



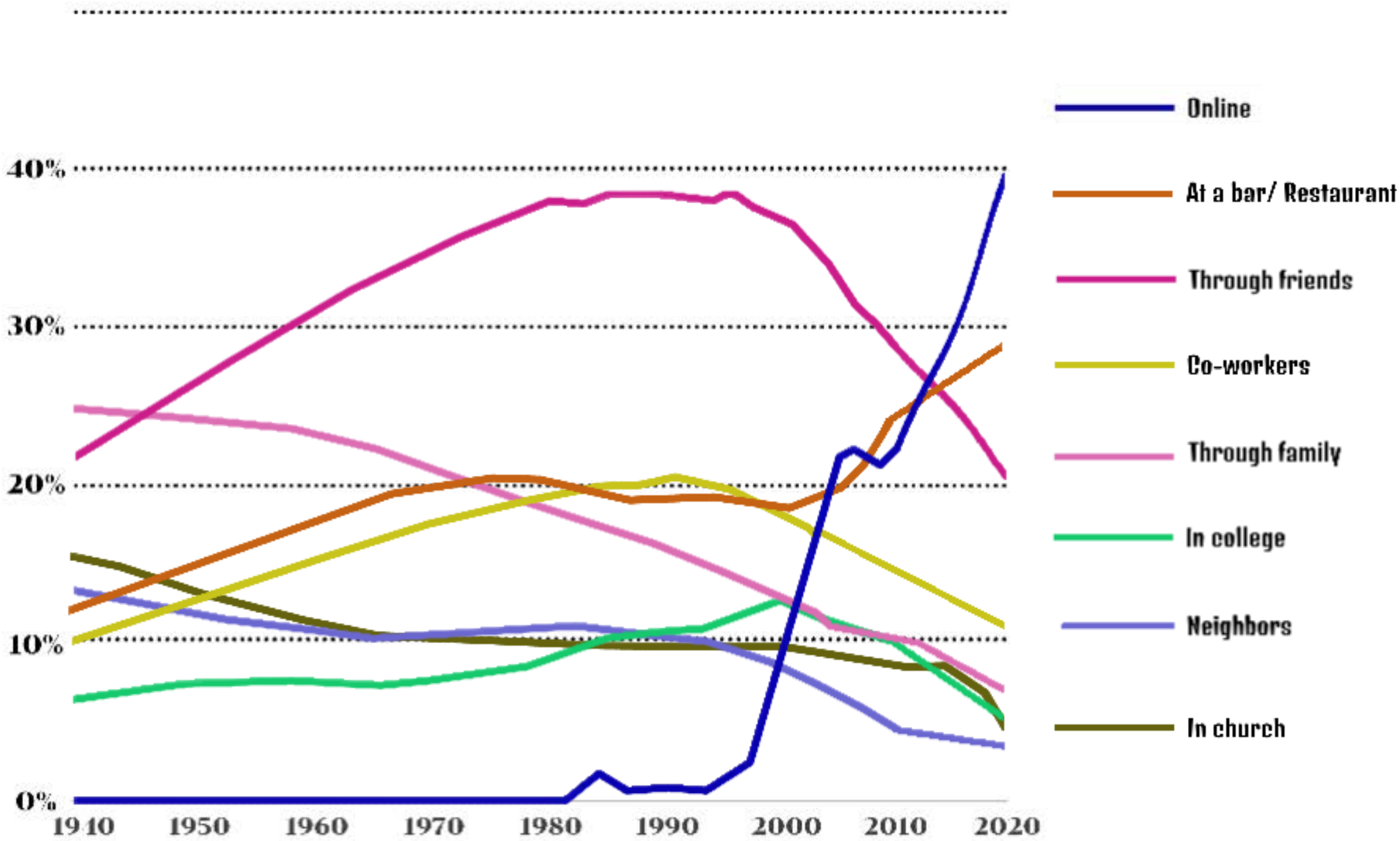
FOOBEETM

CRAVE. SWIPE. PLAY.

HISTORY OF MEETUP



HOW PEOPLE MEET

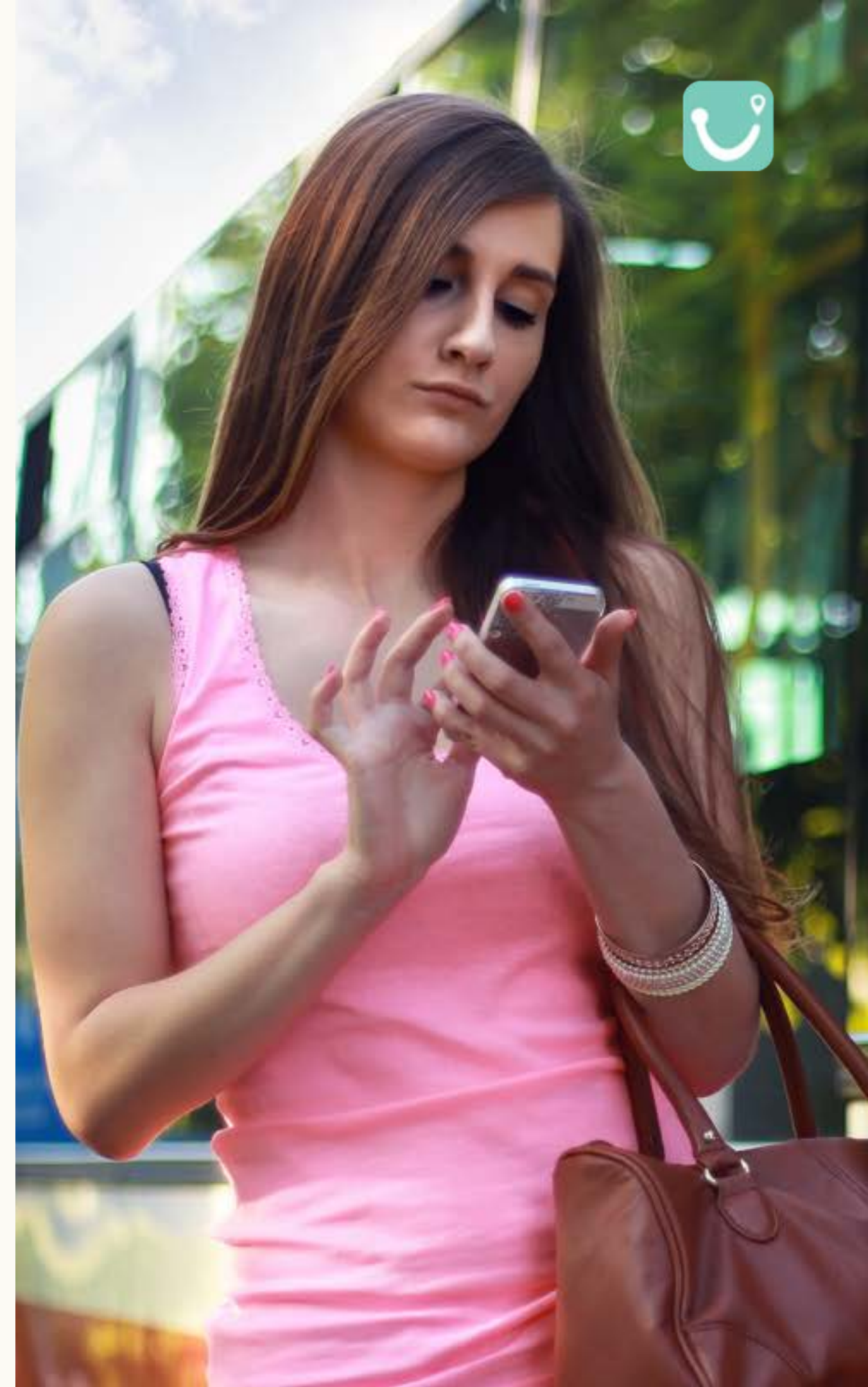


DISAPPOINTMENT IN HOOKUP CLIMATE

- 1-in-100 users have met up
- 1-in-3000 swipes resulted in meet ups
- Faulty reward system loop

CONSEQUENCES

- Low customer loyalty
- Low self-esteem
- Increased depression rate
- Fear of meeting face to face
- Shallow relationships and physical risks
- Unrealistic hook-up expectations

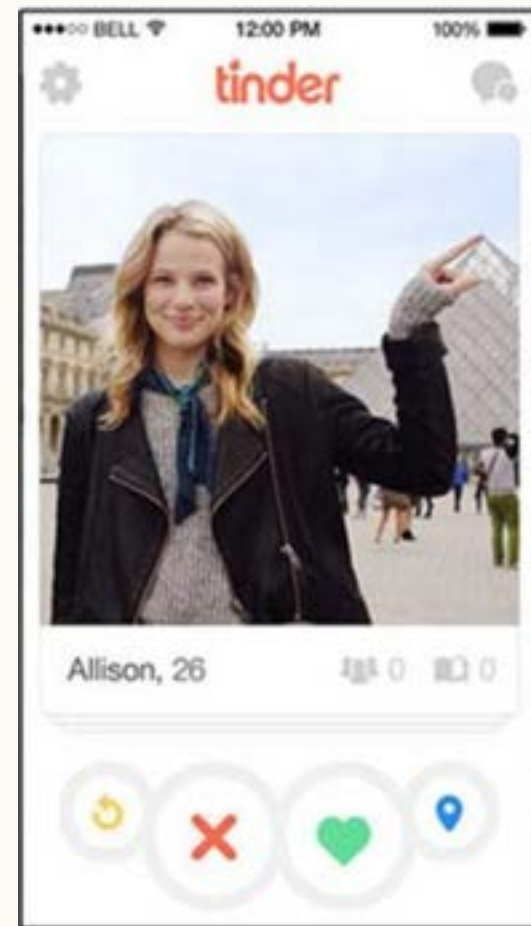


LIFESTYLE 1.0



Same Features + Different Coat Of Paint

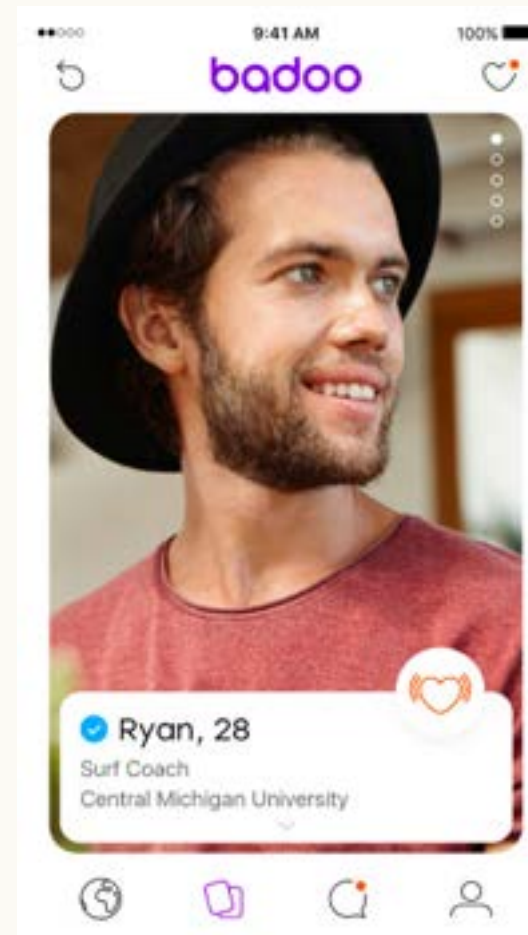
\$3B- TINDER



3.1B OKCUPID



\$1.5B- BADOO



\$2.9B- HINGE



\$1B- BUMBLE



Limitations of Lifestyle 1.0 apps:

- Appearance based connections
- Conversation without substance
- Limited Demographic

LIFESTYLE 1.0 (NICHE LEAGUE)

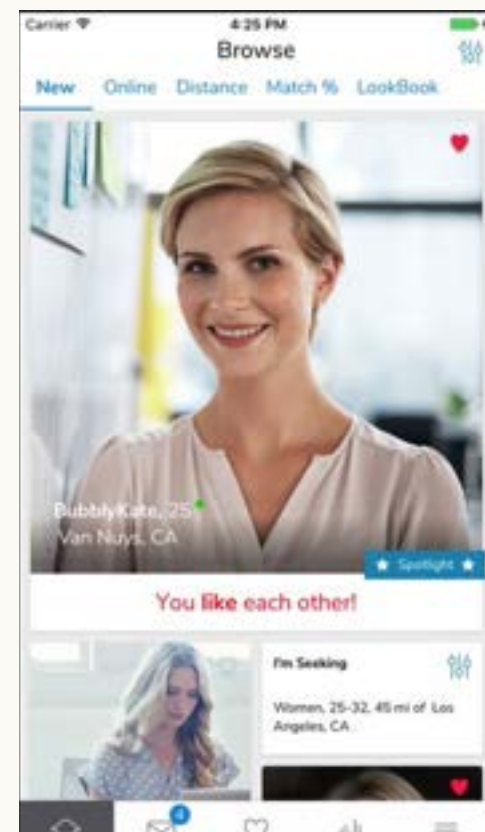


Same Features - Different Coat Of Paint---> Extremely Successful

\$245M- GRINDR



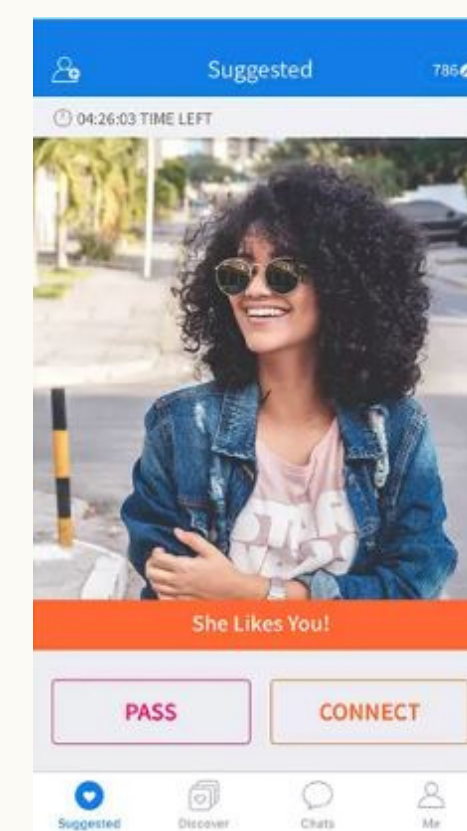
\$735M CHRISTIAN MINGLE



\$50M- MUZMATCH



\$150M- COFFEE MEETS BAGEL



\$500M- EHARMONY



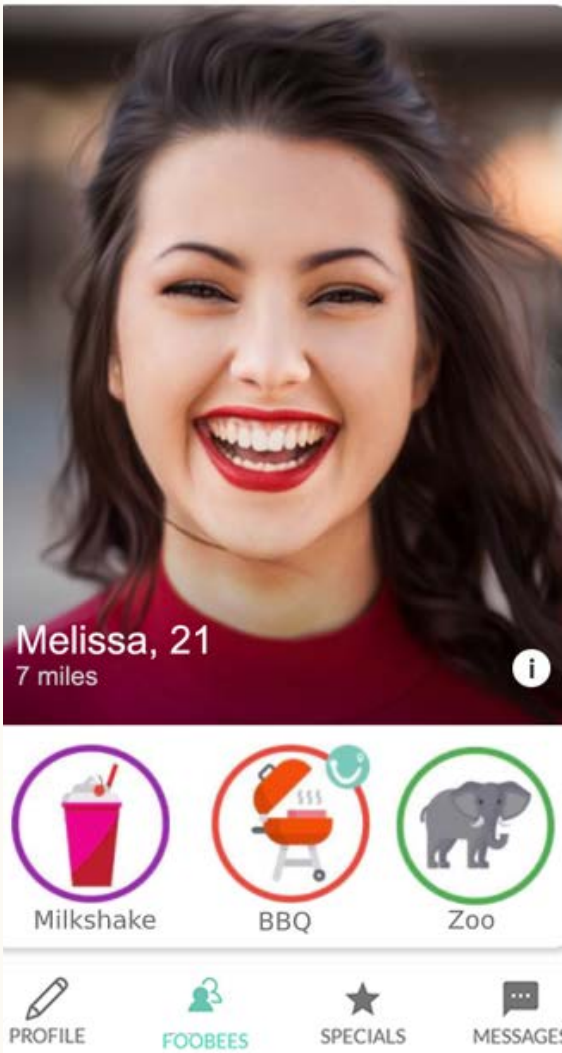
Lifestyle Apps Niche Groups: target specific Groups

- Grindr: For gay/ trans relationships and hookups.
 - ChristianMingle: For Christian dating.
 - MuzMatch: Muslim dating.
 - CoffeeMeetsBagel: For limited swipes per user.
 - Eharmony: For Serious dating and older demographics.
- All Lifestyle apps come with basic information with intention for DATING and paid subscription for full features.

