



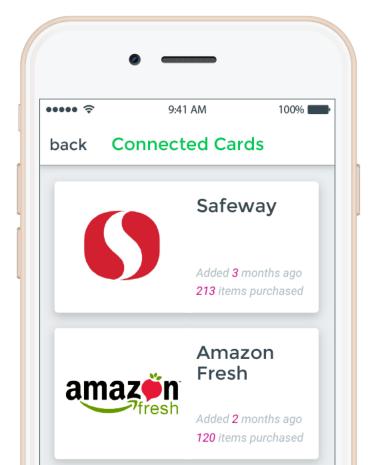
#### 133 billion

pounds of food wasted every year

2/3 of Americans are concerned about their food waste.



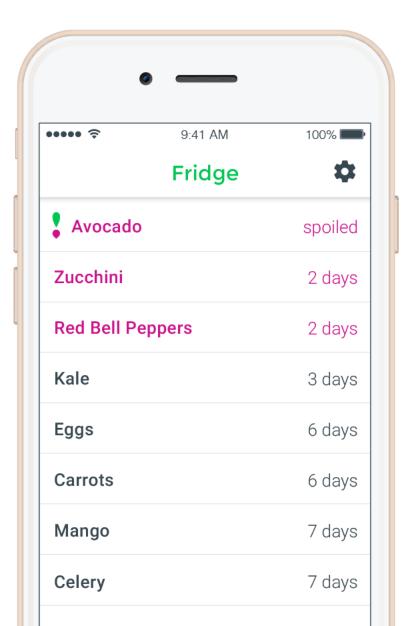
# Sync with grocery store accounts



#### Scan Receipts



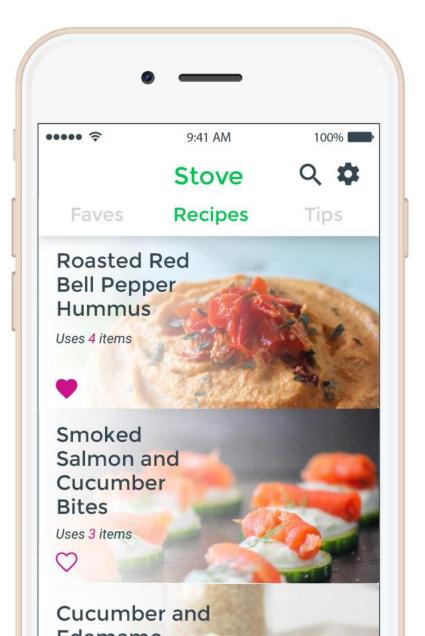
# Users see their grocery store purchases



### Reminders for when your food will spoil



Foodfully, Inc.: Proprietary and Confidential



# Users discover recipes that use food in their Fridge

#### Market

2 96 million people eat at least one meal

at home every day per year

42 million people buy fresh

produce monthly

36 million people interested in

Foodfully's values

### Foodfully Team



CEO
M.S. Plant Pathology



Chris Langel
CAO
Ph.D. candidate: Rocket Science



John Karasinski
Full Stack Developer
M.S. candidate



Tim Stapleton
Lead Designer
Behavioral Design Student



Steven Scaffidi Full Stack Developer B.S. + M.B.A.



#### Traction, private beta test



2000 beta testers



I linked grocery loyalty programs



advertising contracts with local businesses



patents pending (& 1 more in development)

(CLV - CAC) per customer

= \$5.61

Customer Lifetime Value (CLV) Customer Acquisition Cost (CAC)

#### Traction, public beta release



**=** 18

linked grocery loyalty programs

20-35%

perishable items

Yes No

Notifications?



Waste proportion?

