



the INFINIT FOUNDATION

MEETING MINUTES: October 11TH, 2024

THE INFINITTM FOUNDATION

Q3 2024 FINANCIALS

The financials for Q3 2024 were summarized before the attending directors, using the Q3 2024 Consolidated Financial Statement to guide discussion. There were no comments or concerns from any directors as Infit's last quarter of donations, revenue, and production and merchant expenses were summarized.

GREENLIGHT COMMITTEE: BOOK ONE REVIEW

It was mentioned that next week the Greenlight committee will be tasked to review the feature screenplay, "Book One", Infit's motion picture adaptation of the first in The Infit UniverseTM book series.

CHAPEL ACADEMYTM

A boardroom discussion about Infit's new Christian Education alternative, ChapelAcademy.org, was discussed. A director opened the discussion by suggesting that Infit serve as a "cataloger" of Christian homeschool curriculum, that families in need could order and receive for free, provided by donations to the InfitTM Foundation.

Another director suggested supplying the curriculum to churches who would host students looking to enter the program. Funds could be channeled to serving volunteer/operational needs, and supplying curriculum to various churches who would like to participate.

Governmental funding options were discussed, as well as an emphasis on STEM learning programs was made by a director.

A director stated concerns over maintaining the quality of the student experience, if the ministry is volunteer and church based, and suggested that participating churches could operate as "hubs" for students to meet in person and complete curriculum in the presence of other students and teachers, much like a homeschool co-op would operate, while remote learners can simply order the curriculum and have it delivered to their house, as they complete the same Christian education program, syncing the participating church "hubs" with remote students learning from home, allowing expandability of a potentially global Christian education network, free to students, churches, and families, with all curriculum and ancillary resources delivered and funded by the InfitTM Foundation.

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This plan was agreed upon by the attending directors, and it was committed to be presented as a digital vote for all of Infinit's directors to evaluate the project.

INFINIT DOMINION™ APP & VIDEO GAME DEVELOPMENT

Infinit's new project was summarized before the attending directors. In accordance with Infinit's indoor park development plans, its video game counterpart would mirror several of the ideas presented in its earlier proposal. The project would be developed in Unreal Engine, and distributed to major consoles and virtual reality devices.

It was stated that at the heart of this ministry, Eternity Chapel (*which currently meets Sundays and Fridays in virtual reality*), would be featured within a light and firework show at the end of each week, accompanying a worship service timed to lights and special effects. As an extension of Eternity Chapel's current ministry, there would be a continued effort to reach the lost—only now, through means of interactive entertainment. Altar calls for Salvation, as well as various Biblical topics would be presented weekly at the centerpiece of the park, for all attendants to witness, giving users an opportunity to worship at an online church service at the same time with all other users, all over the world.

Additionally, it was mentioned that the game itself would be free to the user, with in-park purchases (*such as character outfits & items*) available, potentially creating a revenue stream for the Foundation.

Development is projected to take over a year, with updates to be presented to the board over its completion.