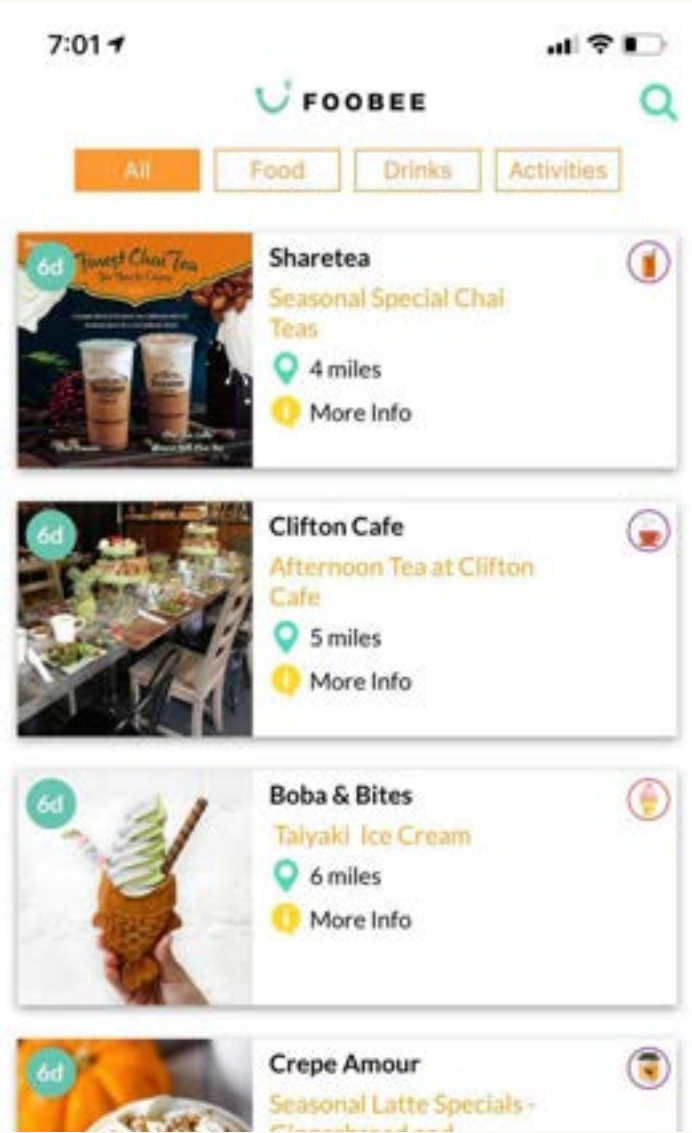
LIFESTYLE 2.0- A SUPERIOR OFFERING



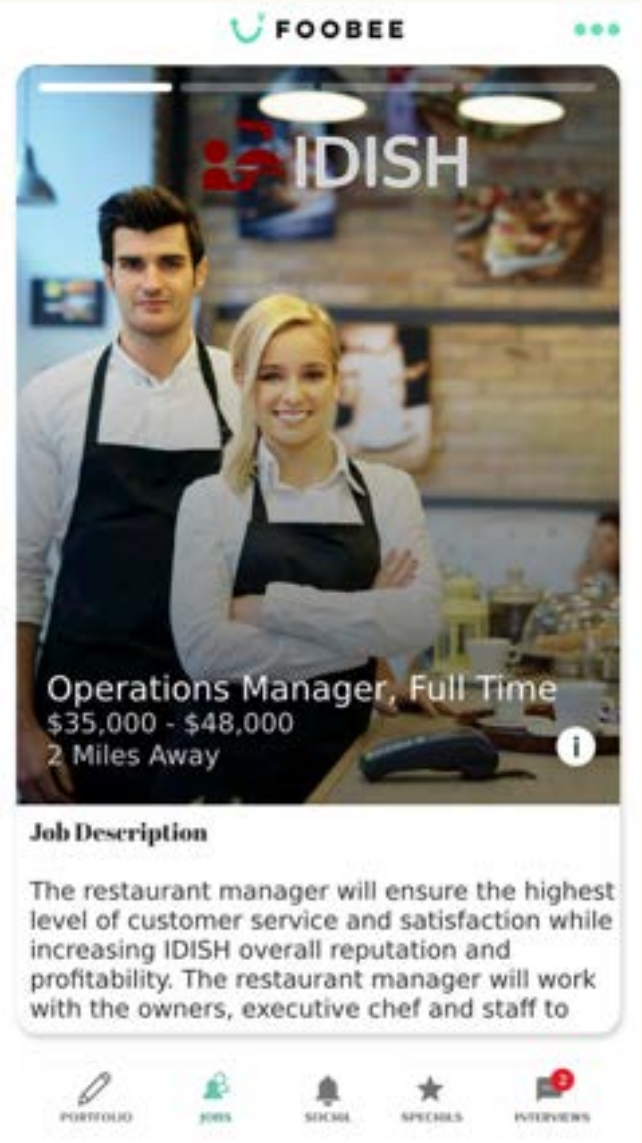
SOCIAL CONNECTION + CRAVING



ONLINE SHOPPING + DISCOUNTS



JOB SEARCHING



Connections based on interest

Deals, Discounts, online businesses, delivery, merchandise from businesses and other users.

Search, Apply, Screen and Interview all in-app.

AVERAGE MARKET VALUE
\$3.1 BILLION

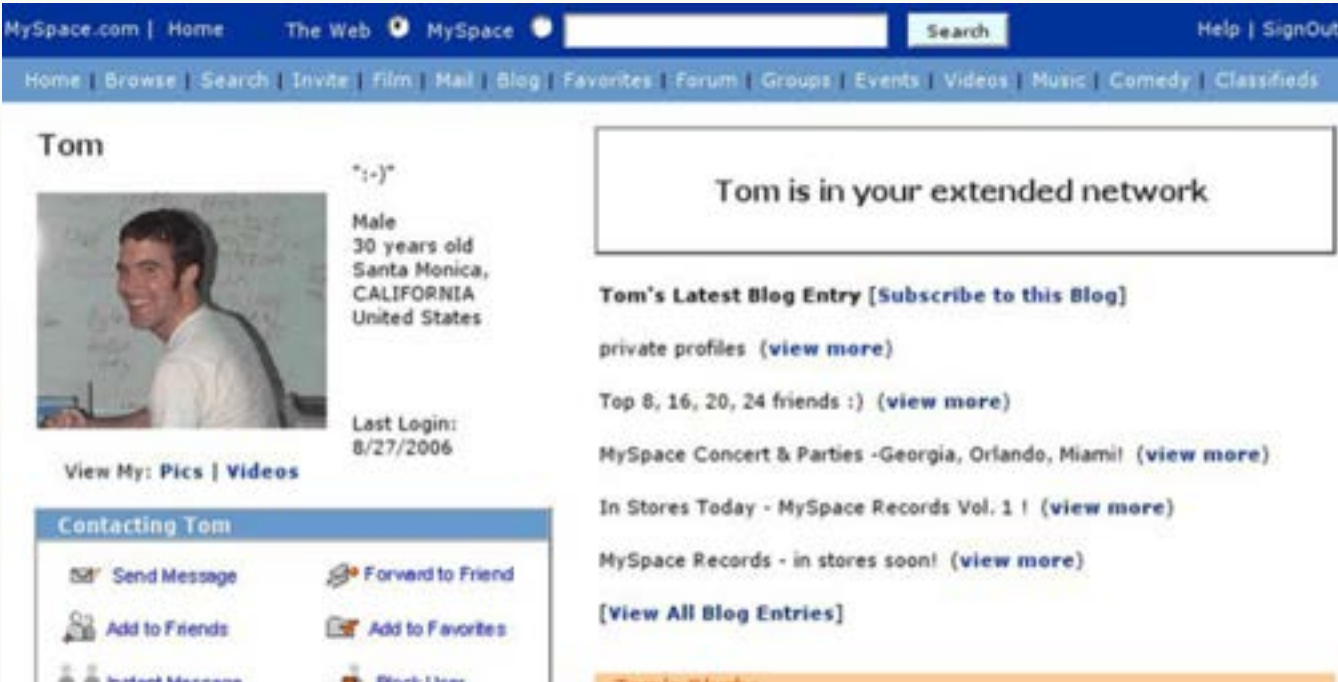
AVERAGE MARKET VALUE
\$500 BILLION

AVERAGE MARKET VALUE
\$750 MILLION

SECOND GENERATION



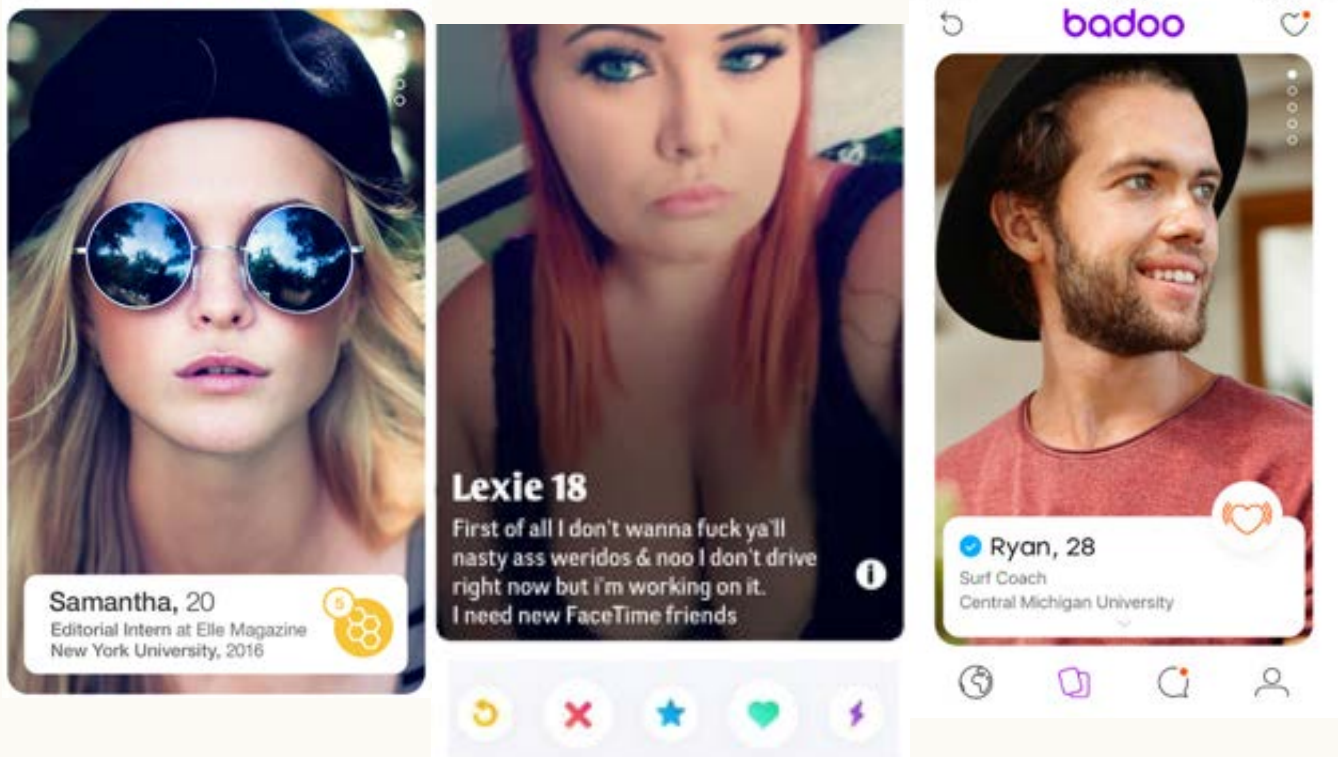
SOCIAL MEDIA 1.0 WEBSITE



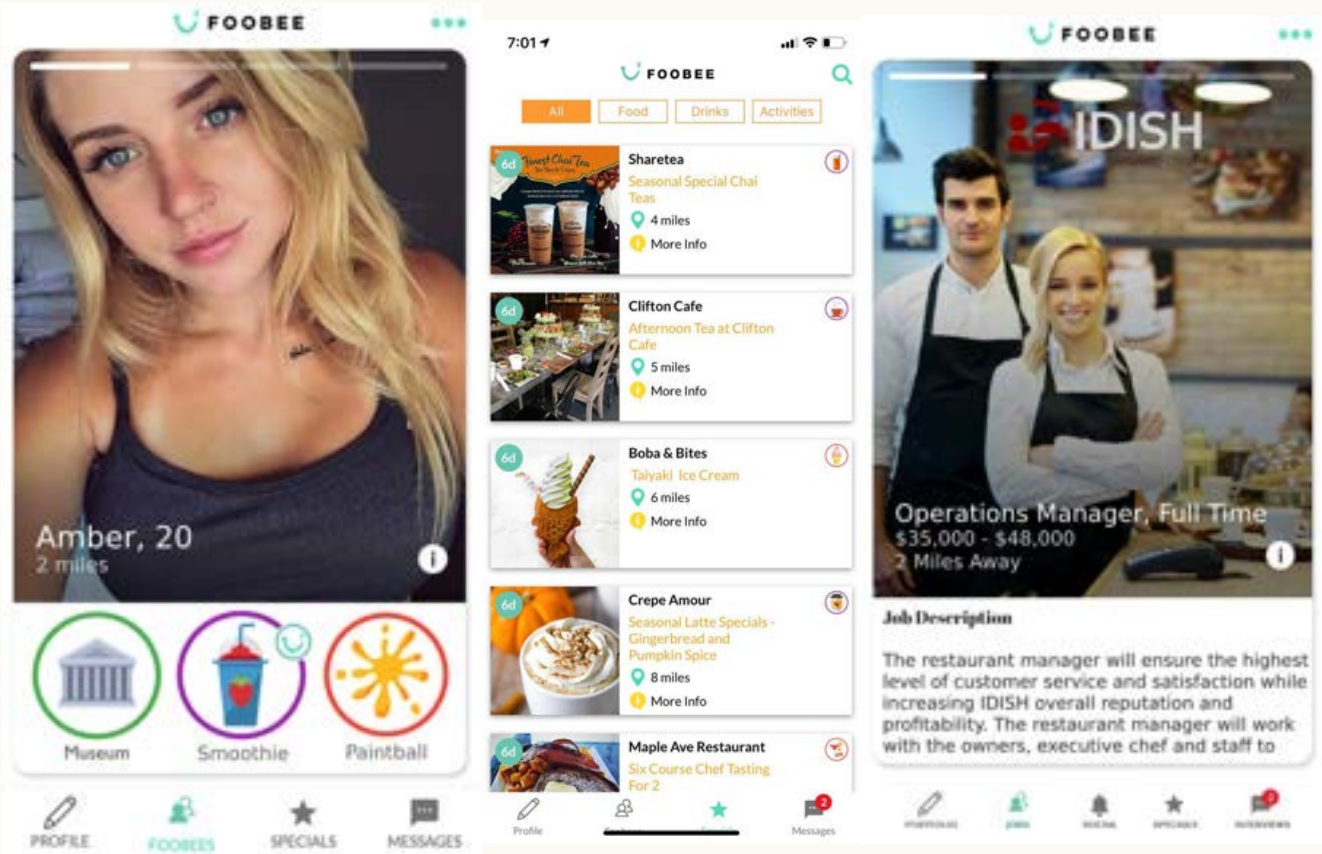
SOCIAL MEDIA 2.0 WEBSITE



LIFESTYLE 1.0 APP



LIFESTYLE 2.0 APP




SOCIAL

SHOPPING

JOBS

8 ATTRIBUTES THAT DEFINE LIFESTYLE 2.0



1. Consumerism (How We Buy) 

2. Companionship On Mutual Interests (Non Objectification) 

3. Comfort (Safety) 

4. Craving (Instant Gratification) 

5. Class (Meaningful Interaction/ Quality) 

6. Choice Compatibility (Quantity) 

7. Cost (Save Time And Money) 

8. Consciousness (How I Spend my Time/ Money) 

YOU CAN HAVE ONE OR YOU CAN HAVE IT ALL

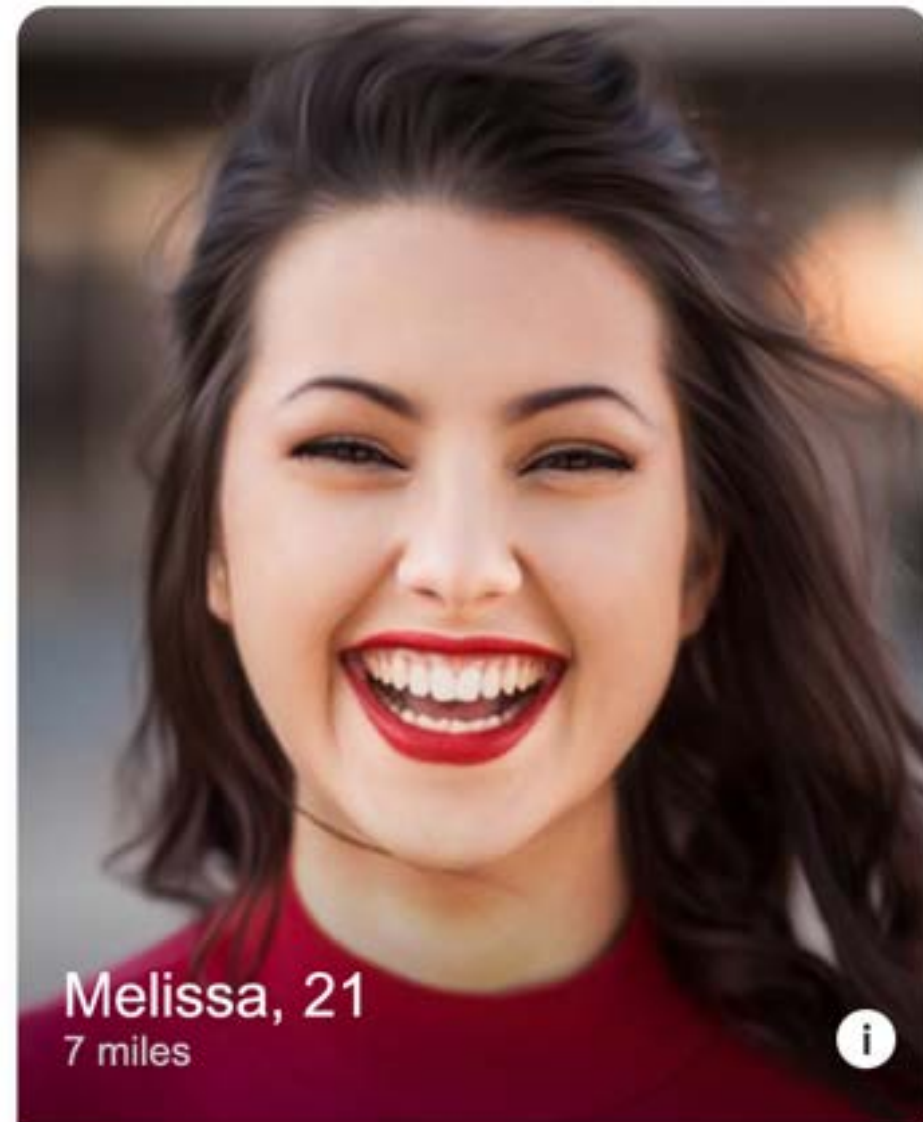
RIGHT WAY TO MEET PEOPLE



ENHANCING HUMAN CONNECTIVITY



FOOBEE



Completely Free app

- > Messaging frequency <-----
- > Swiping counts <-----
- > User engagement <-----
- > Brand loyalty/ recognition <-----
- > increase retention rate <-----
- > User longevity <-----

Cravings

- > Better connections <-----
- > Engaged chatting <-----
- > Less ghosting <-----
- > Rapid connectivity/ Meet-ups <-----
- > Lasting Friendships/ Relationships <-----
- > Successful ice-breaker <-----



FOOBEE




FROM HOOKUP TO MEETUP




Tired of dating apps and looking for something more...

