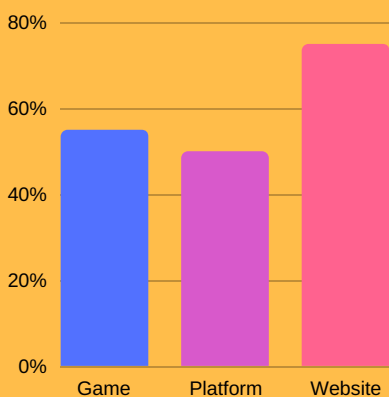


LUMINERVA

COMPANY NEWSLETTER

NOV 2017

"INSPIRING THE WORLD, ONE IDEA AT A TIME."



SOFTWARE DEPT

Game mechanics and platform backend (ex. data-driven player profiles) is mostly complete. Current focus of development is UI and adding other game components.

FINANCIAL DEPT

In contact with 10 venture capital firms. Meetings have resulted in most potential investors wanting a product demo before committing funds. Currently planning road show/gala in Montreal in February 2018.

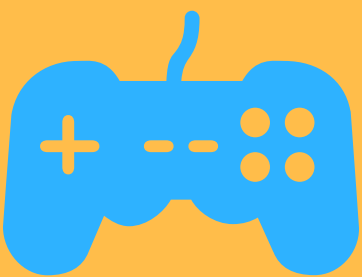
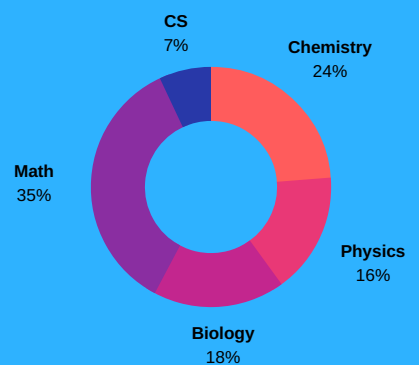


ARTISTIC DEPT

Graphics & music for in-game objects and UI have mostly been developed. Currently focused on creating the background art/music and layout for the educational platform.

EDUCATIONAL DEPT

Introductory Chemistry & Physics finished (~800 problems). Approx. 1200 more problems have also been developed for Biology, Math, and Computer Science.



ESPORTS DEPT

Since Beta release has been postponed to Feb 2018, an event plan has been drafted up for an open tournament in Toronto in Feb or Mar 2018 for testing the Beta platform.

GAME DESIGN DEPT

Detailed game rules/mechanics for the stable web release have been worked out. Currently designing a turn-based variant of the game for future Android/iOS release.