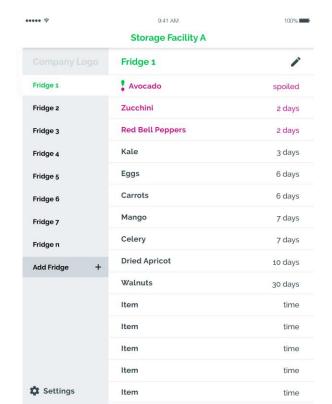
#### Traction; enterprise



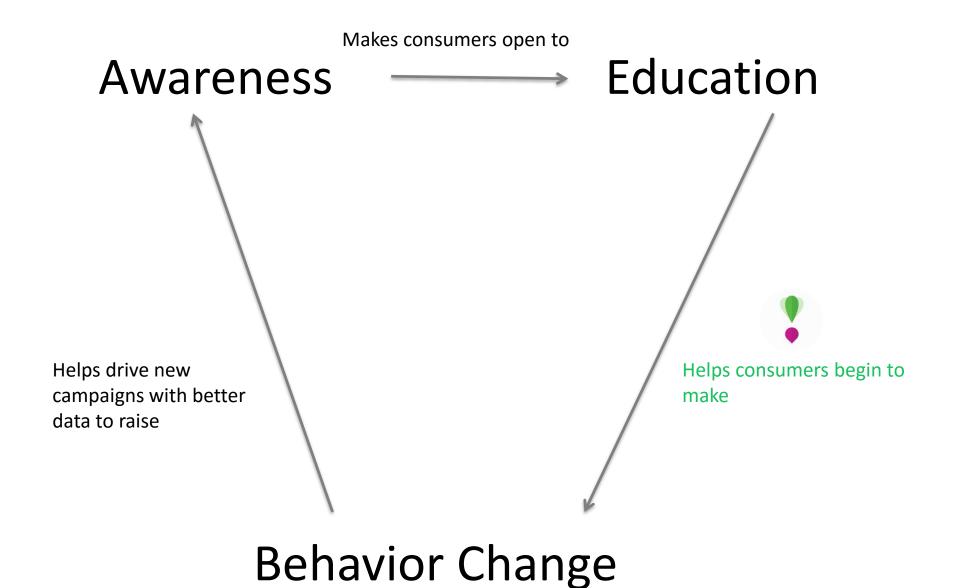
1 commercial food distributor

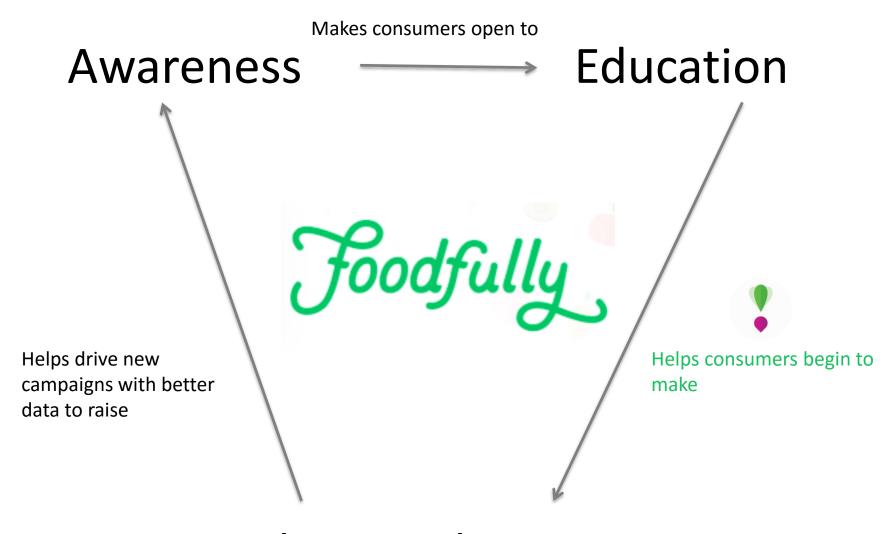


Specialty produce nationwide

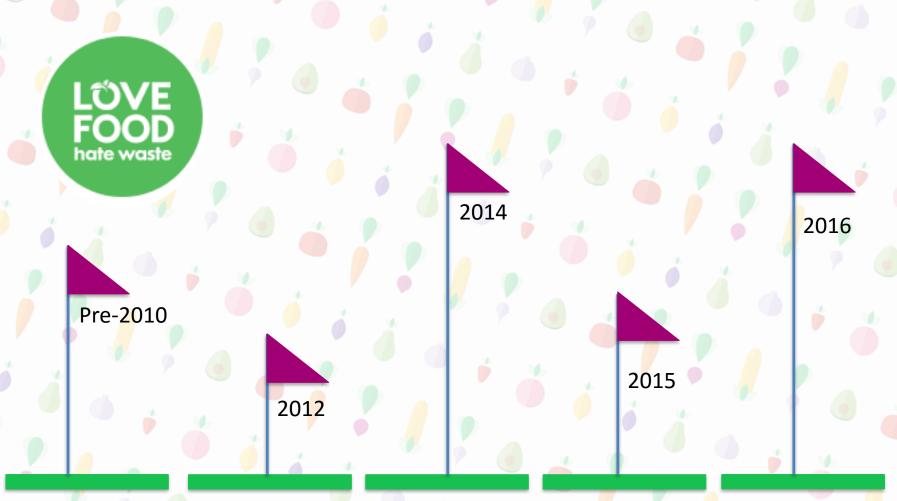


The logistics software industry is expected to grow by \$5B in the next five years