Get on foobee because you are someone more.



Richard 27
Just looking to chill. Be cool. Also open to fwb.
📍 QA Analyst
📍 20 miles away




Lexie 18
First of all I don't wanna fuck ya'll nasty ass weridos & noo I don't drive right now but i'm working on it. I need new FaceTime friends

⬅️ ❌ ⭐️ ❤️ ⚡️

⬅️ ❌ ⭐️ ❤️ ⚡️

VS.

FOOBEE




Stephanie, 21
1 miles
Send me pictures of your dog and let's start chatting from there!

Donuts Bubble Tea Dog Walking

PROFILE FOOBEE SPECIALS MESSAGES

FOOBEE

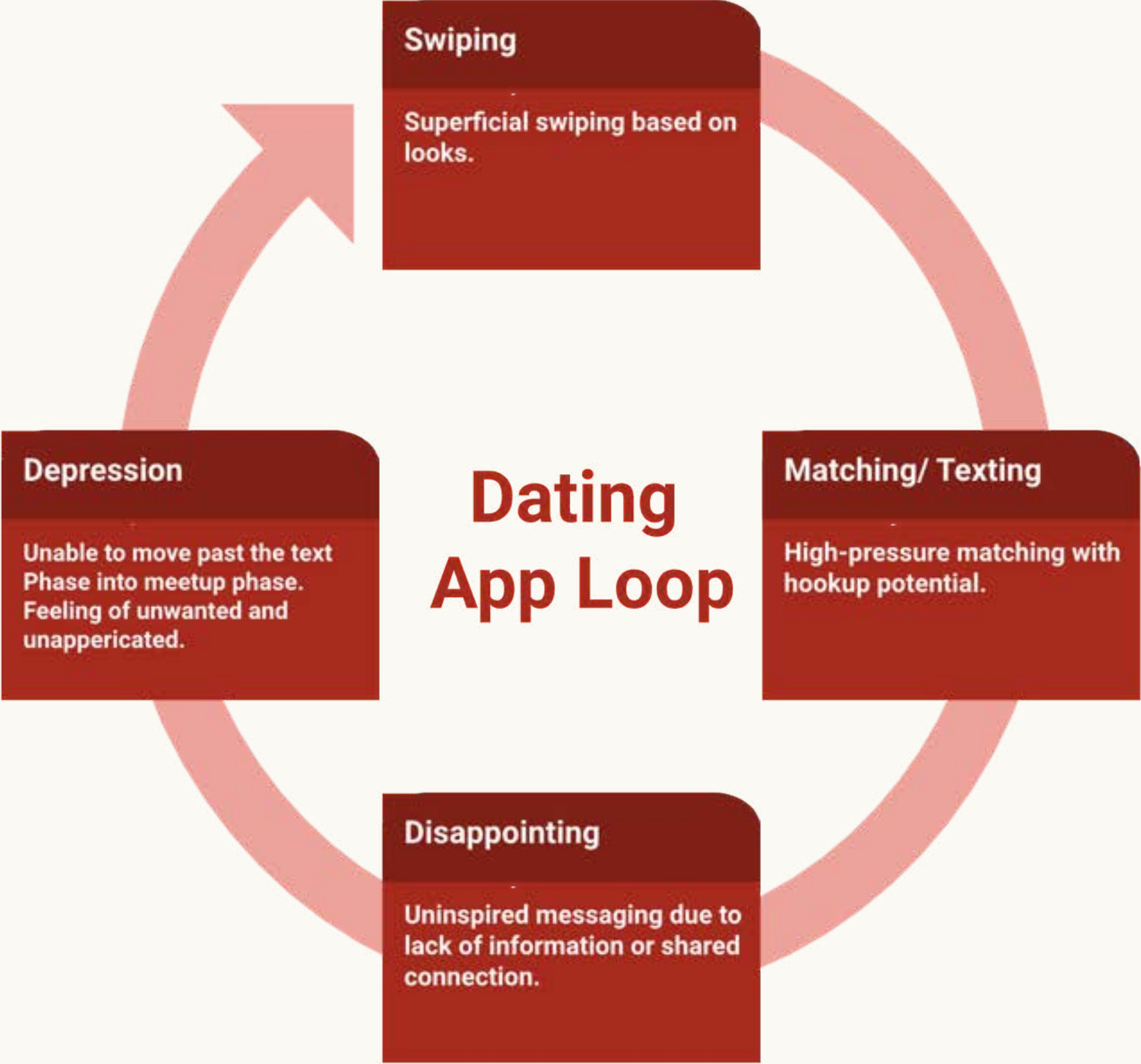


John, 22
7 miles
All about spontaneous adventures, my weakness is morning coffee. Papa to a 1 yr old Husky puppy.
Who's up for Ice cream?!

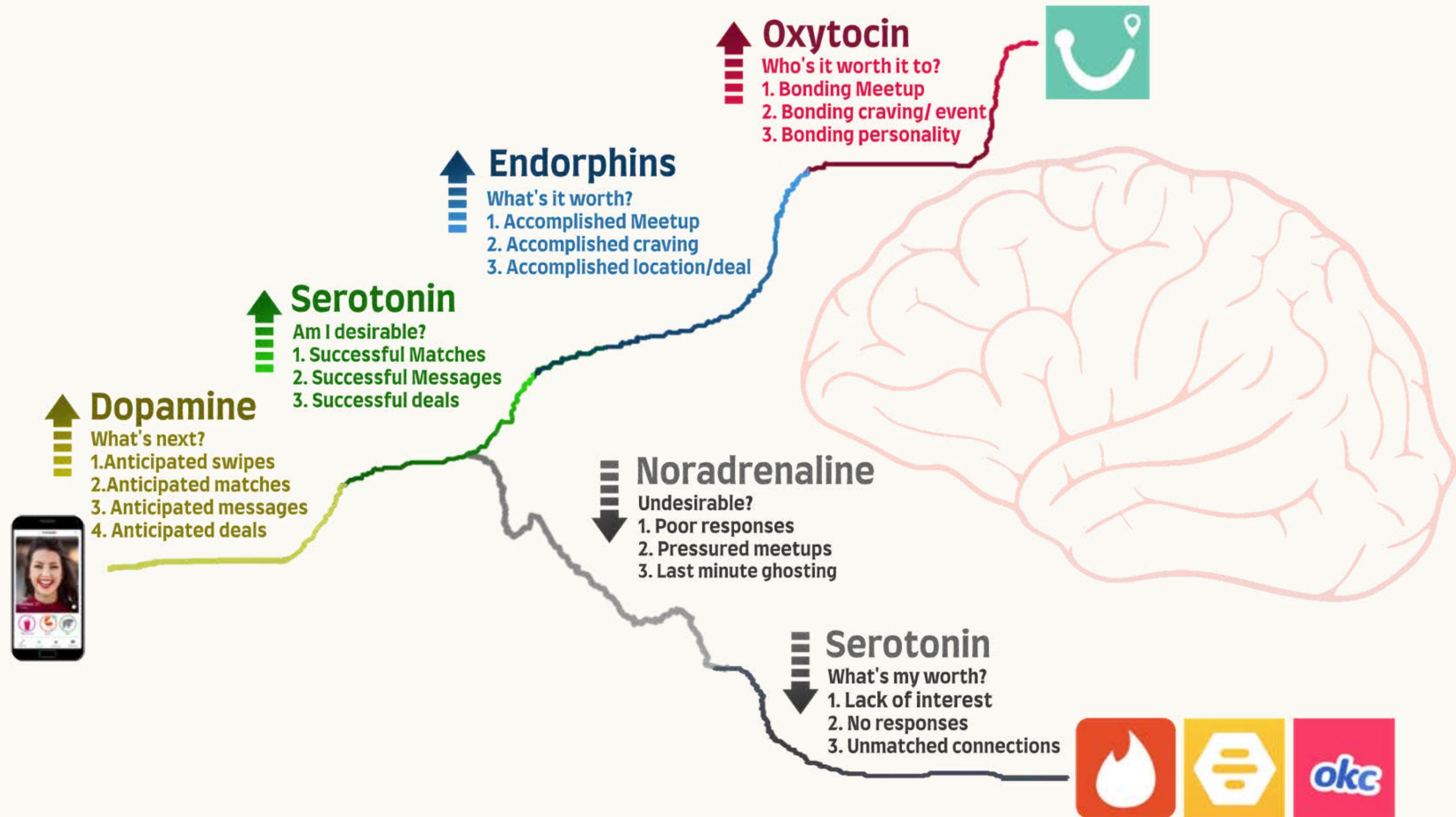
Kayaking Ice Cream Coffee

PROFILE FOOBEE SPECIALS MESSAGES

FOOBEE MEETUP LOOP



LIFESTYLE 2.0 EXPERIENCE VS DATING APPS



DATING APPS VS FOOBEE PROCESS (USP)



Matches
(based on looks)



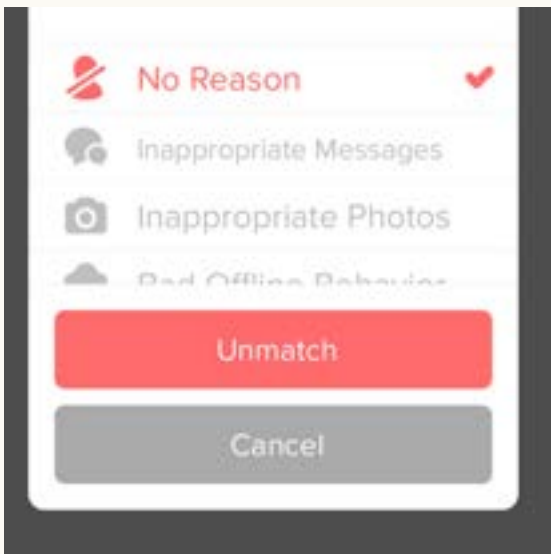
Conversation
(based on nothing)



Ghosting
(Stops replying)



Un-matched
(User removed)

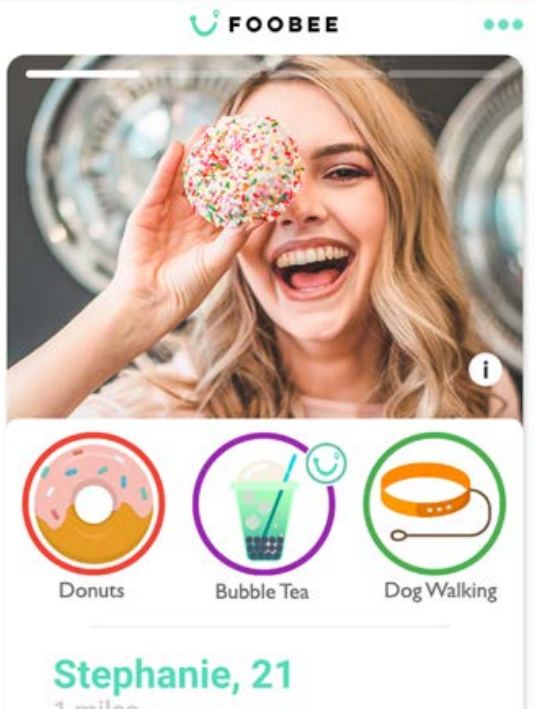


Swipes



Swipes

Matches
(More than looks)



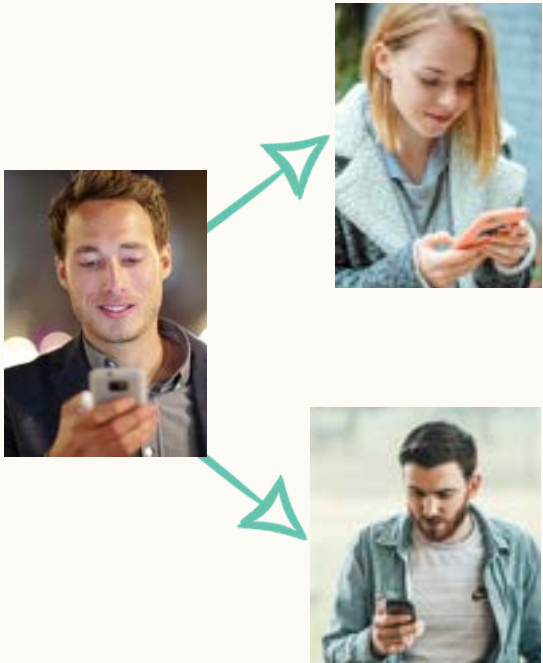
Conversation
(Based on HER interest)



Going Out
(Over best discount)



Telling friends
(Increased buzz)



Foobee USP
Qualitative Matches
Higher Retention Rates
Optimal UX
Viral User Base

FOOBEE BRINGS EVERYONE TOGETHER

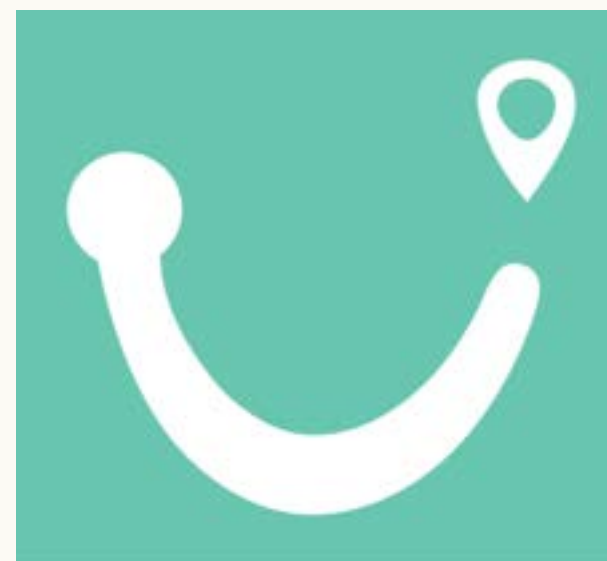


Businesses:

New customers
Returning customers
Brand Recognition
Buzz
Employees

Women:

Safety
No pressure
No Obligation
Employement



Men:

Acceptance
Confidence
Environment
Employement

Foobee is the first platform to give users total access FREE OF CHARGE.
No Subscriptions. No Limitations. No Commitments.

**Foobee International will be the first Lifestyle/ e-Commerce app to introduce
Crypto into the space.**



**FIRST TO MARKET TOKEN DISRUPTING
DATING AND ECOMMERCE SPACE**

DISRUPTIVE CRYPTO CURRENCIES

FOOBEE TOKEN DATING/ECOMMERCE

LAUNCHING: 2021



1 BILLION COINS

THETA TOKEN ONLINE MEDIA

LAUNCHED: 2019



\$12.5 BILLION

Current Token Value

FOOBEE CRYPTO CURRENCY

FOR THE FIRST TIME USERS WILL HAVE THE OPPORTUNITY TO EARN FOOBEE TOKEN IN A SOCIAL E-COMMERCE PLATFORM BY:

1

Sharing the Foobee App
“Referral CODE”



TOKEN EARNED
FOOBEE 1.0

2

Swiping left or right on
users



TOKEN EARNED
FOOBEE 1.0

3

Purchasing from merchants
on the Specials Tab.



TOKEN EARNED
FOOBEE 1.0

FOOBEE SWIPE FOR CRYPTO

USERS EARN FOOBEE CRYPTO BY SWIPING EXAMPLE.



