

Teen Games 2024 Meeting

04-01-2024

Welcome to a new meeting, the first and the last at the same time until the release of Jennifer's Nightmare.



In this meeting we are going to talk about a lot of topics, the first of them:

1. We are looking for freelancers who want to help develop Jennifer's Nightmare, obviously the work is paid, actually we have already worked with several people and the result for both parties has been exceptional.
2. As a second topic, the first offices. About the first Teen Games offices, we will use coworking offices for face-to-face meetings, until we have enough budget to rent and furnish our own offices or even better, to buy them. That is still a long way off and the chances of that happening are very low, for the moment, we will use coworking offices only for face-to-face meetings.
3. With the previous point, we move on to the next one, the face to face meetings, we had the plan to have face to face meetings in 2023, being the last one in December, which was finally decided to be telematic since we were completely focused on Jennifer's Nightmare (JN), for that reason this meeting is not face to face either, we would like that the next one, after the launching of JN we will have the first face to face meeting using all the means that the offices themselves provide us with.
4. The state of Teen Games: The studio is currently fully occupied and 100% focused on the development of Jennifer's Nightmare, the staff is scarce, the budget is not the largest and all this leads to longer development times and the likelihood of unexpected delays.

We are working as fast and as well as we can to avoid any kind of delay, that's why we are taking it easy with the production of the first trailer of the game, as we want to take a little longer so that the approximate release date shown at the end of the trailer is as accurate as possible.

5. How is the development of Jennifer's Nightmare going? Development is going at a good speed, we hope to meet everyone's expectations including our own. That's also a reason why the development of the game is taking us so long, we want the game to be of very high quality, at the same time as its state of development is going well. Good optimization, the best performance, and very good graphic quality, as well as sound quality and a good tone of tension and psychological terror that will characterize the game.

6. The use of the "Roblox Studio" engine which the optimization options, graphic quality and work quality is not good, the engine feels too old and that slows us down when it comes to completing our work.
7. For that same reason, it is likely that once the two releases we have planned for Roblox are finished, we will not continue creating games for the platform, we will continue creating games for platforms such as Steam, PlayStation or Xbox.
8. We have carried out numerous work and packaging tests in Unreal Engine 5 (Epic Games engine) and we have verified that it is the best option we have if in the future we can afford to leave Roblox and create somewhat larger games for platforms with greater market potential and more comfortable, like those previously mentioned.
9. Our intentions are to create numerous games, which are increasingly bigger and better, depending on the results of the previous ones, budget and number of workers on the staff. We will see all of this in the future.
10. We have a calendar with the next Teen Games releases:

	Name/IP	Platforms	Date	ESRB
Teen Games	Jennifer's Nightmare	Roblox: PlayStation, Xbox y PC	Calendar 2024	Roblox: Teen +13
Teen Games	TBA	Roblox: PlayStation, Xbox, Móvil y PC	Calendar 2025	TBA
Teen Games	TBA	Roblox: PlayStation, Xbox y PC	TBA	Roblox: Teen +13

We can see two releases scheduled for 2024 and 2025, the name of the second is not confirmed because the game has not yet been announced and the age rating has not yet been subjected to assessment.

11. GaaS (Game as a service), We are committed to games as a service, we believe it is the cheapest option for both the user and the developer, following this standard, a game over the years will cost the same or less but having new and fresh content every few years.
12. In the last few months we have been looking at publishers to collaborate with if in the future Teen Games could afford to develop a normal game (Not a Roblox game, this

would give us the possibility to create games for Steam, Epic Games Store, PlayStation and Xbox.

13. We have received questions about when the marketing campaign for Jennifer's Nightmare will begin.

The marketing campaign is planned to start after the release of the first game trailer, in the next few months.

14. The appearance of our logo has improved, with a thinner, symmetrical dimensions and much more pleasing to the eye than its previous version. Thanks to streamers Blacknixon.

15. You already know that the confidentiality and secrecy of our projects is paramount for the proper development of the same, so we have developed a Non Disclosure Agreements (NDA), which is in the obligation to sign if you are a freelancer and want to collaborate in the development or even if you are a VIP of Teen Games.

In the coming months, towards the end of the year, I will provide it to you so that those of you who want to follow Teen Games can do so with the assurance that you will keep everything private about Teen Games a secret.

16. Teen Games is going through a process of internal and external changes, so we are constantly observing the rest of the industry to adapt as quickly as possible to the new ways of acting in the industry, as well as to adopt the best ways of working so that Teen Games can improve.

17. On the other hand you already know that we have opened to the public almost two and a half months ago the first Teen Games web page, it is provisional and it is in what we develop and publish the definitive one throughout the year.