Jenkins and The Trouble With Good Boy: Pitch Deck notes

— I think the podcast is based on a great idea and a very trendy NFT. This NFT has reliable income and social media following.

- I like that 10% of each episode will be an audio puzzle, adding in a specialized feature for the listener.
- Some things I see that this show can complete is reaching a broader audience, I think this targets a major audience like “Rick and Morty’s” fanbase. Ages: to.
- I do think the storyline is strong and that the character lineup is a good mixture for fans to grasp and follow along with their favorite characters. Whether that be Jenks, Goodbye or Mutants
- I think it would be very interesting to see how each world or universe essentially connects to one another in the end of the season

Some things to think of:

- What would a season 2 compromise of
- Will there be any cliff hangers
- I feel like there can be a lot more interactive works done this podcast as well, through game design itself and even connecting the podcast to various web browsers (for example: What Taylor swift did with her interactive google promotion, where fans were able to guess through a treasure chest the songs that would be on her next album)
- Having a strong twitch community would be imperative for the success of this podcast, for the success of score leaderboards and prize opportunities- this podcast really brings the gaming world inside and adds an interactive twist for listeners.
- I really like how they have a strong media following, especially on Twitter (Hopefully Threads, as well)
- I think some amazing Behind the Scenes content, we can even use for production of a video form of this podcast, would writers inside look at how characters and new worlds were created, what was the inspiration? Where do you see this in the future?
- There also is a huge gaming influencer base, especially on YouTube, that if we partner with various influencers and give sneak peaks to “Game insiders' ' it would help send the message out before each episode is released. Giving listeners some teasers and trailers on each upcoming episode- through the influencers market.

Things I have questions about?

- As with many children's and young adult cartoons and anime’s, it would be important to know characteristics of each character and universe and how it relates to real life scenarios and also how it relates to humanity. Do the characters have any health issues? Do the characters suffer any Mental Health Issues and How is Stress and Anxiety handled by each character, during a scene of action. I feel implementing a personality to each character will help audiences feel more connected and involved with a character's development as the story line continues.

Future events that could occur based off of this podcast:

- As seen at Comic Con, people value their favorite characters very highly. I think if given this opportunity, this show could also branch out and go on tour, having writers and producers talk back style and even sneak peek into a new season or new storyline. Going on Podcast/ production tours would also promote merchandising and getting characters on the market.

Script notes:

Page 1-9:

- I find that the Script is very well thought out in how it opens up the entire show, Keeping it the same with a theme song from Jenkins and also from the audio bored ape news.
- I like how it opens in a dream, the character is pictured as famous and heroic, how he wants to be seen- until his dream slightly altered and we are introduced to his enemy within the first few minutes. I think this paints a picture that this podcast will take you essentially on an adventure and defines who good and bad guys are mainly within the first few minutes.

Pages 9-10

- Page 9: *" We're gonna **go** for a walk" - This word is missing
- I like the concept of the comedy of him in his underwear and being startled, as we as listeners do not know this lady and neither does Jenkins
- We also get a character trait here from Goodboy that he is able to pinpoint who may be a good character and has a very welcoming and happy attitude.

Pages 11- 13

- The alteration between these two characters, shows personality types, Mercy is very outgoing and strong willed- not just anyone asks for Whiskey in there coffee, let alone get it themselves, also even mention that she feels Jenkins house is dirty when she has never met Jenkins. Jenkins is seen in this scene as caring and non judgemental to Mercys actions.
- We are also introduced more to Good Boy and his attitude towards Mercy, whom he does not know. A picture can be painted through this audio section of Good Boy being a good dog and really going with the flow.
- Jenkins is also not afraid to say what is on his mind, he is not shy to ask Mercy what the reason for her visit is.
- Mercy "I need your help" and Good Boy growling, really sets up that something in the storyline is about to go down that can be seen as uneasy for each character in the room at this moment in time.
- I like how the character first denies what the task is, as the young pretty woman tries to coax him into the task at hand, but his devotion still lies with his perfect birthday plans with goodboy. This is quick to change after the young woman explains the task.