SWIPE FOR CRYPTO



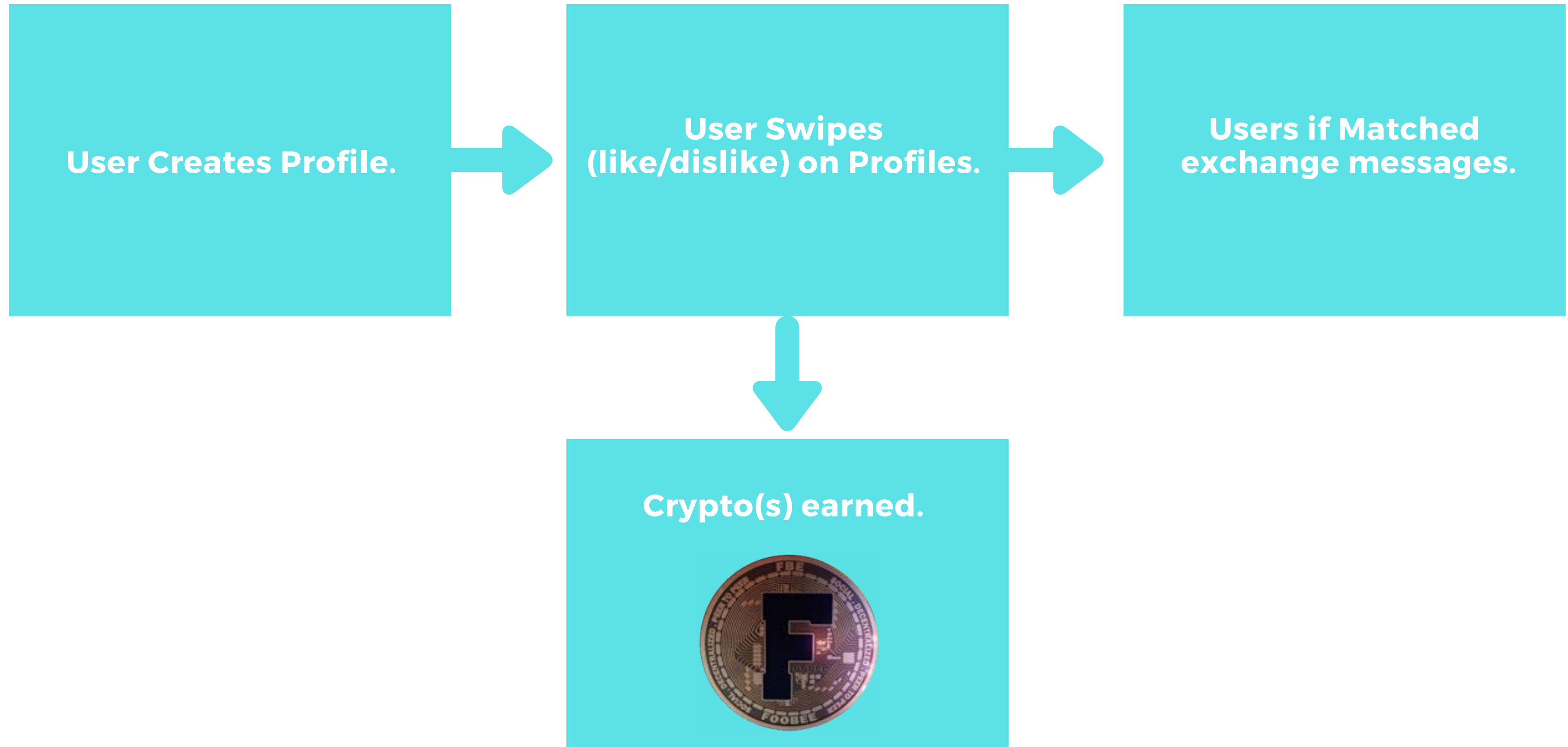
- First 1 Swipe -----> 1 Foobee Coin
- First 10 swipes -----> 1 Foobee Coin
- 100 Swipes -----> 10 Foobee Coins



TOKEN EARNED

***THE NUMBER OF FOOBEE TOKENS EARNED WILL CHANGE PERIODICALLY**

FOOBEE FLOW CHART WITH CRYPTO



FIRST MOVER ADVANTAGE

WHY FOOBEE WILL BECOME A TOP 20 CRYPTO CURRENCY WITH ITS UNIQUE FIRST MOVER ADVANTAGE IN DATING AND E-COMMERCE SPACE.

USER INCENTIVE

- Users and Crypto enthusiasts earn Foobee coin
- Users can purchase merchant items, specials and discounts with Foobee coin.

BUSINESS INCENTIVE

- If businesses accept Foobee Crypto as a way to purchase, Foobee will take 2.5% commission rather than 17.5% commission fee.
- Businesses that co-promote Foobee app and Foobee Crypto will be rewarded Foobee Token.
- Businesses can earn the coin
- Businesses that use Foobee crypto will get free advertisement on Foobee.

TRADITIONAL SHOPPING APP VS FOOBEE



TRADITIONAL SHOPPING APP MODEL



USERS



BUSINESSES

USERS SEARCH FOR DEALS/ ITEMS

FOOBEE MODEL



USERS



BUSINESSES

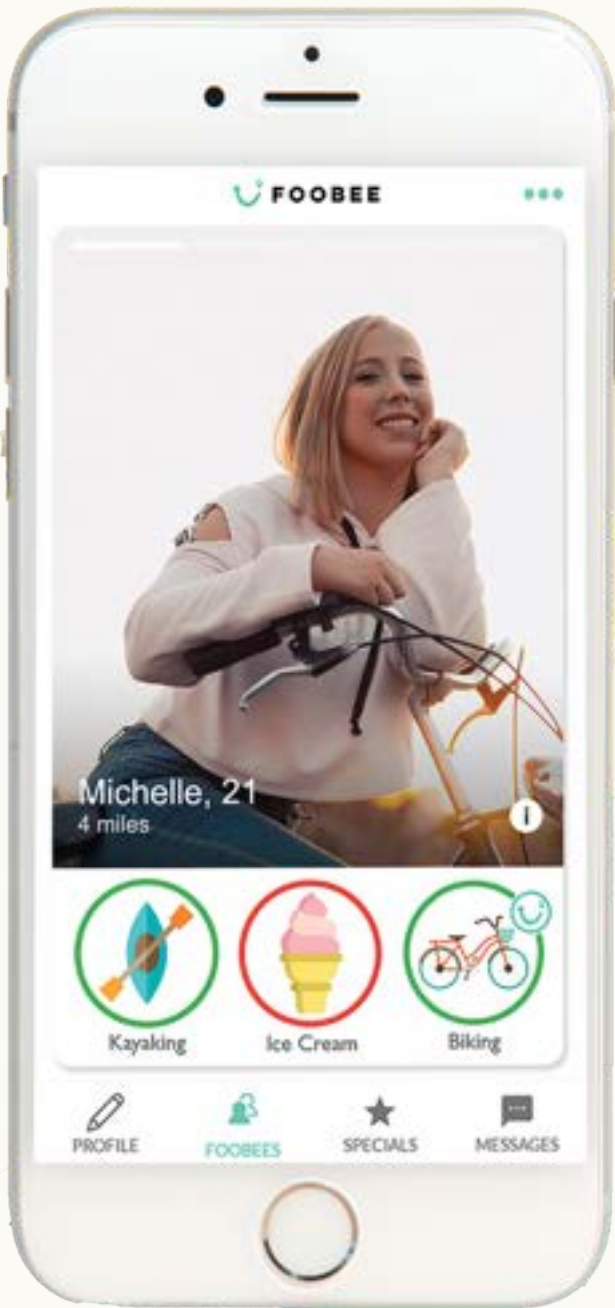
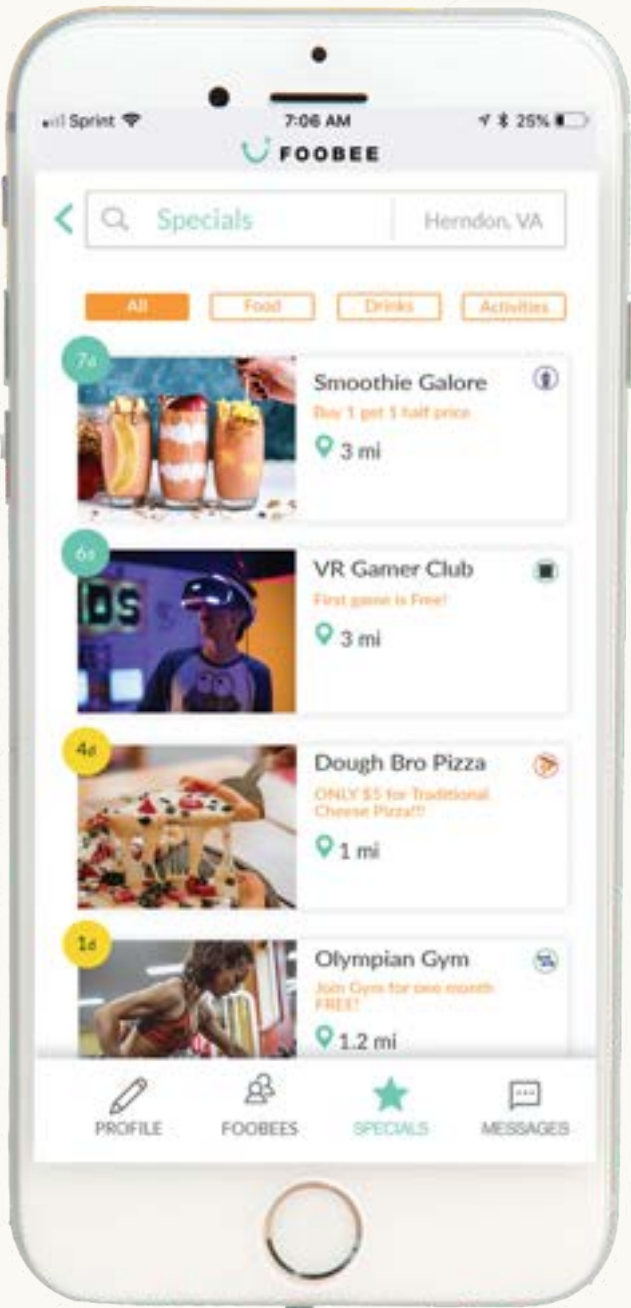
DEALS/ ITEMS SEARCH FOR USERS

USERS SEARCH FOR ITEMS

Geo- Location (Flash Campaign)



FOOBEE SYNERGY



ANNUAL REVENUE
+324M **+2.2B**



ONLINE SHOPPING APPS

ANNUAL REVENUE
+1.2B **+200M**

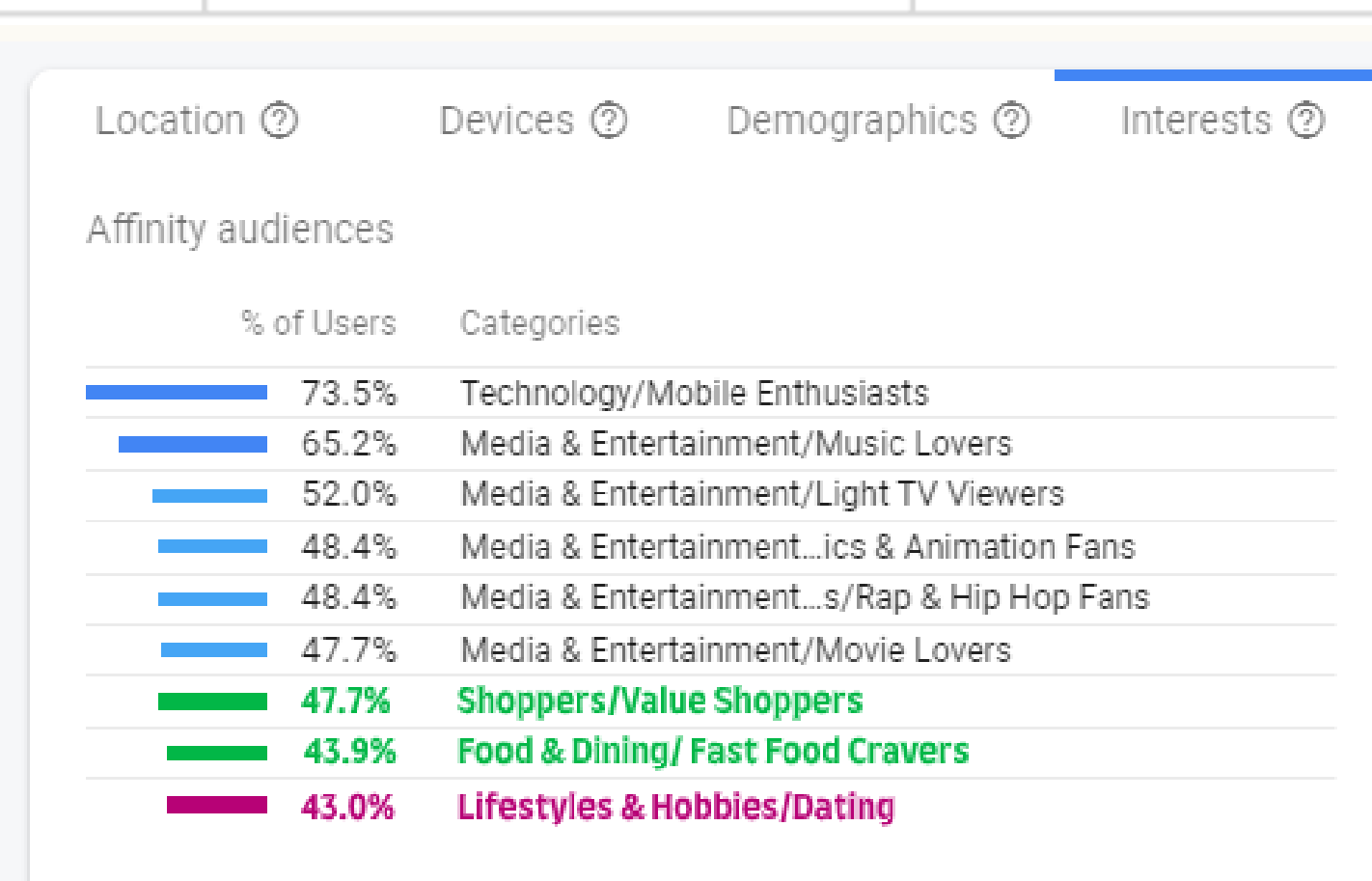
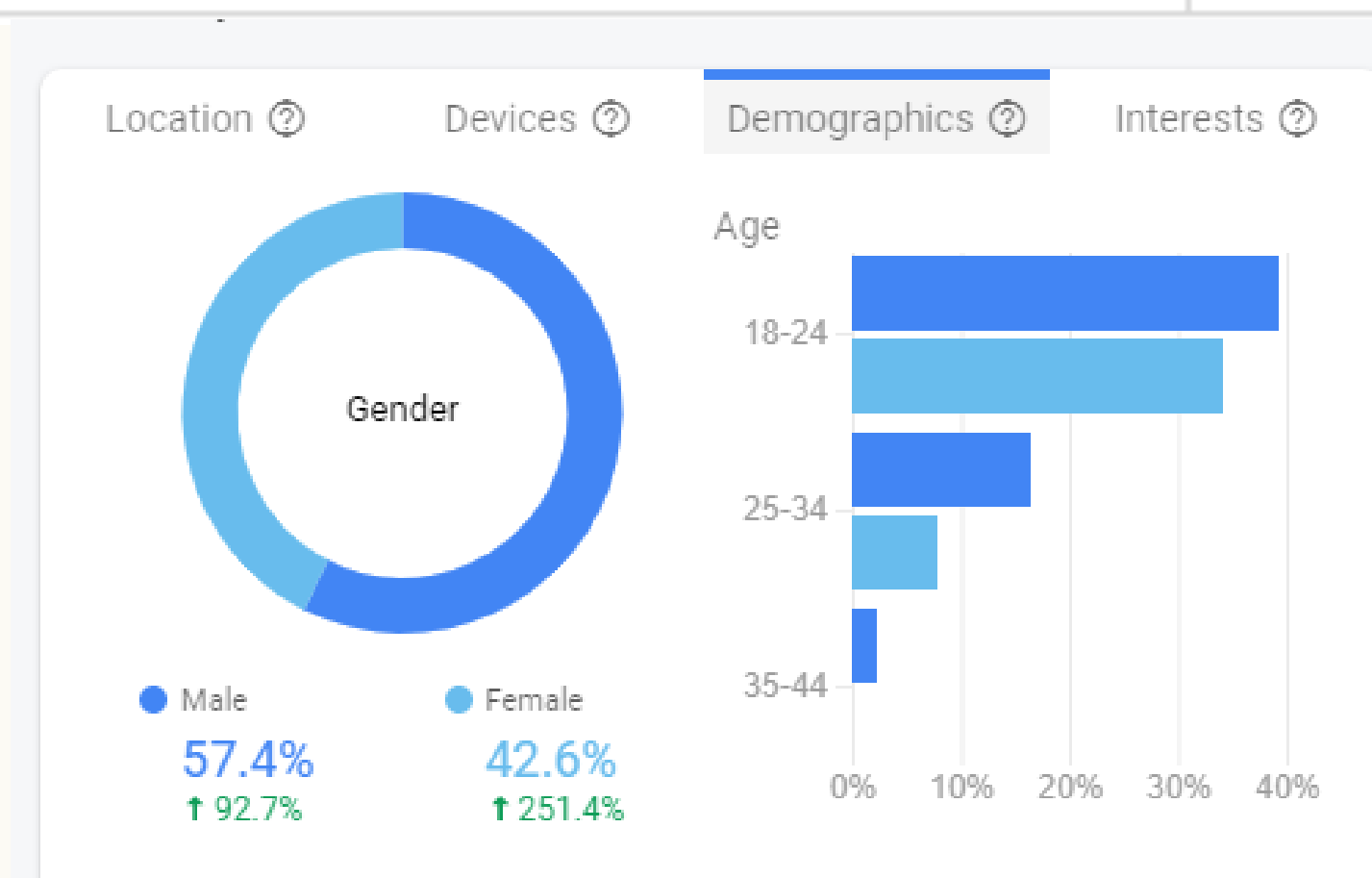


DATING APPS

TINDER VS FOOBEE/ GROUPON VS FOOBEE



	Foobee	Tinder	Groupon
Active Users In USA:	450 users	7.86 million users	48.2 million users
Average Retention Rate:	5 m 40 s	1 hr 25 m	5 m
week 1: Retention Rate with 40 users	3 m 34 s		
week 2: Retention Rate with 83 users	3 m 56 s		
week 3: Retention Rate with 247 users	5 m 6 s		
week 4: Retention Rate with 450 users	6 m 34 s		

