



FLY IT, BLAST IT!



Combining the joy of kite flying with the thrill of laser tag.

MIT 2.009 Blue Team

GAMEPLAY PRODUCT MARKET Starter Pack From Factory to Store Kite Cost Wholesale \$10 \$20 **Business Model: Licensing** 1 Kite Flyer 1 Blaster Reload Sensors Keep your kite up while your Mechanism opponent tries to shoot it down! Toy Company Sights Lens **10,000** stores 1 sale/week/store Power / Switch LASER: Responsive **500,000** units sold blasting 5% royalty

Easy to launch, \$500,000 in first-year earnings **Speakers** Blaster simple to fly

Retail

\$40

FLY IT, BLAST IT!

ACKNOWLEDGEMENTS

Instructors

Jane Kokernak Bill Cormier

Nate Phipps

Danny Braunstein James Dudley

Tony Hu

Steve Haberek

Alex Lesman

Tasker Smith Consultants

Chris Mills

Essential Design

Greg Capiello

Shannon Roberts

Jeff Mekler All Users

2009blue@mit.edu

2.009 Product Engineering Processes Massachusetts Institute of Technology

BLUE TEAM

Ben Mattinson Brady Enstad

> Clare Zhang Dabin Choe

Grace Connors

Isaac LaJoie Jack Greenfield

Kale Rogers

Kath Xu

Luis Gasca

Manny Simpri

Marie Elimbi Moudio

Max Molina Melody Liu

Mustafa Almuallim

Patrick Lowe

Rachel Reed

Raudel Hernandez

Rodrigo Marques