# Building a SaaS around WooCommerce

## Good Morning!

I am Bryce Adams



Previously

Currently: Metorik







Analytics
Email Automation
Segmenting
Exporting
Integrations
Subscriptions





### Origins

Where it began

When you see a problem shared by thousands, which costs them time, money, and energy...

### Build the solution!





**But years later....** 

I left my job

To build the solution

## I had no idea what I was doing

#### No experience...

Building a huge app.
Running an online startup.
Bootstrapping.
Marketing.
Etc.

#### But I had enough to get started

- 1. Time.
- 2. Money to survive 6-9 months.
- 3. Energy.
- 4. Support from those around me.
- 5. Enough knowledge.







Funding?





## SaaS 🍪

Software as a service

- 1. Lives in the cloud.
- Paid monthly/annually.
- 3. Regular app updates.



## Why SaaS?

# Why SaaS For WooCommerce?

## What is SaaS For WooCommerce?



Because both exist!

# Advantages More fun!

#### **Scaling**

- 1. WooCommerce plugins are difficult to scale because every environment is different.
- Running reports on the same site/database that is used for orders = potential to impact customers.



#### Money

- 1. Paid monthly or annually, recurring subscription basis.
- 2. Charge more as you're offering more.
- 3. Just need to grow more than you shrink (sustainable).
- 4. Can offer a complete free trial vs. plugins.

#### Development

- 1. API barely need to make changes for each WooCommerce update.
- Choose your flavour. Laravel, or Ruby, or Vue.js, or React. No limit on tech.
- Instant updates for everyone at once.

#### Support

- 1. Fix a problem once and it's fixed for all.
- 2. You have all the information needed about their data, store, etc.
- Less customers needed = less support.

#### **Customers love it**

- 1. No customisations or changes needed on their end.
- 2. No touching code.
- 3. Fast support.
- 4. Their site stays fast and stable.



### Disadvantages

Because nothing's perfect



#### Marketing

- 1. The Woo space is primarily plugins so the infrastructure for SaaS apps is new.
- 2. Hard to show that you're an exclusive-for-Woo product while SaaS.
- 3. Terminology. Not a plugin an app, etc.

#### Money

- 1 Costs more to run.
- 2. Normally only get a month paid in advance vs. plugins 1x year.
- Additional work for failed payments etc.
- 4. Customers need to pay more = harder to acquire new customers.

#### **Customers get confused**

- 1. Install the plugin without the app.
- Pricing confuses them ("why is it not a one-time purchase?")
- 3. Logging in with a new account that's separate from their site login (tip: Use WP.com OAuth for SSO).

## Mistakes made

More than a few, but all for the greater good

#### Underestimating

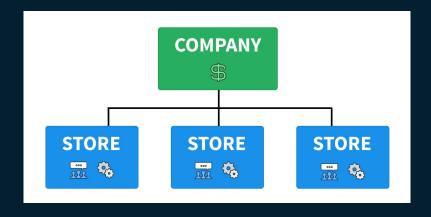
- 1. Work involved (both with development and also overall marketing/brand/etc.).
- 2. \$ required (not much but still, servers).
- 3. Scaling issues (related to next slide but hard to plan ahead too much).

#### Plan for high-availability (HA)

- 1. Can you scale horizontally? Vertical okay too, eg. Basecamp, but not ideal.
- 2. Your app going down cannot impact customer sites in any way eg. cart tracking, checkout code.
- 3. Learn server ops or hire someone.

#### **Structuring pricing/plans**

- Changed prices later.
- Company/store change.







## THANKS!

#### Any questions?

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