

Summary (Sept 21 Update)

- **Timeline:** Betaworks Interfaces Camp (Aug 18 – Nov 14). Demo Day is Nov 3.
- **Funding:**
 - Betaworks confirmed they'll provide the *full* \$525K (both tranches have been unlocked, and this is the full amount of funding from Betaworks).
 - Still no funds received — Canadian entity (opened Sept 15, RBC account opened Sept 19) triggered new legal review. Lawyer (in Asia) says SAFE contract needs changes, delaying payout.
 - Anxiety around whether the deal is “worth it” and uncertainty from legal delays.
- **Immigration:** Canadian company opened to enable easier U.S. entry on B1 while O-1 visa still pending (no draft letters yet).
- **Product:** New working title called MyPlace, landing page up but needs work. Currently links to 6 different text and non-text simulation games that do not connect.
 - Analysis screen is a different feature altogether (using all insights from all sims, do 5 to enable this feature). this means sim game conclusion is not that full page thing anymore.
 - Sim game conclusion will have two screens in the share feature:
 - one sharable card - relevant stamp/sticker based on the internal MBTI categorization along with some short description (2-3 sentences or even just keywords, etc) --> pokemon card inspo
 - secondary page with content changing based on sim, this will be more text than 2.1 but not a deep analysis like current bill split assessment
 - sim experience: do it once and its locked until next month before user is able to replay (think dimensional app, retaking a quiz experience)
 - collectible resets --> only one sticker per sim
 - collecting stamps 4 now (avatars too much personalization for now)
 - use MBTI internally to help split into 16 different conclusions for story sims but will not be positioned as MBTI

the tldr is - create consumer social app of games that are fun, sharable via taking in a users actions (layer 1 fun) - allow user to use the outcomes of those actions and conclusions to do stuff (aka based on what ive said about myself across all these scenarios, how should i think about talking to my manager about my promotion/ohw can i bring up to my gf that she upset me) - layer 2 usefulness - over time, create portable digital identity that can be used and owned by

user for even more than just layer 2 usefulness (personalization of other LLMs, onboarding into other AI tools, etc)

- **Team / Contractors:**
 - **Design:** Kelly — \$3K CAD outstanding, focused on one design part; more design help likely needed.
 - **Dev:** Wes — short trial, unclear capability esp. frontend; needs reassessment.
 - **Design/Dev:** Heewon — unresponsive past two days, unclear availability.
 - **Ops/Admin:** Francis — reliable, being paid \$1.8K by end of Sept; useful but role may not be a core need.
- **Co-founder search:** Actively considering but need clarity on what role/responsibilities would be.
- **Personal:** Stress from tranche/legal limbo → feeling stalled. Momentary boost when tranche was unlocked, now dipped again.
- **Next step intention:** This transcript is to log status for later reference/sharing.

Product TL;DR

- Create a **consumer social app of games** that are fun and shareable — player actions produce collectible stamps/stickers (Layer 1: fun/share).
 - Let users **use outcomes/conclusions** from those actions to make real decisions (Layer 2: usefulness — e.g., “how to talk to my manager about a promotion” or relationship prompts).
 - Over time, build a **portable digital identity** users own that powers personalization across other tools (Layer 3: portable identity / AI personalization / onboarding).
 - Sci-fi spin: this becomes a **human ID in the era of AI sentience** — a long-term vision to reference in storytelling and investor conversations.
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Full Transcript (Unedited)

Hi, hi. Testing whether this is... Oh, okay, I think it is working. Basically, I will need to record down and make a transcript of all of the new things that have happened in the last little bit. So, today it is September 21st. Again, the cohort started August 18th and is running until November 14th, but demo day is actually November 3rd. So, I had been feeling like I've been making no progress, but I obviously have made some progress because Betaworks has agreed to give me the second tranche, except now there's a few different things. Number one, I decided to open up a Canadian company primarily for the reasons of being able to go into the U.S. more easily, faster on a B1 rather than waiting for my O1, which still has not been completed, still haven't gotten any of my draft letters, but screw that for now. The thing on top of that is essentially because I started a Canadian company, I opened that entity on Monday of last week. So, that was September 15th, opened the bank account September 19th with RBC, except now my lawyer is saying that there are some things within the Betaworks safe contract that need to be changed. In addition to that, on the 18th, Betaworks did tell me that they're willing to give me the full 525K, so there's no second tranche now. I've unlocked the second tranche. I think one of my worries is that, oh, I'm going to feel like I shouldn't take the thing because the money's not worth it, because the deal's not great. And I think that in itself is going to stress me out. So, once again, it doesn't feel like I have the money because I have a lawyer that's sort of pushing back. But because he's in Asia, I haven't really been able to talk to him, and I don't know how to push back onto Betaworks with this new information. So, I think that's a bit of a difficult situation for me right now. Because of that, I haven't gotten the money. Because I haven't gotten the money, I have this fear that nothing's going to work out, and I can't full force forward. So, that is one current problem. In addition to that, I'm still working with Kelly. Spent the money. Still 3,000 CAD outstanding to her. Situation with that. Again, I think we made a reasonable amount of progress. I'll send it here later as an update on the design front. But it's clear what she's working on now, which is just one part of the design. I think I need to figure out who else I need on the design. Other people that are at play right now is this guy named Wes that I sort of worked with and had an experience with over the course of a week. However, with that, I think it was an okay time working with him. I think I need to get back to him with full focus of what it is that we're building, and then really assess whether that's something he's able to build, which I actually haven't seen his front end work. So, actually, I'm not really positive if that is the right thing or not. The other person is Hyewon, but he hasn't been responsive to me the past two days. I thought I knew what he was going to work on, but now I also realize I don't have any expectation of when he's around. I don't know if he's picking up new projects. Overall, it's a bit hard to just know how much to rely on him and how much to give him. Even to rely on him, I literally don't know what I can rely on him on and when he's free. I have a lot of uncertainty there right now, to be honest. So, there's also that. I was feeling better last week because of the tranche thing, but all of a sudden I'm feeling a little

bit worse. There's also a bug right in front of me, and the bug is pretty big, so I don't know if I can swat at it with my hand. You know what I mean? I can't hit it with my hand because it's big, and I'm scared. Outside of that, again, I have some... Outside of all this is Francis that I've been paying 1.8k to by the end of this month. Situation with Francis is actually that I feel like he's a trustworthy person. Not sure if his role is really what I need. But he's trustworthy, so nothing's really going to change. Outside of that, I'm also seeking a co-founder, I think. But I need to think through what this co-founder is actually going to do, which, yeah, is good.

Also I currently already have a website, I have a landing page called thisismy.place. The project is going to be called MyPlace as an homage almost to Myspace. It has six different simulation games on it, four being text, two being non-text. All the games have the gameplay and then an assessment slash analysis at the end, but the length of the analysis at the end differs and the format is also slightly different. The text games are all also different length and overall a little bit of a different vibe as well. And all of them are on random different URLs, so it's not really a unified experience. I also don't have tracking done. That's the current state of the product.