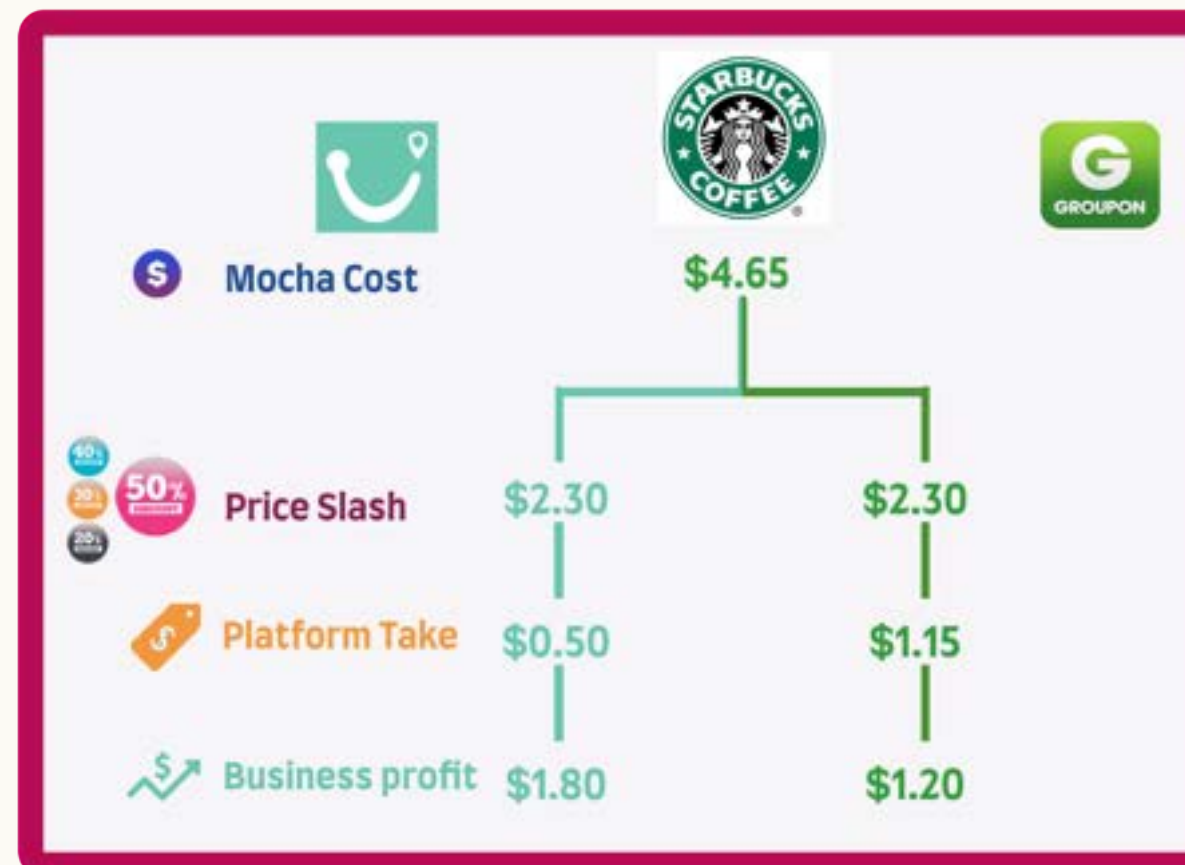
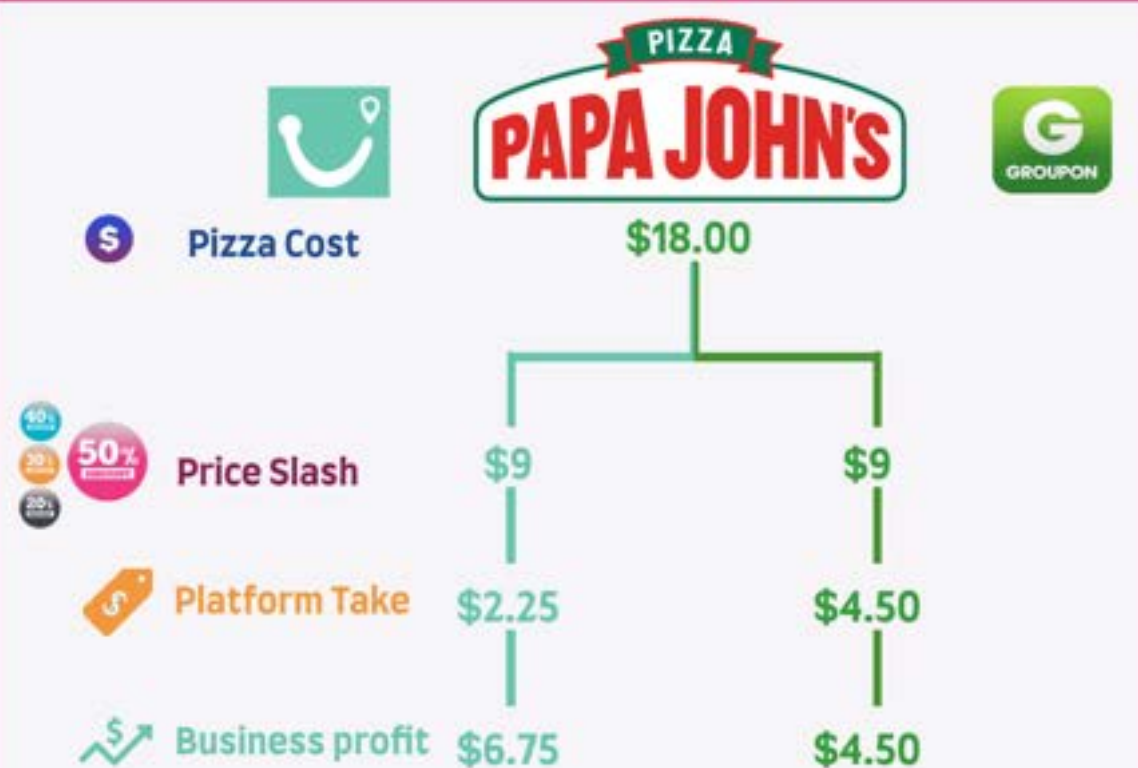


Foobee vs Groupon



	Foobee	Groupon	Foobee Example:	Groupon Example:
Original cost:	\$100	\$100	\$100	\$100
Required Price Slash	0%	50%	\$50 (Optional)	\$50
Platform Take	25%	50%	12.5	\$25
Business Profit	75%	25%	\$37.50	\$25
Average Retention Rate	6 m 34 s	5 m		
Projected Retention Rate 2021	1 hr 20 m	5 m		

Increase Profits/ More Pricing Power With Foobee



PAY AS YOU GROW



SOCIAL MEDIA MARKETING TODAY

- 76%** Of businesses **are social networking** for Sales.
- 64%** Of marketers **are integrating social media** into their marketing plans.
- 91%** Of people were said to have gone into a store because of an **online experience**.
- 78%** Of consumers said **social media posts** influenced their purchases.
- 84%** Of customers use social media **before & during** their **shopping trips**.

Foobee Adversiting Cost	Bidding Model
\$0.50	Cost Per Click (CPC)
\$2.25	Cost Per 1000 Impression (CPI)
\$0.50	Cost Per Share (CPL)
25% Of Price	Cost Per Order (CPO)
\$100	Cost Per Lighting Round (CPL)

Pricing Factor	Average Cost
Ad Spend	\$9000 to \$10,000 per month
CPC (Google Search Network)	\$1 to \$2 per click
CPC (Google Display Network)	\$1 or less per click
Professional Google Ads Management	\$350 to \$5000 or 12-30% of ad spend per month
PPC Management Tools	\$15 to \$800 per month



AVERAGE FACEBOOK ADVERTISING COST	BIDDING MODEL
\$0.97	Cost-per-click (CPC)
\$7.19	Cost-per-thousand-impressions (CPM)
\$1.07	Cost-per-like (CPL)
\$5.47	Cost-per-download (CPA)



BUSINESS MEMBERSHIP



MEMBERSHIP BENEFITS

- 1. Five Free Flash (On Demand deal)
- 2. New Quality Customer Dashboard
- 3. Target returning Quantity Customers
- 4. FREE Ads (Potentially Replace/ reduce Google/ Facebook)
- 5. NO Percentage Take from Orders
- 6. DELIVERY OPTIONS
- 7. REDUCED CHURN

Get 1 month of membership	Get 3 month of membership and save \$50	Get 6 month of membership and save \$150	Get 12 month of membership and save \$600
1 MONTH Membership	3 MONTH Membership	6 MONTH Membership	12 MONTH Membership
\$ 299 ⁹⁹ USD	\$ 849 ⁹⁹ USD	\$ 1649 ⁹⁹ USD	\$ 2999 ⁹⁹ USD
Buy Membership	Buy Membership	Buy Membership	Buy Membership

Businesses spend \$2400 to \$9600 on Facebook ads each year

Small Business spend from \$100,000 to \$120,000 per year on Google Ads.

FOOBEE USERS → FOOBEE MEMBERS



FOOBEE-0H!



FULL SERVICE MULTIMEDIA



FILMING



EDITING



POSTING



CONSULTING



**HOW TO DO BUSINESS USING
FOOBEE**

FEE ONE TIME SETUP

Help Business motorize via Foobee.

Additional content only Available on Foobee.

Business Classes and Networking event.

Increase Business Loyalty and investment in Foobee.

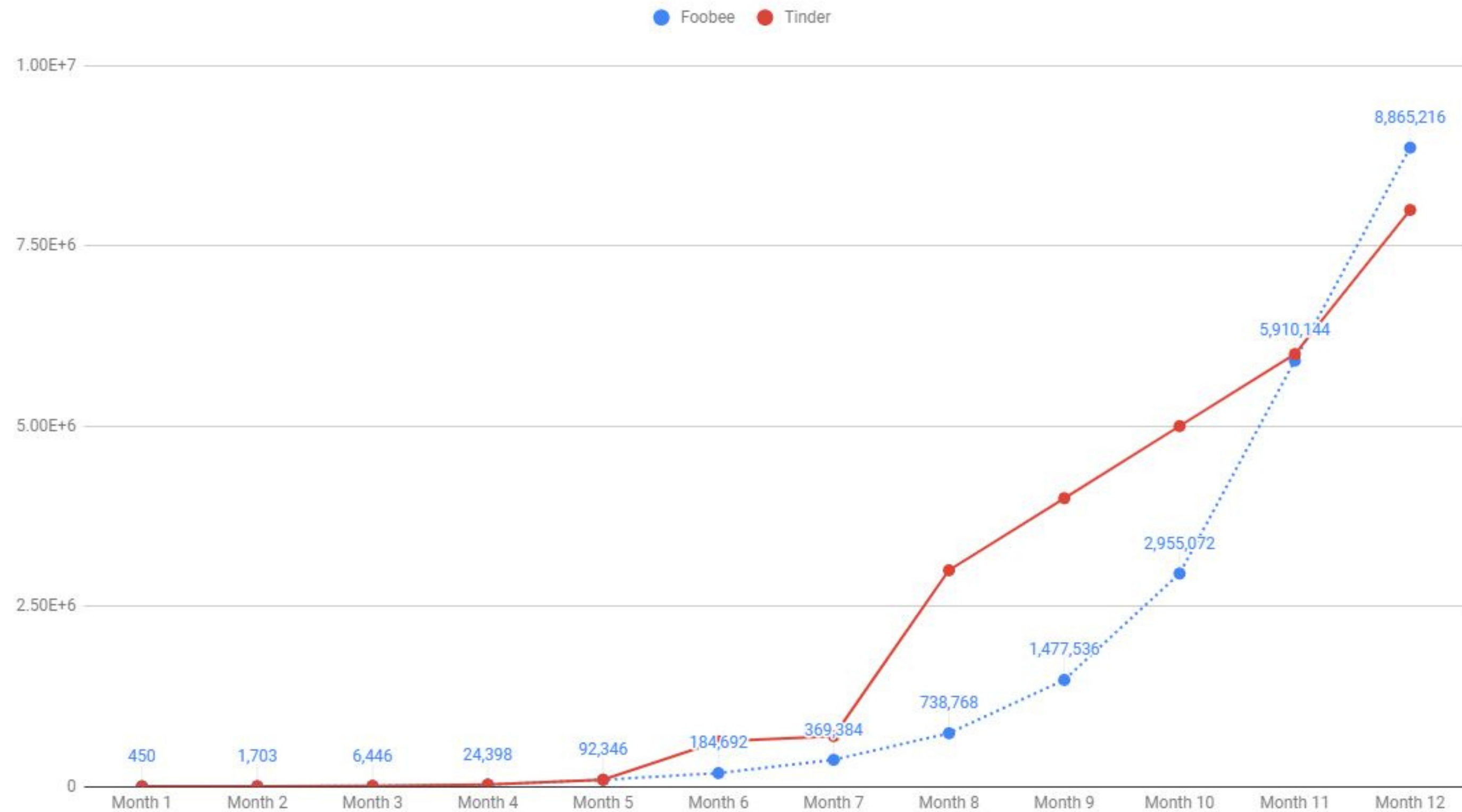


**BUSINESSES INVESTING
RESOURCES INTO FOOBEE**

FOOBEE USER PROJECTION



Foobee growth projection



CALCULATING USER GROWTH RATE ON FOOBEE



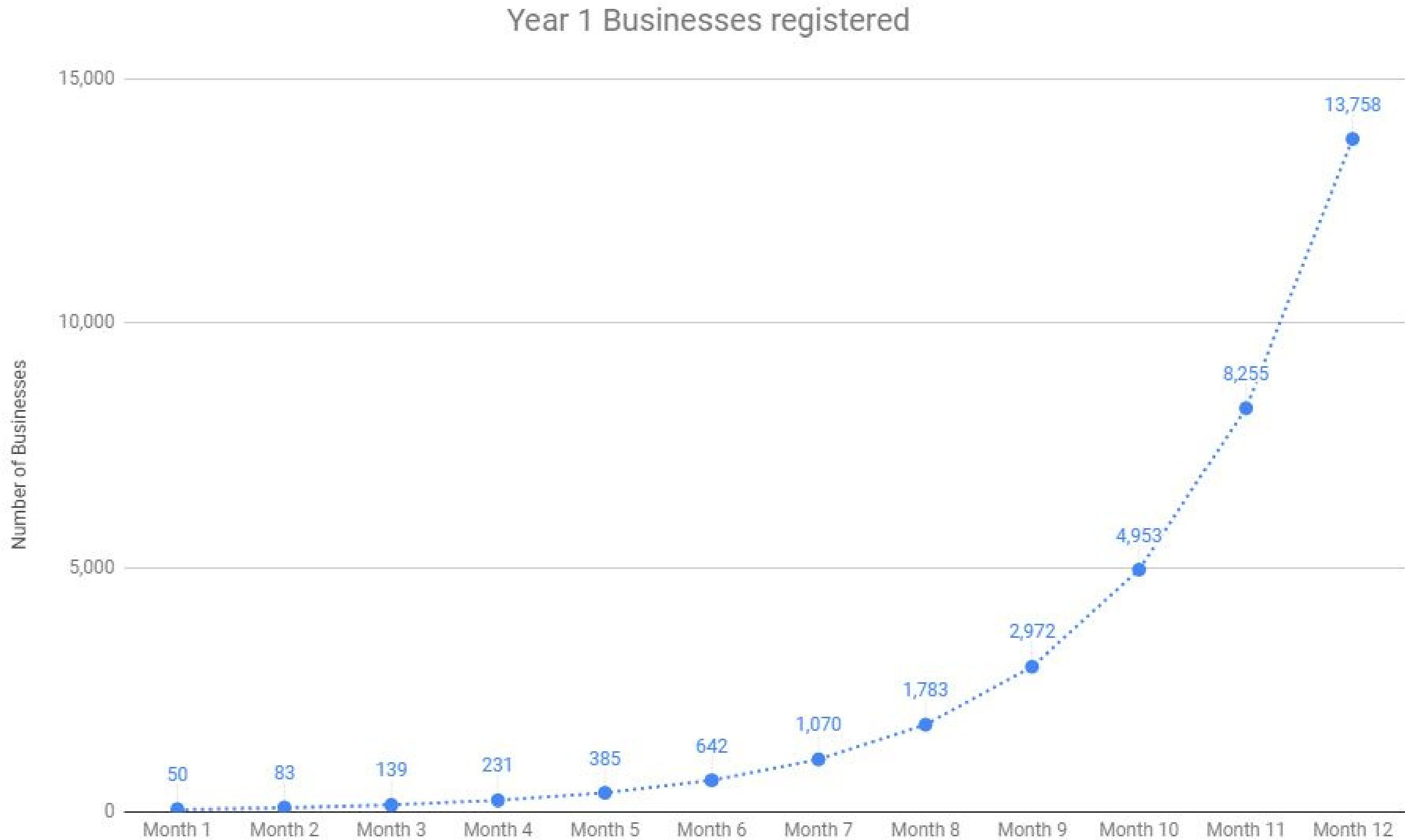
MONTH 1: 40 USERS TO 449 USERS. 1022.5 %

IN EFFORT TO BE CONSERVATIVE WE DIVIDED THE PERCENTAGE OF INCREASE BY 4 TO 278.5 PERCENT INCREASE PER MONTH UP TO MONTH 6.

AROUND 400,000 USERS WE EXPECT GROWTH TO DROP TO 100 PERCENT GROWTH RATE DUE TO CAMPUS POPULATIONS LIMIT IN GEO-LOCATION.

(PLEASE KEEP IN MIND NUMBERS MAY HAVE A MUCH MORE DRAMATIC INCREASE AND MAY MAINTAIN GROWTH RATE OR EXCEED THE 278.5 PERCENT GROWTH RATE TO ORIGINAL 1022.5% GROWTH RATE).

FOOBEE BUSINESS SIGN UP



CALCULATING BUSINESS GROWTH RATE ON FOOBEE



OUR CLOSEST COMPETITOR HAS AN AVERAGE OF 67 USERS PER EVERY 1 MERCHANT (**33 MILLION USERS VS 500 THOUSAND MERCHANTS**).

THIS MEANS THE MAXIMUM AMOUNT OF BUSINESS SIGNUPS IN THE FIRST YEAR WOULD BE **131,531** RESULTING IN NEARLY **500** MILLION DOLLARS IN REVENUE YEAR 1.

