

# Pitch Deck Proposed Changes

Every mention of xNFT need to be swapped to pNFT as xNFTs are tight to backpack and that is not good for mobile stores strategies like play store.

## Slide 2

- Ip Rights. In touch with Nunespa (holder that owns a law firm in the Aussies land but that knows things). I need to understand how can we at least submit a request and how much it would cost so we can say that we are waiting for the approval. This is the hardest part to address in the pitch.

- Change from 3 tokens to 2.

I want to separate the DAO from this project as much as possible. The only connection to the DAO is reward them as early supporters and that they will have rewards. Example:

Season passes for free forever, airdrops, special prizes, type of rev share like FFF. We we don't need to specify. 15% of the company profits is to add prizes to the DAO pool, we don't need to specify more.

## Slide 4

- Reorganize the team and team Roles. Actually change the story a bit to like a survival gang taking out the other gangs.

## Slide 6

- left Image upgraded to new OG, potential Season pass NFT (see image bellow). Either a 1/1 or one these. We need more racial representation.



- Tokens need to come down to just \$Street and \$Cred

## Slide 8

- Take out \$Gang Reference

## Slide 11

- Take out DAO Discord and leave Discord only. You can also add other social media platforms like reddit.

### **Slide 12 & 13**

- We should either leave this collection out or explain that this was our first experience and that OG DAO will have great rewards for being the first supporters as described above. This can be used just to show our previous work. We can have a small explanation that this DAO is just a small alpha, gaming style casino games (gang city).

### **Slide 14**

- Change Story Telling

### **Slide 17**

- Update New discord
- New Socials (Just Original Gangsters)
- Art for the DAO and DAO Mint
- Art for Season 1 Mint initiated

### **Slide 18**

- Expenses need to be re-worked

### **Slide 19**

- What we need?
  - More visibility,
  - more devs with experience in Unity (game team) and
  - \$250k to initiate the project either loan or for 10% of the company

First Season mint will provide 1.5M in funds (each mint pass will be like a year subscription for the game but on steroids, we follow the white paper on this regard we just going to charge for the first passes).