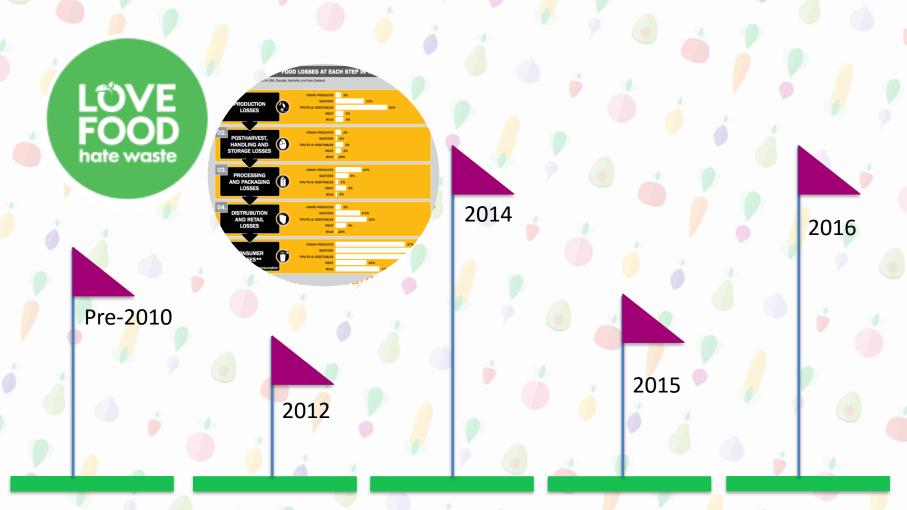




Behavior Change







2016





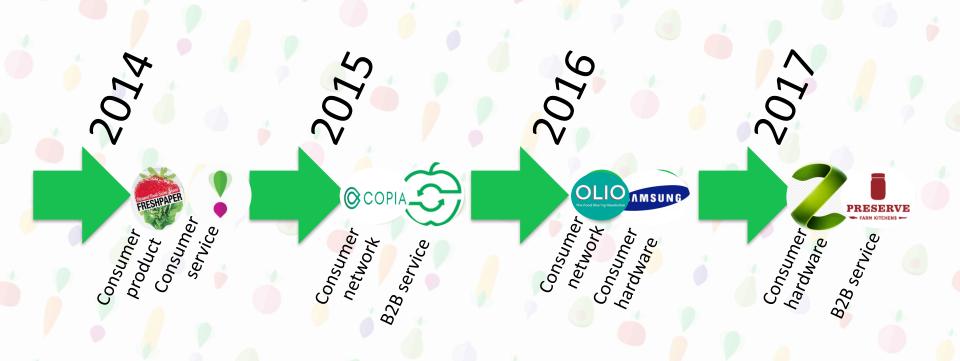


2016

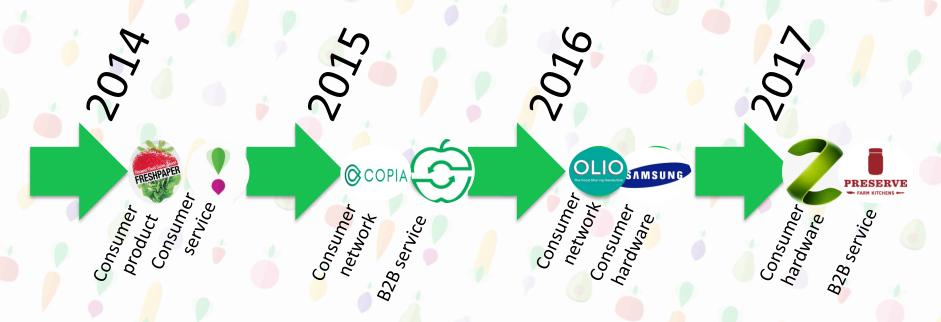
SAVETHEFOOD.COM



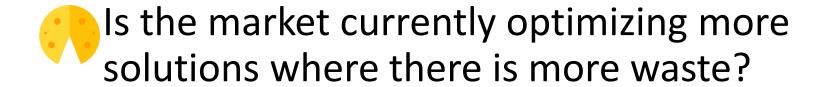




### What achieves best productmarket fit? What reduces more waste?



B2B vs. B2C, non-profit vs. for profit, startup vs. establishment



Does more waste lead to more investment opportunity? Does more investment mean less waste?

What will it take to limit consumer food waste?

### Highly motivated users

Social food sharing

Community building

#### Occasional users

Develop angle and incentivize
Health and fitness
Finance

Gamification

Social comparison

### Moving towards product-mission-market fit

#### **Unreached consumers**

Presence in grocery stores in life and online

Partnerships with beloved brands

#### Non-consumers

Partnerships

**Incentives** 

Education through marketing

#### INVESTMENT

Foodfully, Inc: Proprietary and Confidential