HOWEVER IN KEEPING WITH SALESFORCE GROWTH SPEED WE ARE PROJECTING 50 PERCENT GROWTH RATE FROM ORIGINAL **50** BUSINESSES THAT I SIGNED UP IN **MONTH 1**. THIS GIVES US AN EXTREMELY CONSERVATIVE END POINT OF **34,322 BUSINESS SIGN UPS IN TOTAL**.

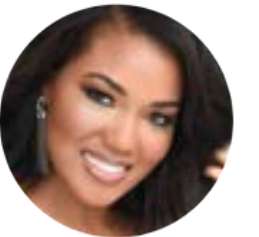
LEADERSHIP TEAM



WASSIM MAHMOUD
CEO

Wassim Mahmoud has always had striking creativity and enthusiasm towards media and special effects. This fascination led him to receive his BA in Videography from George Mason University in 2015. His background includes interning at Royal Crown Studio as a special effects artist and working as a Digital Media Specialist at Verizon. He is a visionary that has utilized his work experience to create the first Lifestyle 2.0 app, Foobee. Wassim has exemplified true leadership by successfully inspiring over 100 professionals to partake in the Foobee. With a passion and a desire to revolutionize the way in which people connect, he has taken Foobee from a concept into one of the most promising startups in the world.

Sasha Perea is a multi-talented individual with a background in media, tv hosting, and fashion. She is a graduate of The University of North Carolina at Chapel Hill with a degree in Communication Studies with a concentration in Media and Technological Productions. Sasha joined Foobee in 2017 as the third member of the team and has assisted with the creative direction of Foobee which has included social media marketing, commercial content creation, app layouts along with other aspects related to the app. Sasha is proud to be bilingual and fluent in both Spanish and English. She has utilized this skill and cultural awareness to make a greater impact in reaching diverse audiences. Her academic background in communications along with her professional experience and PR Certification has equipped her to bring her fresh perspective and significant contributions to Foobee.



SASHA PEREA
EXECUTIVE VP
COMMUNICATIONS



SHAUN BERNARD
EXECUTIVE VP CRYPTO
INTEGRATION

Shaun began his fascination with business when he was 17, when he entered college pursuing a career in Communications. Shaun received his Bachelors for Communications from Virginia State University where he played football and was an active participant and the Mass Communications Club. Being a former student athlete Shaun's particular skillset in networking, interpersonal relations, and dedication to project completion, has made him ideal for this position. Shaun oversees client relationships, solidifies contracts with potential investors, inspires productive change in workforce and productivity and consults the Foobee team on the Cryptocurrency initiative and getting the product to market.

VOLUNTEERS



App-verstietement



Buying Habits
FREE



Foobee Newbie
(Never been on Groupon-Tinder)

Buying Habits
PPS (PAY PER SWIPE)



Foo-bennies
(Former Tinder/ dating users)



Foobee evangelist
(Influencer- lifestyle)

Buying Habits
FOO-BEAMER
(BEAM IN-FLUENCED
DISCOUNTS LIKE YOUTUBE)



Foobee-eezier
(Former Groupon Users)

Buying Habits
FOO-BUYERS
(BUY UP DISCOUNTS AND
DELIVERY)

Customer Acquisition Strategy



Campus life



(Organization) (Campus Ambasador program)
(Campus Influencers) (Face to Face)

PPP

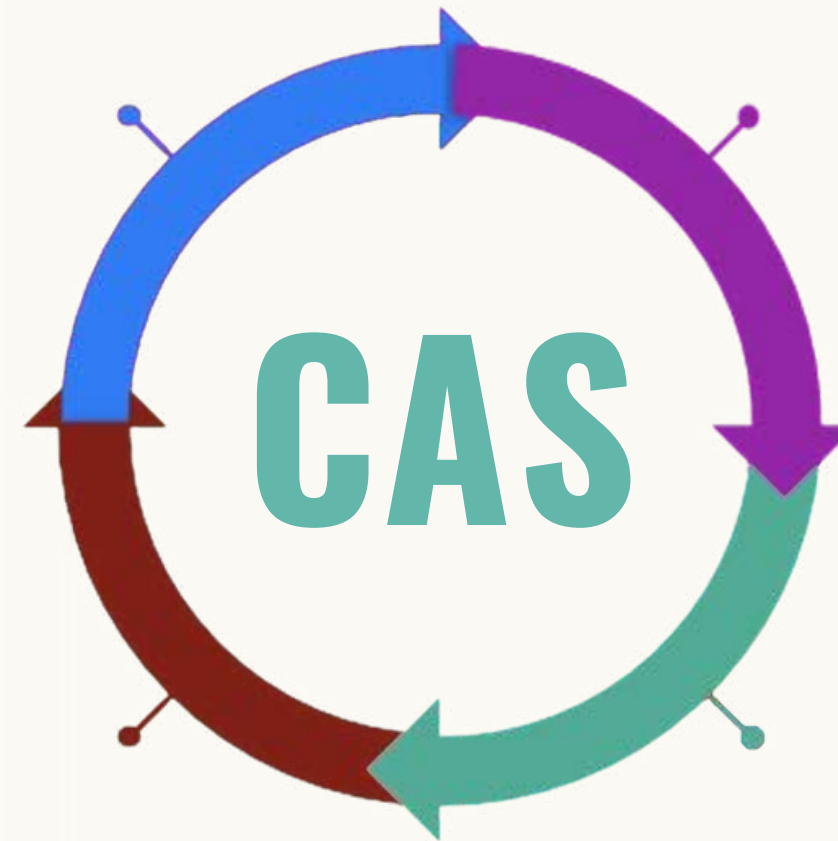


(Pay Per Promotion Campaign)

Night Clubs



PPS (PAY PER SWIPE)



Price to reality Groupon/ Grubhub Campaign



(Speak to Higher Retention Rates)

App-verstietement



Top Tier Partnership
(Hosting Foobee experineces)



Foobeez 
(Casual Restaurants/ Activity places, etc..)



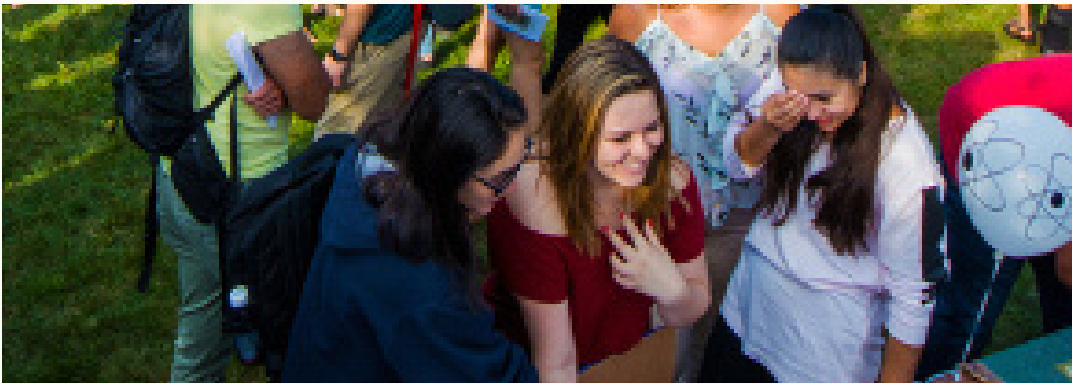
Foobreeze
(First time putting on any discount app)



CAC

Customer Acquisition Cost

IMPS Campaign



College Groups Sign Up Users

\$4



Incentivize



Every new user gets 1 Donut

Monetize



Dollar Given to Group.

MOMENTUM/ BUZZ: (12 Months)

- 500,000 USERS
- 50 CLUBS/ GROUPS
- 25 UNIVERSITIES

Sympathize



Donation to Club cause.

Popularize



FOOBEE SPONSORED PARTY

SOCIAL MEDIA MARKETING

Customer Acquisition Cost



Social Media Campaign



local influencers with
PROVEN RECORD

\$100



Influencers



Creating a fun unique video



Reward



Influencers can match with
Followers on Foobee

MOMENTUM/ BUZZ:

(3 Months)

- 1,000 - 10,000 influencers
- 500 online CLUBS/
GAMING/ GROUPS

Powerful Message



Promoting mental health
Online/ Offline businesses

Followers spread the word



Followers share Foobee with
other Followers for rewards

EARNED MEDIA



FREE MARKETING



\$0



From Reviewers to Promoters who
will benefit through Foobee

MOMENTUM/ BUZZ:

(3 Months)

- 1,000 - 10,000 Reviewers/
Tipsters/ Media Managers
- 2,000 Groups
- 500 Recruiters

Influncers



Reviewers/ tipsters

Recruiters



Recruiters looking to employ

Social Media Managers



Social Media Managers for
new venues to tap

Government/ Promoters



Teaching them the best way
to promote business.

TARGETS



CAMPUSES

LIST OF CAMPUSES IN NOVA/ LOWER MARYLAND:

GEORGE MASON UNIVERSITY:

28,500 STUDENTS

UNIVERSITY OF MARYLAND UNIVERSITY COLLEGE

47,253 STUDENTS

NORTHERN VIRGINIA COMMUNITY COLLEGE

40,119 STUDENTS

UNIVERSITY OF MARYLAND -- COLLEGE PARK

30,762 STUDENTS

UNIVERSITY OF VIRGINIA

16,207 STUDENTS



GROUPS

KAPPA KAPPA GAMMA

KAPPA ALPHA THETA

DELTA GAMMA

PHI MU

CHI OMEGA

DELTA DELTA DELTA

ALPHA DELTA PI

ALPHA OMICRON PI

AKA

DELTA SIGMA THETA

Non-Profit Organizations

GLOBAL LANGUAGE NETWORK

GREEN AMERICA

FOOD FOR ALL DC

GIRLS ON THE RUN

BETHANY WOMEN'S CENTER

CATO INSTITUTE

GLOBAL GIVING

THE I DO FOUNDATION

HENRY J KAISER FAMILY FOUNDATION

HUMAN RIGHTS CAMPAIGN



DBAC

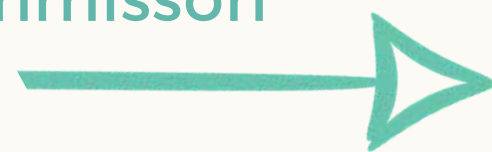
Direct Business Acquisition Cost



Professional Sales Force



\$25,000 Salary + 5% Commission



College Organizations



5% Commission



Mom/ Pop



Student businesses



Retail



Nightlife

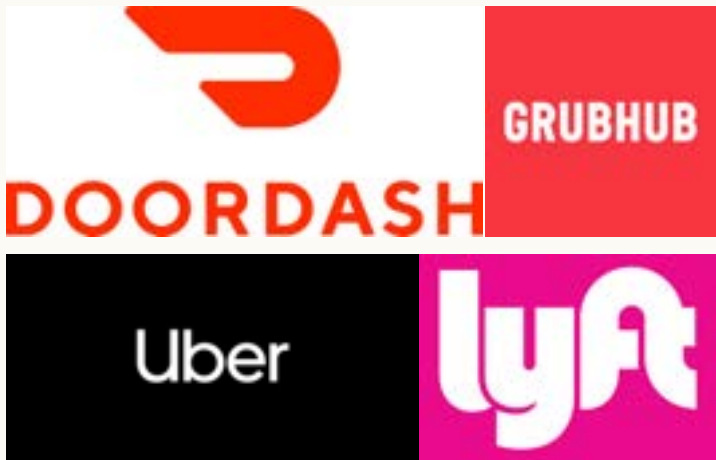
STRATEGIC INTEGRATION PARTNERS (SIP)



Toast POS/ Upserve/ Vend



Lyft, Uber Eats, GrubHub



Recreation



Venmo/ Paypal/ Zelle



Capture 70% all retail Businesses
with Strategic Integration.



TOP INTERNATIONAL CITIES



LONDON, ENGLAND: 1.1 MILLION BUSINESSES. 3,924,900 SINGLES

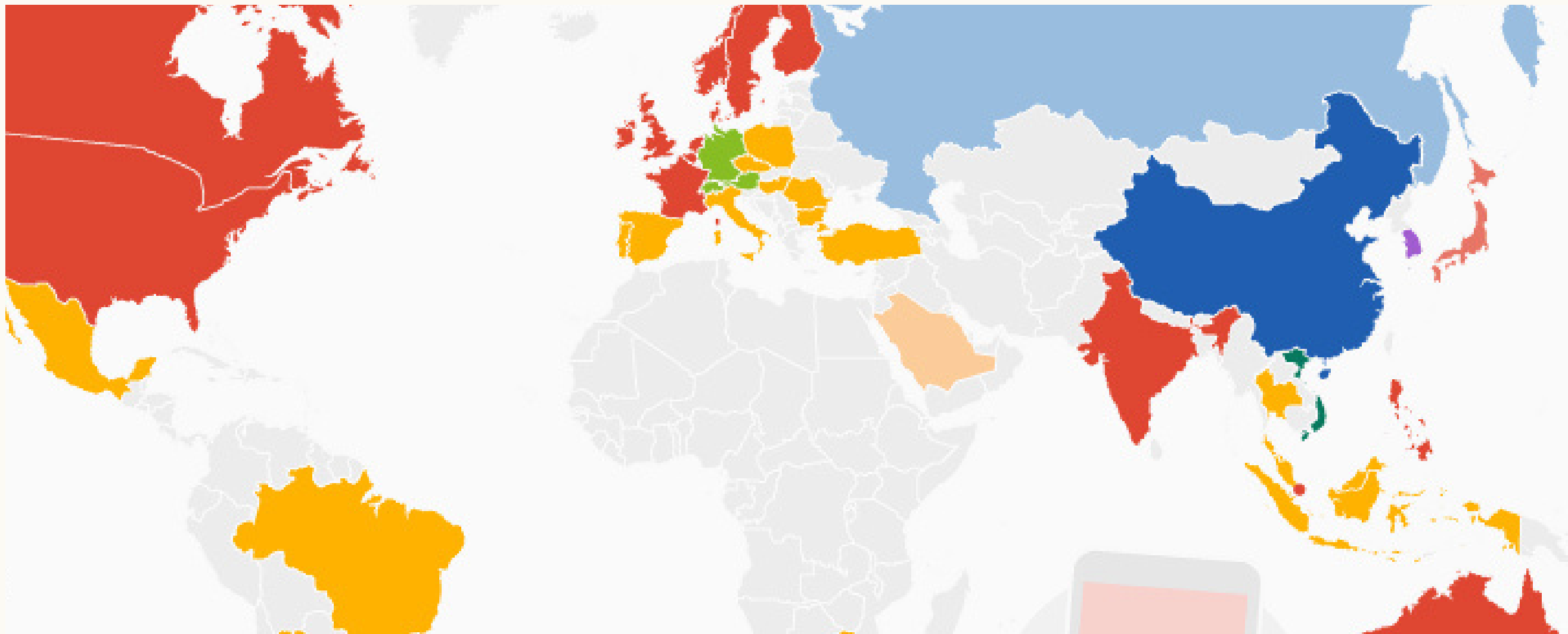
PARIS, FRANCE: 2.96 MILLION BUSINESSES, 968,000 SINGLES

MOSCOW, RUSSIA: 849,000 SMALL BUSINESSES, 3,576,000 SINGLES

RIO DE JANEIRO, BRAZIL: 5.4 MILLION SMALL BUSINESSES, 1,800,000 SINGLES

SYDNEY, AUSTRALIA : 2.1 MILLION SMALL BUSINESSES, 1,569,000 SINGLES

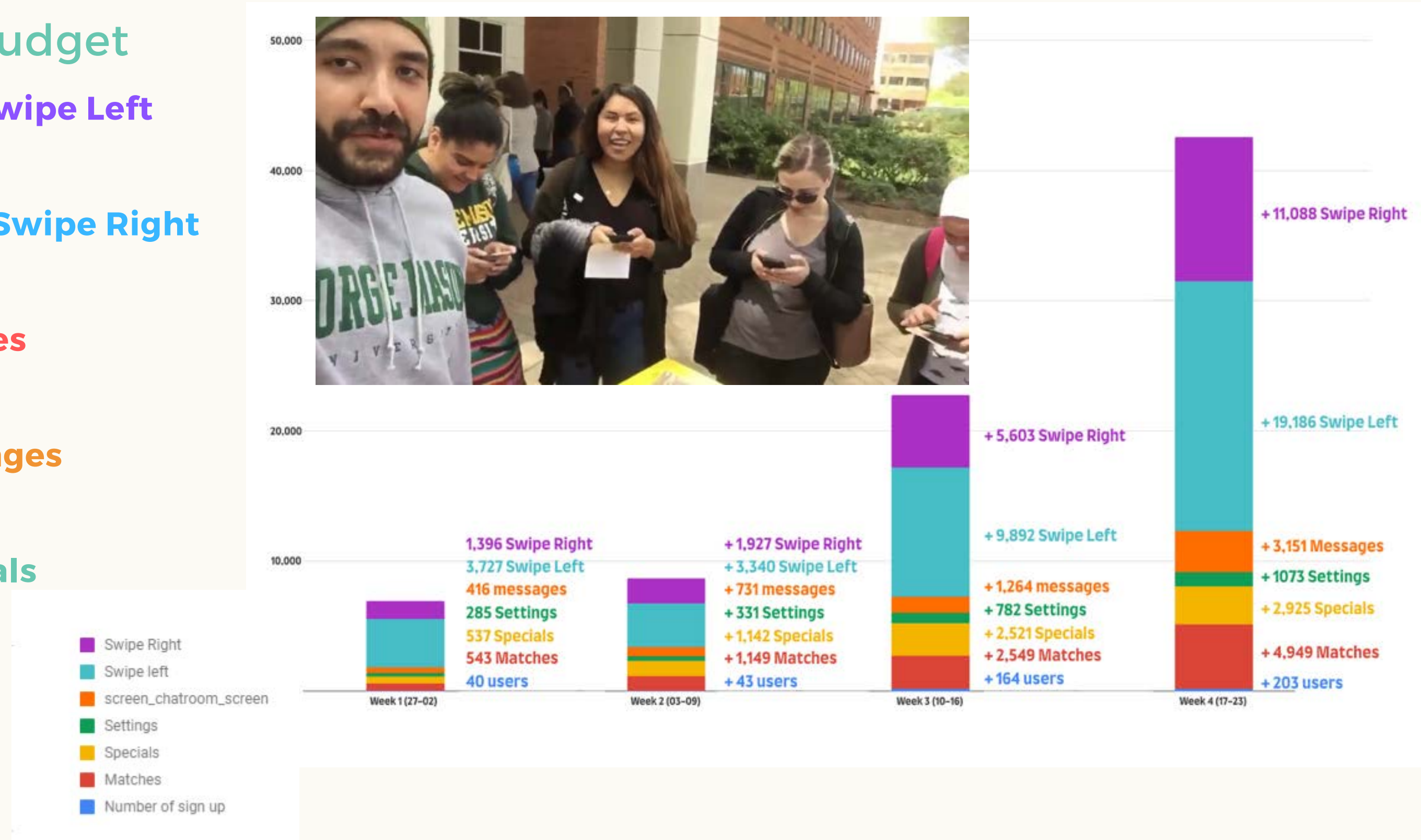
BARCELONA, SPAIN: (TOTAL 254 MILLION SMALL/ MICRO BUSINESSES IN SPAIN) 1,6545,000 SINGLES.



