

I Am the Greatest! Hero Edition Newsletter

Wow! It's been a while since we put together the newsletter! We want to sincerely apologize for the delay, and to assure everyone that the project is still progressing, albeit slower than any of us would like. This newsletter is going to be dedicated to presenting to you all the trials and tribulations we've experienced in the last few months, and why it has taken so very long to get back on track.



The Great Computer Crash of 2018

The truth is, this was not one computer crash, but two. The manufacturer sent us a recovery disk to get things back up and running when it happened the first time, but that caused a major loss of data, and took time to recover what we could. This included rebuilding our email list and ensuring we had our image files ready to share.

We thought we had everything back together and ready to get back to work on

progressing the game, when the computer crashed again! This time we had a more lengthy back and forth with the company, and the ultimate result was having them replace the hard drive, which took much longer to accomplish than we felt it should have.



Sadly, that meant not only problems with data loss in regards to I Am the Greatest!, but also to our DJ and Karaoke business, as we lost many music tracks and had to evaluate the extent of that loss. As our experience at Ohayocon has taught us, the loss was greater than initially thought, and we are going to have a great deal of work ahead of us righting the ship.

So What About the Art?

This leads us into problem number two, and probably the most significant problem – money! I don't know if you've ever tried to purchase the rights to 50 plus pieces of art, but it gets expensive! We hit a slow season for our DJ and Karaoke services,

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which meant that our primary method of funding new art has not been providing what we need (by the way, you can help with that by liking us on Facebook, and maybe leaving a review!

<https://www.facebook.com/DigitalEdenKaraoke/>) , so this has also worked to drag our production schedule.

We want to thank Isiah Bradley and Asia Dye for their continued support and belief in the project as we move forward. We are working on negotiating new contracts with new artists, and look forward to sharing their work with you as we receive it.



We are also looking at alternative methods of funding for the project. Fledgling gaming companies are a bit limited on their options, but we have been exploring a large number of possibilities for how to do this. In the meantime, Trevor has been busy not only evaluating new talent, but working on some images of his own to add to the game. You might even see another piece or

two from Chris at some point.

What About the Contests?!?

We were hoping to continue these as a strong lead-in to the relaunch of the Kickstarter, but since we've hit this bump in the road, we're low on characters to be named, so we're going to have to slow down on the contests. We will be completing the last name the character contest to let you all vote on the choices we have, but that will be the last contest until we get new art in. From now on, we will have new contests coincide with the release of new art.

When Will It Be Done?

We really wish we could answer that question right now, but we would like to let you know that it WILL be done. Once we have all the art compiled (and not a moment sooner!), we will put together the Kickstarter campaign and get production rolling! Sadly, with what has been going on lately, we have not been able to build any kind of production schedule. We will let you know when we know.

We can also assure you that you will know when we get close, as we will start hitting the convention circuit to let you see what the game's looking like, and show new people what we have made. We learned from our initial experience on Kickstarter that promoting an incomplete project is simply not ideal.

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The Final Word

So as we begin our 2019 work, we want to thank you for your continued patience and support. We know it's been difficult to maintain enthusiasm given the rocky road – we have had a lot of low times in this period, as well – but our focus remains to bring you a high-quality game that you can enjoy for years. We have not given up, but recognize that we have to hold realistic expectations if we will get the project published.

We welcome any feedback you might have, and hope that if you have something to say, you will tell us by emailing us at iamthegreatest@digitaledengames.com. We always love to hear from you, and take our follower feedback seriously, as you can tell from some of the changes we've made over time. We hope you will continue your patience with us, and we look forward to sharing our continued progress throughout 2019!

