



MYTHIC TABLE



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Message from the Founders



Kickstarter fundraising warming Mythic hearts

This previous month was the culmination of a lot of hard work amongst everyone on team - everyone worked very hard to launch our Kickstarter! With the generous help of our partners World Anvil and OGN, we are able to offer a number of nice benefits to go along with the various funding tiers. Using the money raised we hope to be able to accelerate development of Mythic Table. A lot of work was put into our Kickstarter page and messaging, and I think it turned out very nicely. The response already has been quite heart-warming, with over \$8000 CAD in contributions already in our first 2 days. 43 Days more to go! Thanks for everyone's support and I'm looking forward to seeing what we can achieve when we complete our Kickstarter. Roll high!

James

Organisational Overview

Mythic Table is a non-profit, open source project that produces an online hosted virtual table top (VTT) for public consumption free of charge. We design and develop the VTT ourselves and provide server services to host the Mythic Table application online for the purpose of hosting and playing tabletop role playing games. Our organisation consists of volunteers that contribute to all aspects of the project including and not limited to application development, web development, production and project management, marketing and community engagement.



Business Model

Development We employ a free, open source development model. This allows us to use collective input, resources and knowledge from a global community of contributors who collaborate to develop, maintain and add features to enhance software. This collaboration is made possible through our commitment to clean, human-readable source code that is publicly available for modification.

Licensing The Mythic Table application is distributed under open source licensing that permits users access to the source code.

Success Factors

Our resiliency to risk and overall success are influenced by a number of factors:

- our ability to drive innovation from software developed by an open source community and make it consumable for the general public
- our flexibility to adopt emerging technologies and software development processes such as CI/CD (continuous integration/continuous development) and DevOps increases
- our involvement and leadership in open source communities and projects
- our corporate culture which fosters collaboration, creativity and innovation
- the increasing deployment and uptake of open source technologies globally
- our ability to provide greater community value through being community driven and offering a quality product

Vision

Mythic Table aims to build great online tabletop gaming tools in a positive and diverse open source community that delivers quality virtual tabletop products to the general public.

Mission

To build great online tabletop gaming tools that bring the world together.

Values

PEOPLE FIRST

We believe people come first in all aspects of our business, from our developers to our users.

OPENNESS

We believe strongly in being open and honest with the world, and we encourage others to do the same.

EXCELLENCE

We strive for excellence in all we do. Good software adds value to our lives, and we want to provide this value to as many people as possible. We work hard to break down barriers of complexity, language, and accessibility.

Offerings

For the **Mythic Table Application**, we are focused on building a modern user experience with unique usability features, high performance, and flexibility. We are dedicated to hosting this service free of charge and committed to providing features that will not be locked behind paywalls.

For the **Mythic Table Community**, we are committed to maintaining a free and open source software (FOSS) business model and promoting excellence in the open source community. We will continue to encourage and mentor new members learning about FOSS. We also demonstrate excellence by bringing into the community industry professionals as leaders and mentors.

Strategy

Our goal is to create a Virtual Tabletop (VTT) with a modern user experience, unique usability features, and high performance and flexibility. We are happy to say we will be hosting this service free of charge. No features will be locked behind paywalls. Our goal is to make a product that outstrips what's available right now and offer it for free.

To achieve this, our strategy will include three key elements:



Community Driven We endeavour to listen to our community to develop the features and ensure usability to their requirements. We do this through regular, public communication with our community about feature development, bug fixing and funding.

Openness We embrace that we are an open source company that is owned by the community. Our source code, our development strategies and our financials are openly available to the general public.

"When we thought about what kind of organization we wanted to make to manage this project, Not-for-profit just seemed like the natural fit. When I brought this up with the team, there was a lot of excitement. For me, being non-profit means we can focus on what's important and any advantage we get can be immediately turned around and given back to the community in the form of better features, stability and content." – Marc Faulise

Excellence We pursue excellence by supporting industry leaders to engage in business best practices in our development processes and encourage the mentorship and support of emerging experts in our field through peer programming and open collaboration.

Key Achievements

This month the main focus was to deliver community requested features and prepare Mythic Table for the crowdfunding campaign via Kickstarter. At the time of writing, the Kickstarter campaign had launched on 30th March, 2021 and was at almost \$9000 funded with 156 backers.

