaging \$500/mo

f5) What is your 6 month milestone?

100 customers, averaging \$1300/mo

f6) What is your 1 year milestone?

300 customers, ranged average

f7) What is your 2 year milestone?

1,000+ customers, ranged average

**## Margins & Profits** After the 6 months has passed your lease on the servers will be \$200/Month, an additional \$16/Month for WHMCS and then an approximate of \$10/Month depending on your Virtualisation Panel choice. Lets give you a buffer and associate your total monthly cost for the operation at \$250. g1) What profit margin are you aiming for in percentage?

150-250%

g2) How many customers do you assume you can fit on your server? 65~ without lag. Currently I can fit 3 onto a 2GB RAM OpenVZ server

g3) What is the minimum amount you expect to extract from your server per month excluding costs?

After 6 months, \$800. g4) What is the minimum amount you expect to extract from your server per month including costs?

\$500~ g5) What is the maximum amount you expect to

extract from your server per month excluding costs?

\$2000~ g6) What is the maximum amount you expect to extract from your server per month including costs?

\$1500~

**PS: Thanks for entering!** h1) Anything else you want to add for us to consider as part of your entry?

Well, thanks for reading all the way up to here. Even if I can't win, if you have any reviews or opinions that would be useful feel free to tell me! I love feedback!