Pages 13-15

- I think various sound effects surrounding the explanation of the "sweet nothings" - either making it top secret or whimsical sound effects as if it is a adventure awaiting and a task not yet completed, adding a sense of suspension and realization of this intricate part of the story line, also I think if after Mercy explains the full story of the "sweet nothings" I think if Good Boy were to Whimper, it would allude to the listener that if Jenkins proceeds on this quest, something may or may not happen to Good Boy.

- In my opinion, when Jenkins explains how he knows " Sweet nothings", it would be very interesting if he could possibly relate it to his mother or family member/friend teaching him long ago about the wonders and magic surrounding the "Sweet Nothings"- Adding more drama and reliability to the history of "sweet nothings" in addition to its story within royalty for both good and evil, alluding to "if Sweet nothings get into the wrong hands, danger will ensue."
- I like how Good boy does growl- towards the end of the story being told, but it could be earlier on in the explanation, to paint the scene of the flower being used for good or evil.
- I like how Mercy kisses Jenkins goodbye, it may allude to a romantic connection over time as future episodes evolve.

Pages 15-17

- This cartoon is something a lot of ages from 18-50s can relate to and understand, as there is a lot of adult humor, especially based off of the cannabis industry.
- I think you don't need Jenkins recalling Pongo, instead of ending the conversation maybe Good boy could bark and Jenkins says "not now Good Boy, come here and talk to Pongo."
    - Good boy Barks
    - Jenkins: "Now what were you saying…"
    - Pongo explains
    - Jenkins: " What you think good boy, small raincheck on this one to help a good ol friend"
    - Good Boy Barks happy
    - Jenkins: " Let's do it"

Pages 18-20

- I like what is being alluded here with Pongo seeing something while being high of spies in the distance, yet this could be true and Jenkins just moves on
- I like how Good Boy was getting the bad guys and adds a heroic personality to Good boy and that he is a valued member within the team of "friends, not just to Jenkins"
- I like the action scene on the boat and the added detail of throwing the gas away

Pages 23-24

- After dodging the seagulls with their lives, Pongo mentions that back there he had a "Sweet Nothings" high, alluding to the flower being there, which is Jenkins' quest, yet he can not go back.
- Pongos character seems to be the one who is not good with their priorities and you can tell he's always the one getting into trouble- as he knows where trouble is coming from

Page 24

- We are introduced to our second change of scene, this one is important because it on the overall pitch deck, so most likely will be featured various times
- I like pongo is part comedy in this scene- making jokes about getting drinks

Pages 26-28

- This is our first interaction with Jenkins and the mutant - although they seem pretty civil, it would allude to the story if the Mutant maybe rolled his eyes or stepped on his foot by accident- leading to him having a few words to say and make fun of Jenkins about
- Tallulah- does not know where the flower is, and also will not share where she knows the flower from- more denying from this character would also set the scene, like “if I knew , I wouldn't tell you” or something.

Page 30

- Goodboy find a clue of a manual for a sun lamp
- The leads towards the end are very good- “he probably moved it”

Pages 33-34

- I think this altercation could have been dramatic, or maybe Mutant and him have no conversation whatsoever, more like Mutant storming in drunk and going up to him pissed off for no reason, then being like “ what are you doing here” while holding him by his shirt and up in the air to add tension.
- Then when Jenkins is called up on stage, Mutant has the upper hand on Jenkins rather than just letting him go in one piece.

Page 36

- The mutant has some emotional connection to good boy through his howl, most likely also jealous of him and Jenkins relationship overall
- Jenkins passing out also alludes to him having a dream and sets up the adventures ahead

Page 37

- I like how the scene ends, with Gary kind of being a barrier to bad news and Jenkins realizing Good Boy is gone.

Overall: More Sound effects - when a door opens to the bar/club it also has to close

- All actions within sound effects must follow through to the next action taking place
- Sound effects of the zipper unzipping during the Seagulls encounter, adds a dramatic effect

- More personality changes within each character being introduced.