

VIPS Meeting

MONDAY, APRIL 1, 2024 AT 10:00 ET, Private Discord.

Broadcasters

Alejandro Rebollo - [Founder and Chairman].



Agenda

Follow-up of the last meeting

1. Creation of the company's official Slack for employees to improve communication at work, management and organization.
2. Current status of Teen Games.
3. Development status of Jennifer's Nightmare (JN).
4. JN Budget.
5. Current classified projects.
6. R&D projects carried out.
7. Closer approximation of JN release date.
8. Sponsorships.
9. Marketing and Advertising Campaign.
10. Problems encountered.
11. Records.
12. Changes in meetings.
13. Off-the-record confidential question
14. JN exclusive teaser.

New topics

15. Sending of Project Proposals in search of vacancies.
16. First offices.
17. Face-to-face meetings.
18. Current status of Teen Games.
19. Development status of Jennifer's Nightmare.
20. Conclusion of the use of Roblox Studio.

21. The future of Teen Games in Roblox.
22. Tests carried out in Unreal Engine 5.
23. Conclusion using Unreal Engine 5.
24. Teen Games' future intentions.
25. Launching calendar.
26. GaaS.
27. Seeking publishers for the possibility of releasing games on Steam, Epic Games Store, PlayStation and Xbox in the future.
28. Approximately, when will the Jennifer's Nightmare marketing campaign begin?
29. Logo changes.
30. Confidentiality (NDAs).
31. Changes in the way of acting and working.
32. Provisional website and information about the definitive website.

Alejandro Rebollo.



Everything in this document is non-confidential.