EARLY TESTING

Four week Period: No Budget

- 3,727 Swipe Left ---> **36,145 Swipe Left**
(869.81 % increase)
- 1,396 Swipe Right --> **20,014 Swipe Right**
(1333.67% increase)
- 543 Matches --> **9,190 Matches**
(1592.45 % Increase)
- 416 Messages --> **5,562 Messages**
(1237.02 % Increase)
- 537 Specials --- > **7,125 Specials**
(1226.82 % Increase)
- 40 users ---- > **449 users**
(1022.5 % Increase)

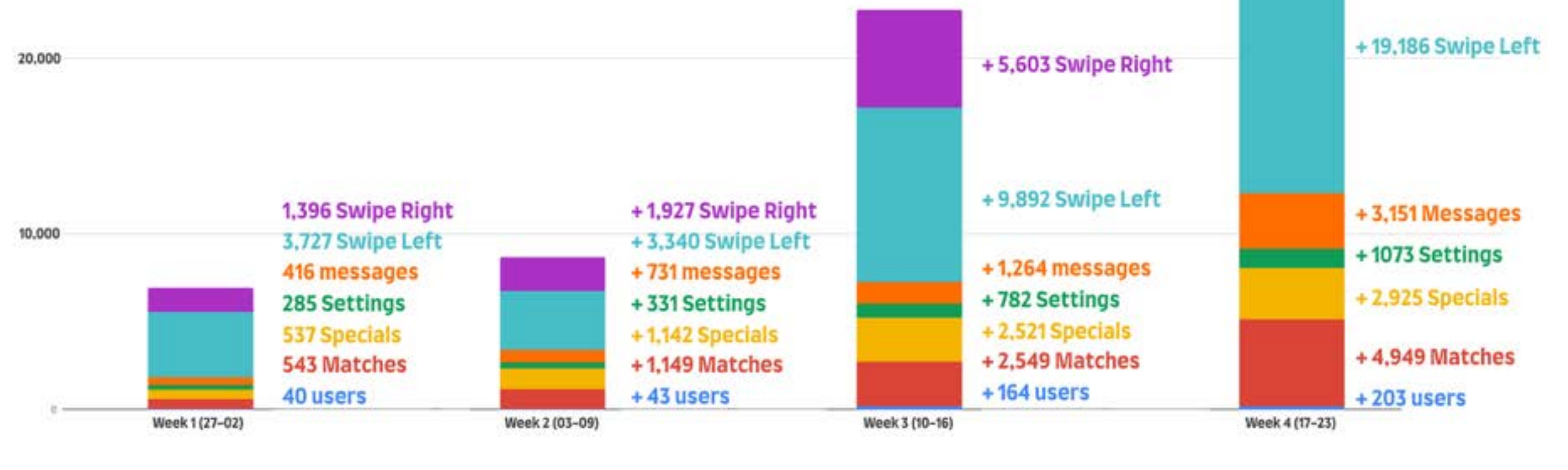


EARLY TESTING



Handicaps:

1. Four week period.
2. Two days per week.
3. Four Hours per day.
4. 24 to 48 donuts per day.
5. One man operation.
6. 20 second average loading.
7. 1 in 6 phones unable to load app.

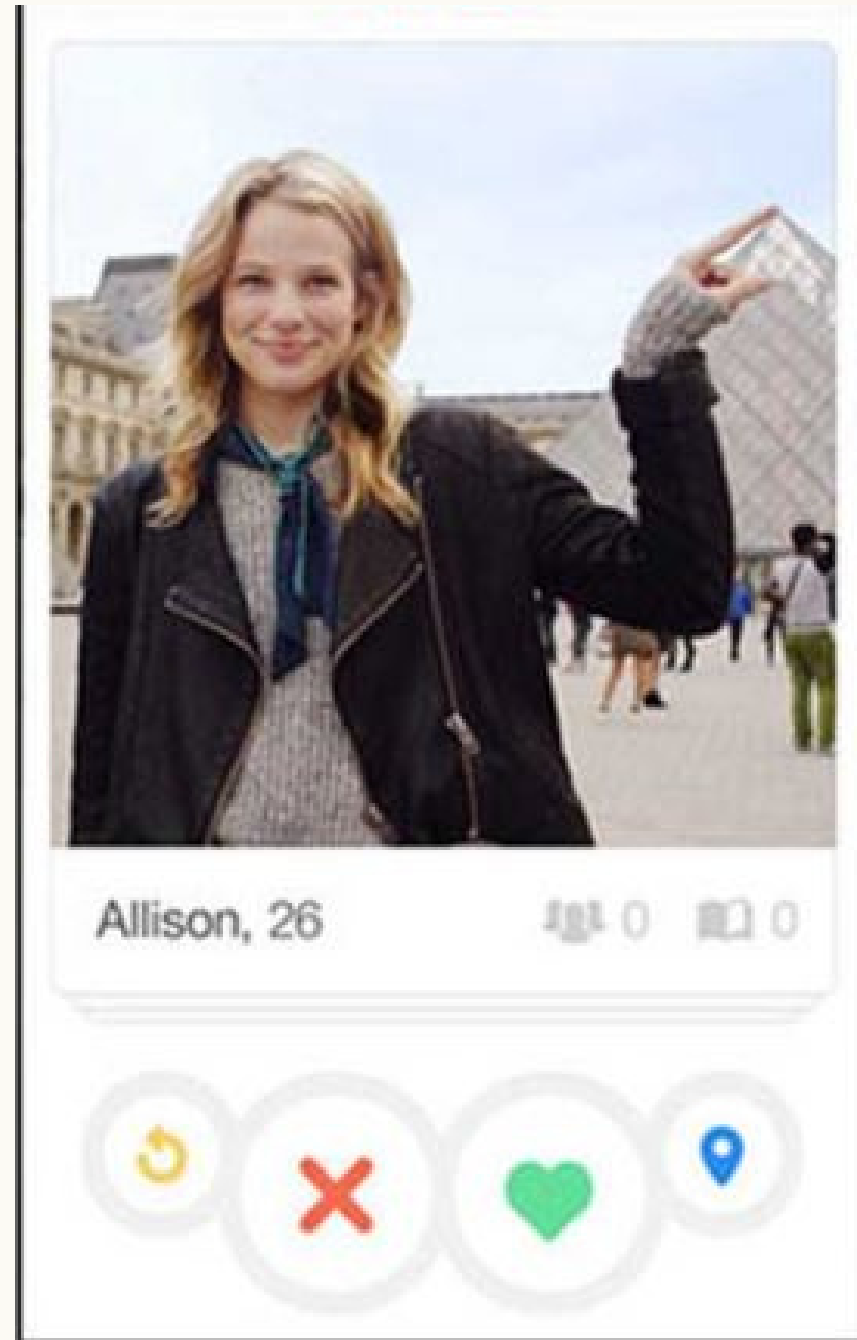


SUMMERY GAMEFICATION

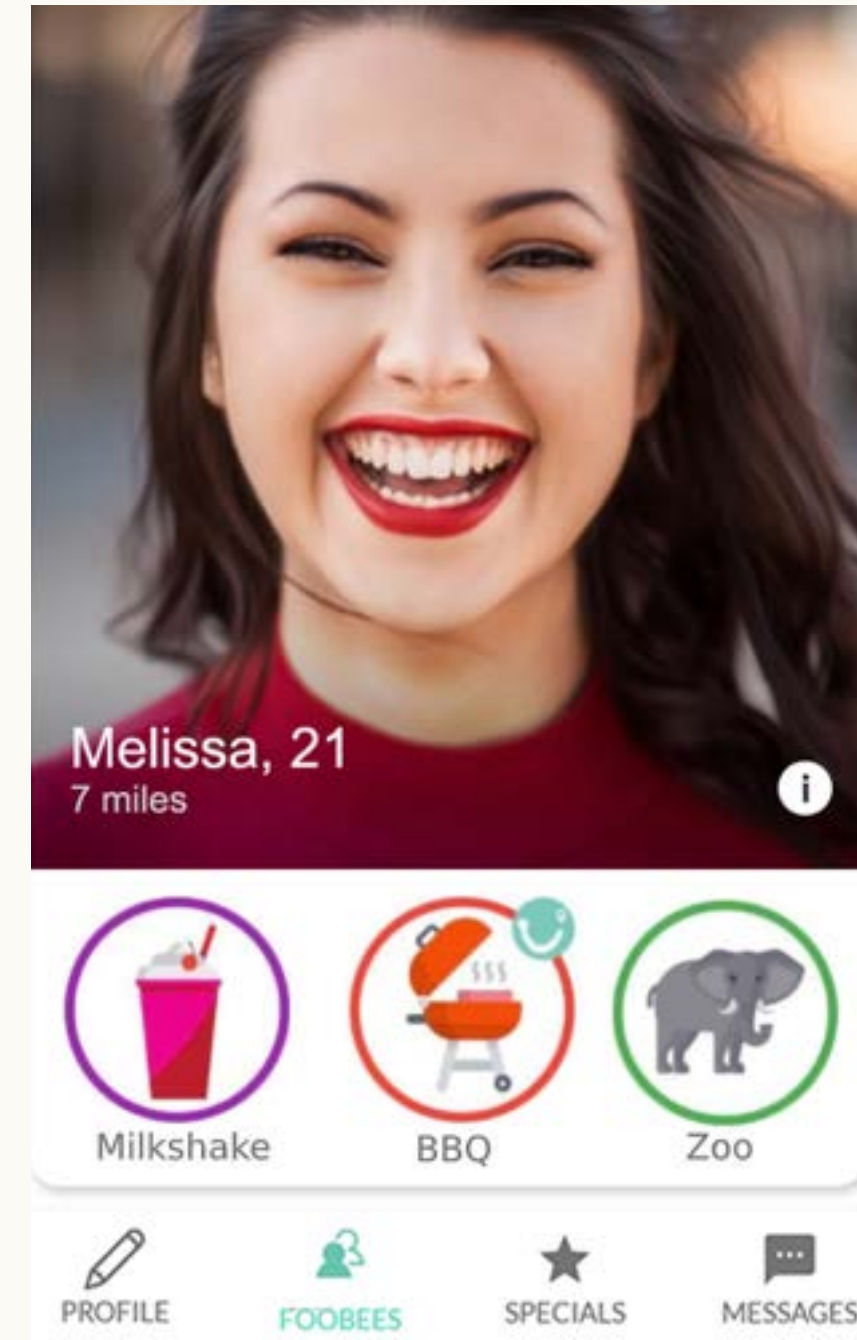
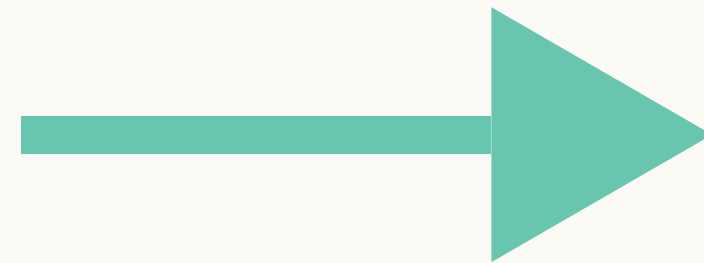


1.

