**Company Info**

<http://jetstreame.com.w3snoop.com/>

[Information about his company. Includes his sale value, which currently is $10.]

<https://who.is/whois/jetstreame.com>

[Registry information for his website. Includes his phone number, email, and address.]

<https://startupcompete.co/startup-idea/internet-life-sciences/jetstreame/25295>

[A Q&A on his company and his goals.]

**Video Interviews**

<https://www.youtube.com/watch?v=EeIc80ItRRM>

[Here he talks about his experiences in the game industry. He mentions troubled production on multiple titles he’s worked on, including an over the year development period on something that should’ve have only taken a few months. He cites a revolving door programmer as the problem.]

<https://www.youtube.com/watch?v=YlWsj_Nip8I>

[A tech forum he did at what I assume to be the school he attended. I haven’t seen the entire video. The school was the University of Advancing Technology (UAT). It seems to be a technical college of some sort. Link below.]

(<https://en.wikipedia.org/wiki/University_of_Advancing_Technology>)

[School he attended.]

<https://www.youtube.com/user/GodricJohnson/videos>

[Godric’s personal YouTube channel. Hasn’t been updated in 4 years. Mostly contains music he’s made. If you didn’t already know, he claims to be the first video game dev to mix video games and hip hop. He has proudly adopted the title, “game-hop”.]

**Website(s)**

<http://www.godricjohnson.com/>

[Seems to be his main site. He posts games he’s working on, loose contact means, music, list of partners he’s partnered with, and his biography.]

<http://www.jetstreame.com/>

[Website for his “company”. Lists and links the games he and his crew have worked on. Lacks any sort of copyright or trademark symbol.]

<http://jetstreame.blogspot.com/>

[Blog of his for his company. Mostly serves to provide updates and editorials. Hasn’t been updated in 3 years.]

**Relevant Project**

<https://www.kickstarter.com/projects/1150841862/cyberpunk-casanova>

[This was the kickstarter for the game.]

<https://steamcommunity.com/sharedfiles/filedetails/?id=624231081>

[The game he is working on and would have us work on, Cyberpunk Casanova. Cited in an interview that it’s an RPG visual novel with mini games that boost stats necessary to progress in the game or get a certain ending. Said he’s inspired by Judge Dread, Blade Runner, and a few others. The interview on that is below.

<https://www.youtube.com/watch?v=8aZnsfY3Llo>

Claims that it’s, “no kiddie game” and will include drug cartels, organ harvesting, and other sy-fi elements. The game seems a bit edge. Watch the teaser for steam green light that shows minimal game play and “cut scenes” for yourselves. He seems to be trying to bank the game on concept alone, which looking at the comments, has some tentative interest.

Some comments below from the greenlight. 