156 Kickstarter backers

125 Patrons

84% Operating costs covered

Delivered Functionality

- Improved dice rolling
- Macro enabled contextual rolling
- Toolbar improved user interface
- Bug fix: token misalignment
- Bug fix: uploading gifs

Kickstarter and Marketing Initiatives

- Mythic Table Trailer
- Kickstarter Campaign Video
- Website Update to promote Kickstarter
- Kickstarter campaign page development

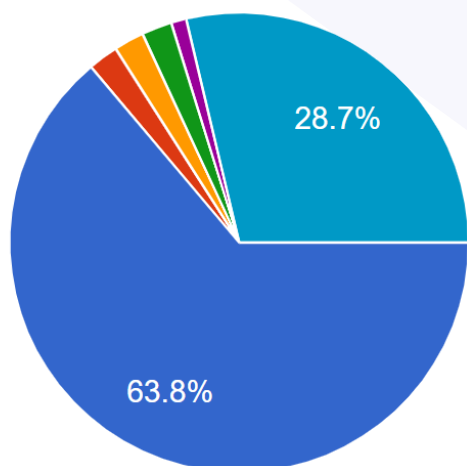
Business Initiatives

- Ongoing partnership with Open Gaming Network
- Ongoing partnership with World Anvil
- Liaison with Community Creators

Initiatives Halted

- Grid Alignment in MTVTT
- Content Management System upgrade to website

**Over 210
volunteer hours
this month!**



- Programmer
- Designer
- Community
- QA
- Producer
- Other

Risks and Opportunities

We have experienced in the past, and may experience in the future, delays or other complications in the design, development and launch of further functionality in the Mythic Table VTT.

We rely, to a significant degree, on the passion and availability of our volunteers. The majority of these volunteers are engaged in full time activities such as studies, work and family commitments. As a result, the development work on Mythic Table, historically has been in waves and troughs as volunteers come and go as their commitments allow.

The pandemic environment provides a unique opportunity for further community engagement and is a testament to the longevity of the business model.

Our business as an open source, not for profit, registered foundation uniquely enables the volunteers and public community 'ownership' of the company. As a result, intellectual property and licensing are completely free and open. This enables the company to persist regardless of its constituent team members. Volunteers have freedom to contribute and leave as they have capability and development may slow to a halt at times, but Mythic Table will persist as a company indefinitely.

Fundraising

Mythic Table is profoundly grateful for your support and generosity! Thank you to all of the individuals, corporations and patrons that continue to contribute to our work!

Patreon continues to be our main source of funding with an incredible 20% increase for two months in a row for a total of 125 patrons! The current investment level has enabled us to cover almost 85% of our operating costs.

Our next target with the Patreon funds is to cover the costs of transitioning one of our volunteer developers over to be a full time contractor. With your ongoing support, Mythic Table will achieve its goal of operating in surplus sometime this year!

We continue to provide eight tiers of membership levels through Patreon and appreciate and are grateful for each and every one of our patrons.

Critical Hitter	\$27.50
Barbarian	\$16.50
Fighter	\$14
Cleric	\$11
Rogue	\$8.50
Wizard	\$5.50
Monster	\$3
NPC	\$1.50

Kickstarter This month saw the launch of our first crowdfunding campaign to raise funds to expedite the development of integrations with our new partners OGN and World Anvil. The campaign was launched on 30th March, and its funds will go directly into the preparation and execution of development needed to enable integration.

Financial Highlights

Mythic Table is a registered not for profit society in British Columbia, Canada.

Operations Profit/Loss Statement

All amounts in Canadian Dollars

Income	
Direct Public Support – Individual Contributions	581.65
Total Income	\$581.65
Total Cost of Goods Sold	0
GROSS PROFIT	581.65
As a percentage of Total Income	100%
Operating Expenses	
Accounting fees	5.00
Cloud	590.72
Email	638.50
Total Operating Expenses	
NET PROFIT	-\$56.85
As a percentage of Total Income	-9.77%

Balance Sheet Data

ACCOUNTS

Assets

Cash and Bank

Cash on Hand	3489.68
Total Cash and Bank	3489.68

Other Current Assets	0
Total Other Current Assets	0

Long Term Assets	0
Total Long Term Assets	0

TOTAL ASSETS **\$3489.68**

Liabilities

Current Liabilities

Shareholder Loan	11,347.82
Total Current Liabilities	11,347.82

Long Term Liabilities	0
Total Long Term Liabilities	0

TOTAL LIABILITES **\$11,347.82**

Organisational Structure

As of 31 March, 2021, Mythic Table had approximately 113 volunteers from across the globe. These volunteers fulfilled roles not limited to development, production management, creative and editing.

The Executive Board as of 31 March, 2021, were Marc Faulise, James Hathaway and Sarah Kilby.

The key leaders were Jon Winsley, José Bonilla, Lucas Teng and Linda Spencer.

Board of Directors



Marc Faulise
Founder



James Hathaway
Founder



Sarah Kilby
Director of
Communications

Leadership



Jon Winsley



Jose Bonilla



Lucas Teng



Linda Spencer

Corporate Partners



Mythic Table in the Media

It has been quite exciting and encouraging to see Mythic Table and our Kickstarter campaign gain media attention. It has also been great to see some of the creations from our creator community get featured. We are so grateful for everyone's contribution and support. Mythic Table would not be what it is today without our community! Check out these articles that featured Mythic Table!

<https://www.geeknative.com/129990/open-source-and-free-vtt-mythic-table-announce-partnerships-and-a-kickstarter>

<https://www.geeknative.com/130064/open-source-mythic-table-launches-kickstarter-for-free-vtt/>

<https://www.thegamer.com/mythic-table-promises-to-be-virtual-tabletop-of-the-future/>





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TABLE