DISRUPTION OF SOCIAL MARKET- 50 MILLION USERS ON DATING APPS



**DATING BASED IMAGES
+17 PLUS**

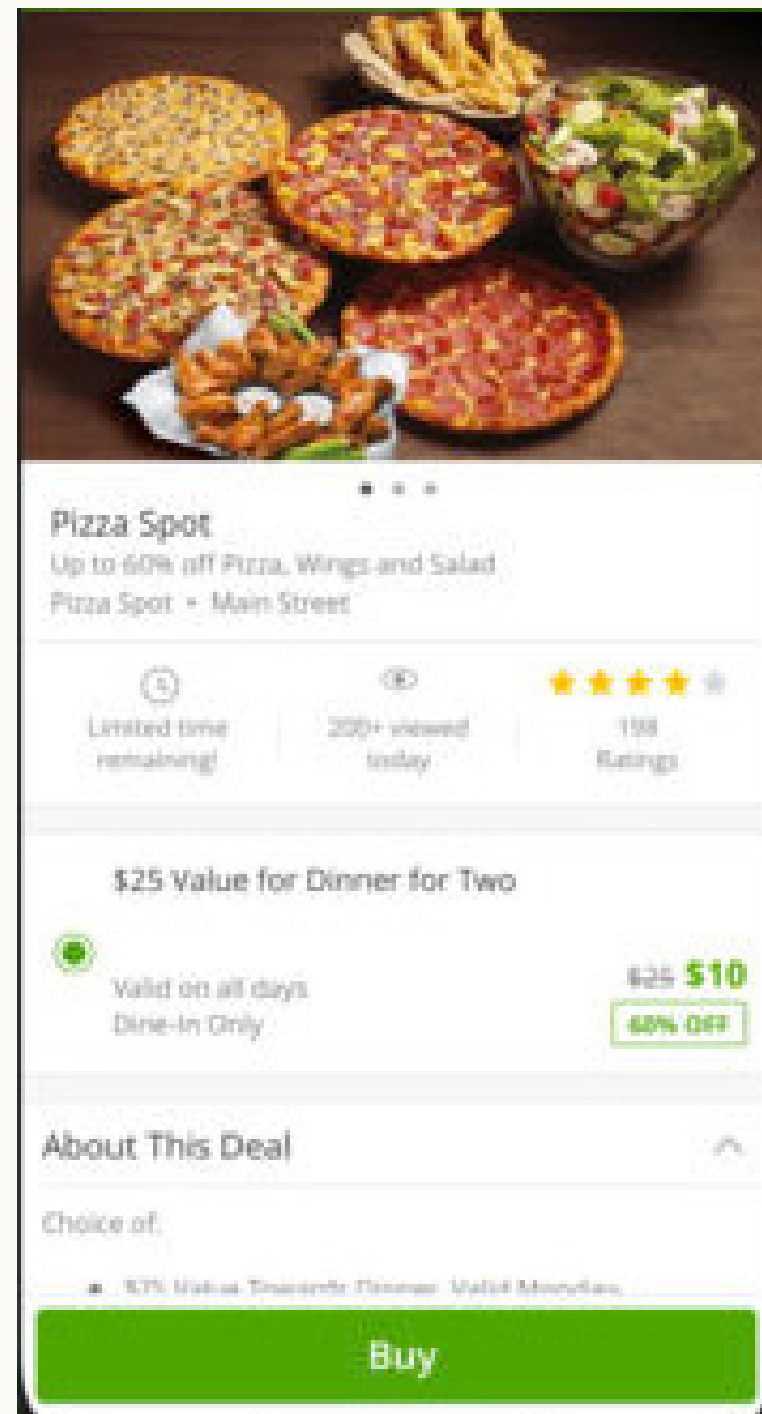


**CRAVING + IMAGE BASED
+17 PLUS**

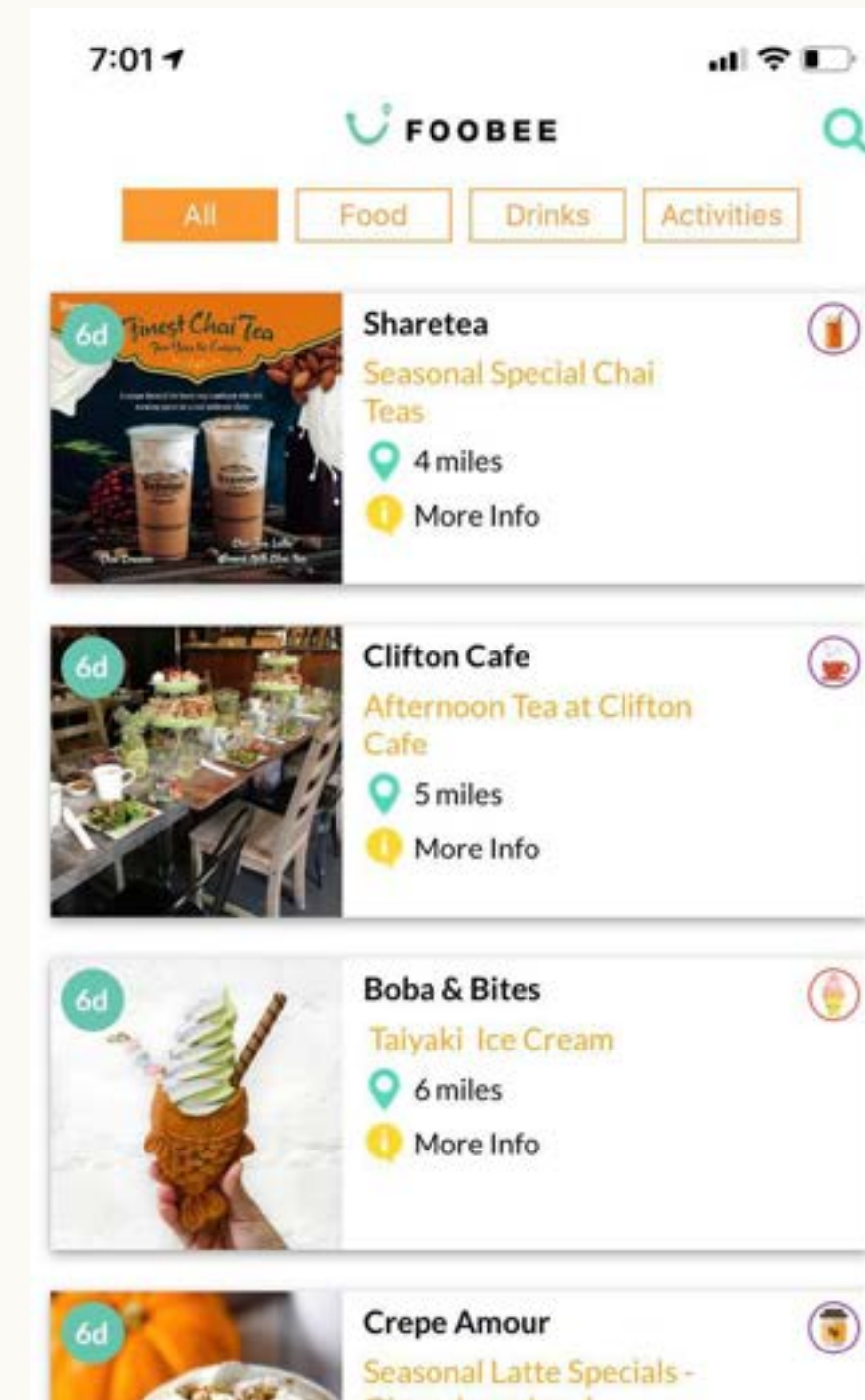
SUMMERY GAMEFICATION



2. DISRUPTION OF ONLINE SHOPPING- 53 MILLION PEOPLE USE ONLINE SHOPPING



50% OF EACH PURCHASE
BUSINESSES LOSE MONEY

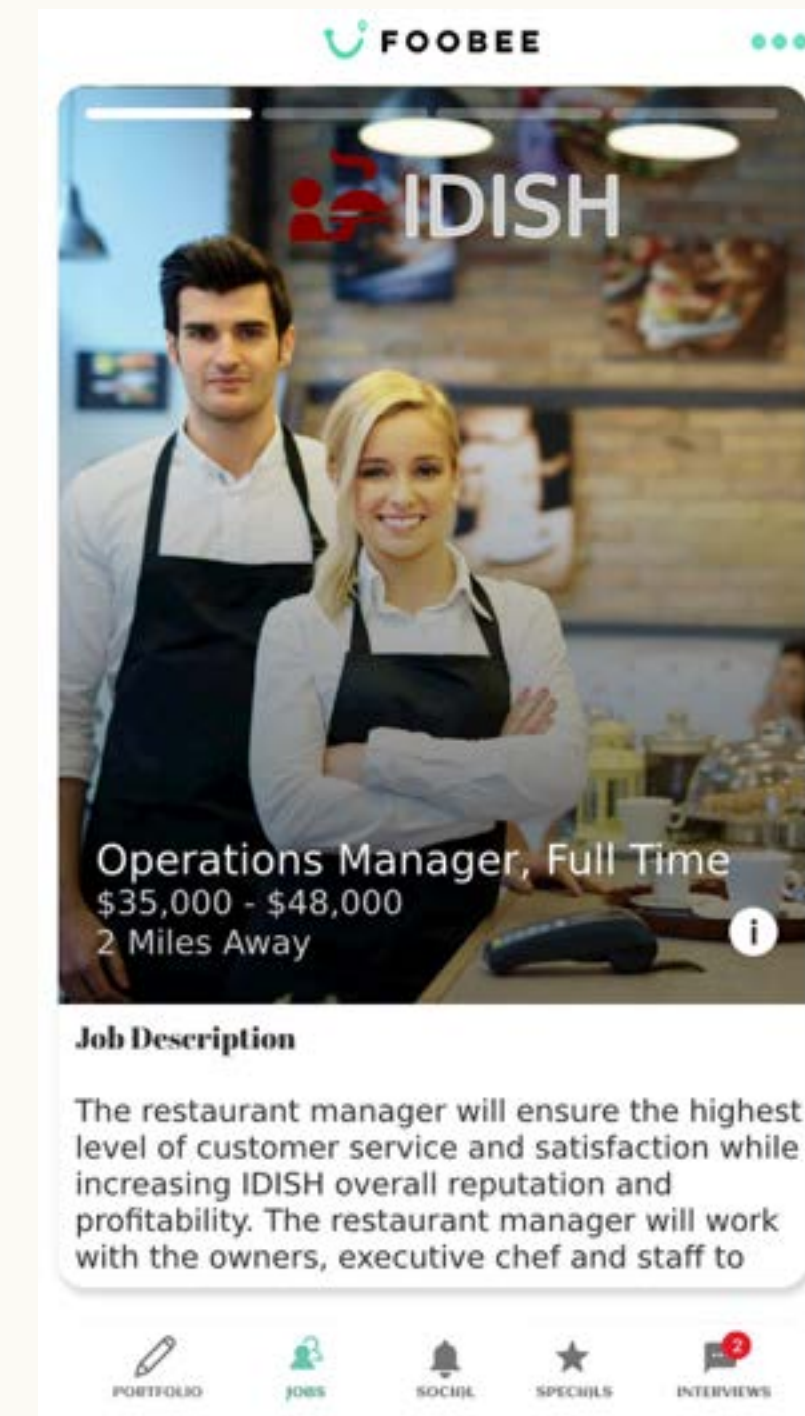
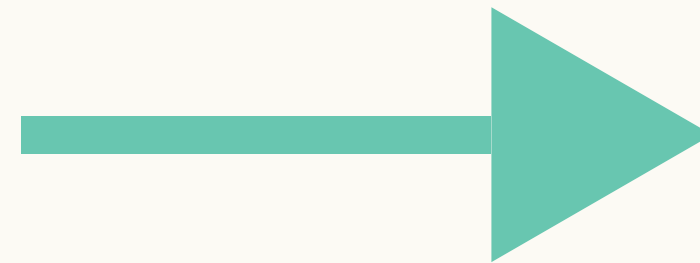
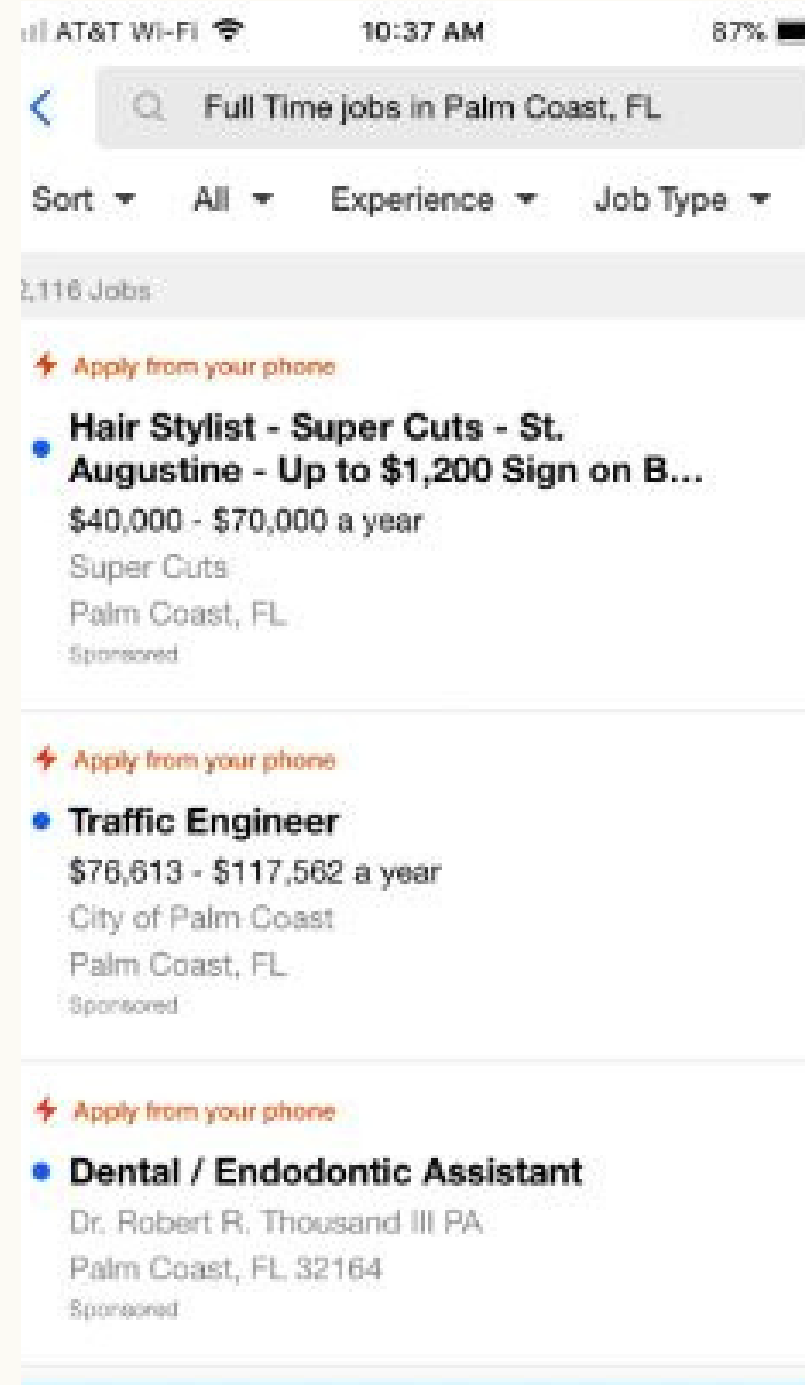


MEMBERSHIP BASED PROGRAM
BUSINESSES MAKE MONEY

SUMMERY GAMEFICATION



3. DISRUPTION OF JOB SEARCHING- 22 MILLION UNEMPLOYED



WEB/ APP APPLYING PROCESS
COMBERSOME/ TIRING

SWIPE RIGHT ON JOB/ JOBS WILL SWIPE RIGHT
FUN, EASY AND ADDICTIVE



5G

FOOBEE IS READY



- **FASTER CONNECTIONS**
- **3D VIDEO CALLS**
- **3D USER PROFILES**
- **LIVE VIDEO/ PHOTO FILTERS**
- **LIVE BUSINESS VIRTUAL TOUR**
- **3D PURCHASE PREVIEW**
- **FASTER DATA COLLECTION**
- **SIGNIFICANT REDUCTION IN SERVER COST**

MILESTONES



SAFE INVESTMENT



STABLE ECONOMY: (POST CORONAVIRUS/ EPIDEMIC)



- USER SIGN UP
- BUSINESS SIGN UP
- USER SUBSCRIPTION
- BUSINESS SUBSCRIPTION
- USER MEET-UPS
- GROUP MEET-UPS



- CAMPUS PROMOTION
- EVENT PROMOTION
- SIP PROMOTION
- BUSINESS SIGNUP EVENTS
- DBAC SALES



UNSTABLE ECONOMY: (CORONAVIRUS/ EPIDEMIC OUTBREAK)



- USER ONLINE PURCHASES
- BUSINESS DELIVERY
- USER SIGN UP/ SUBSCRIPTION
- BUSINESS SIGN UP/ SUBSCRIPTION
- USER VIDEO CALLS/ SNAPS
- RETENTION RATE



- SOCIAL MEDIA PROMOTION
- BUSINESS COLD CALLS
- LIVE ONLINE BUSINESS EVENTS
- DBAC ONLINE CALLS



- 1.
- 2.
- 3.

**CONSTANT CASH FLOW.
ALWAYS ON DEMAND MARKET.
COMPANY OPERATING OFFLINE AND ONLINE.**

Current Events "Coronavirus"



DECEMBER 26 THROUGH MARCH 02

15% NEW USER GROWTH

50% INCREASE RETENTION RATE

100.5% COMMUNICATION APPS INCREASED

4 NEW DATING APPS DOWNLOADED PER USER

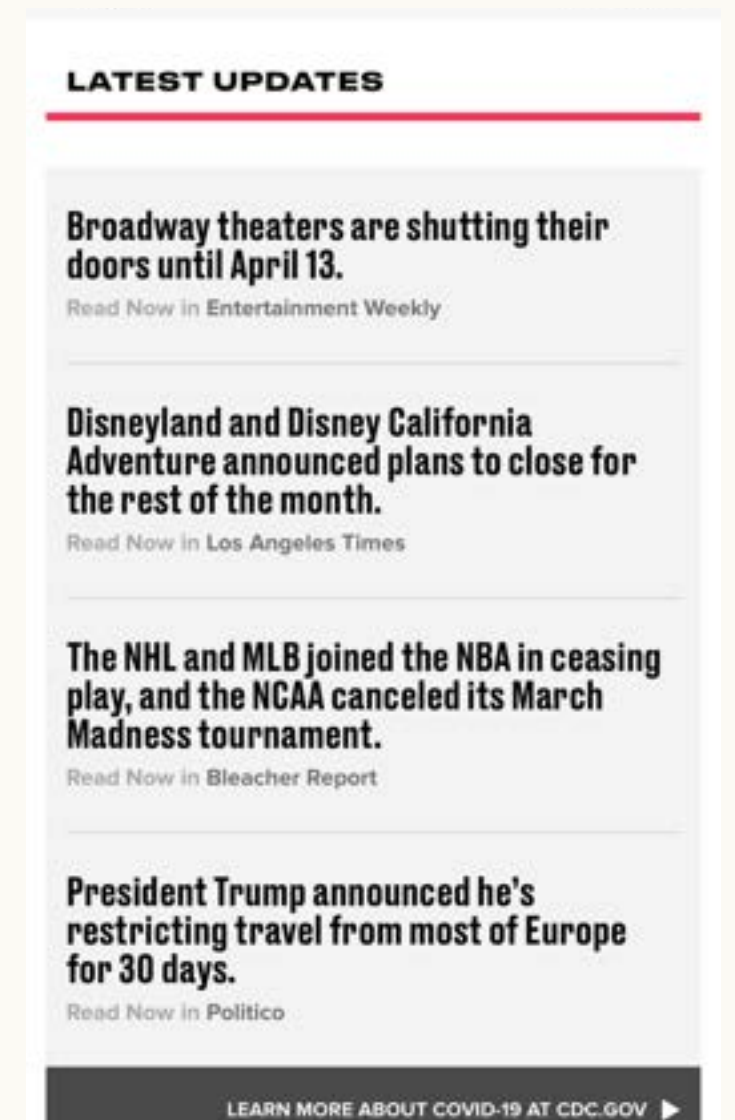
**"WHEN LIFE ENCOUNTERS
DEVASTATION FOOBEE PROVIDES
TRANSFORMATION"**

**FOOBEE IS POSITIONED FOR ALL TYPES OF EVENTS...CAN PROVIDE
CONNECTION, DELIVERY, DONATION, VIRTUAL EXPERIENCE (5G)
AND MORE....**

CORONAVIRUS AFTERMATH



FOOBEE LIFESTYLE 2.0 MOVEMENT



MAKE FRIENDS AND SAVING BUSINESSES
TOGETHER REVERSE SOCIOL-ECONOMIC IMPACT OF THE PANDEMIC

CORONAVIRUS TIMETABLE



DURING PANDEMIC SOCIAL MEDIA MARKETING AIMED AT USERS



- EVERYONE IS AT HOME ISOLATED/ BORED
- TREMENDOUS OPPORUTNITY FOR SOCIAL MEDIA MARKETING

2 MONTH TRANSITION PERIOD



POST PANDEMIC OFFLINE MARKETING AIMED AT BUSINESSES AND USERS



- HYPER AGGRESSIVE BUSINESSES LOOKING FOR CUSTOMERS
- USERS LOOKING TO GO OUT AND HAVE FUN



FOOBEE LEGAL



Foobee was organized as a Limited Liability Company (LLC) in the Commonwealth of Virginia on August 23, 2017. Foobee’s FEIN is 82-2858817. Wassim Mahmoud is the founder and 100% shareholder of Foobee and continues to serve as its CEO and Creative Director. Since its founding to the present date, Foobee has no employees and does not owe or pay wages, including to the founder. Neither has Foobee relinquished any equity stake to personnel or outside consultants. Nonetheless, Foobee has been able to accomplish significant milestones in its development by strategically utilizing independent contractors in exchange for a specified percentage of Foobee’s future gross revenues, if any, but no entitlement to Foobee equity. Those independent contractors performed important functions ranging from development, design, accounting, legal, marketing, social media, website creation, and operations. As of the present date, there are 8 total independent contractors who have performed duties and are legally vested in their individual contracts.

Other than the vested independent contractors noted above, Foobee has no debt, monetary or otherwise, nor known liabilities, contractual or otherwise, to any person(s) or entity(ies). As also noted above, one-hundred percent (100%) of Foobee ownership is held by its founder and no person(s) or entity(ies) have any contract, claim nor right to any portion of Foobee ownership.

Foobee App was submitted for approval to Google Play and IOS systems in or about August 2018 and, after vetting, were approved and made publicly available for download on the respective platforms. Legal disclaimers including Terms of Use, Privacy Policy, and Safety Policy were prepared by legal counsel and incorporated on the Foobee App.

On November 27, 2018, the United States Patent and Trademark Office granted a Service Mark for “Foobee” (Reg. No. 5,618,809).

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