1. Video Presentation
2. Discuss NFTs
   1. show OpenSea
   2. Discuss why NFTs are potential flops
      1. Value was boosted by schilling and wash trading (players buying from themselves using a different wallet. If I pay $100,000 to myself for an NFT it costs me nothing because both wallets are mine but it goes on records as having been sold for $100,000
   3. NFTs have potential but only if they have functionality, otherwise, they are just the Beanie Babies of the 2000s
   4. Games can use NFTs and they are the perfect place for themselves
3. Introduce Exo Planeteer
   1. Game of buying, developing and flipping planets
   2. It takes NFTs into totally new dimensions
      1. ExoPlanets are animated not just static images
      2. ExoPlanets earn the crypto Token Tritanium44 which is a standard ERC20 token, tradeable on exchanges and DEXes
      3. ExoPlanets can be used in the game (not a requirement) and developed to increase the flow of Tritanium44 they produced
      4. As NFTs, the Exo Planets themselves can be traded on exchanges and DEXes that support NFTs.
4. Show the Exo Planets that are up on OpenSea now
   1. Click on one to show the OpenSea stats for it
   2. Jump to the external link and show the Exo Planeteer page, explain all the stats that show up
      1. The top display
      2. The side name
      3. The arrows
      4. The Common Name and Motto
      5. Each element in that area
      6. Show the Latest Events and how that works
      7. Show the Civilization Stats
      8. Show the Planetary Stats
5. Show the Planet Generator
   1. Give a demonstration of iterating through the process of generating planets
   2. Show the process up uploading the planets to IPFS
   3. Show the process of generating the metadata files
   4. Show the process of deploying the smart contract
   5. Show the process of setting the appropriate values in the smart contract, approprate for this set of NFTs
   6. Show the final result on OpenSea