

To those who are reading this, Head Developer Danielle Lalonders, Veritable Joy Studios Team, and the ValiDATE fans. I can only speak for myself not for everyone sending the Developers hate, but I am ashamed of this production and the choice of development it has taken, be it a joke or not; people aren't laughing.

I have nothing inherently wrong with the pitch for ValiDATE, the concept is great, the visuals are nice but inconsistent in my experiences but I guess that adds its charm for target audiences but the main downfall of this game isn't the production itself; it's you Danielle and the rest of Veritable Studios, you are the people driving this game from being a love letter to POC and making it a passive aggressive insult to anyone who doesn't fit your niche; which as many have been pointing out, that is racism.

As mentioned beforehand, I have no problem with a POC centred game that advertises itself on only having diverse minorities and giving them the spotlight, in fact it's wonderful to see more of these games get more love and attention by fans and developers; what's not wonderful to see is the clear discrimination and prejudice by the development team, the doxing as business and the sheer disrespect you have as company, big or small you have no excuse for these actions; the fact that you and your team think you're justified in this progressive endeavor only colours you to be blind, angry and, narcissistic.

In any Studio, Business and Social Platform, you cannot rip into people because you dislike them for their colour, gender, race, sexuality, culture, religion, etc; because it's not fair, regardless who the person is. While some people have been insulting you based on those factors, I personally have no need cause I respect you as a business owner, a game dev, and a person; the colour of your skin doesn't justify me to hate on you or your game, but your lack of respect and comments towards white ethnicities does.

Because you haven't added a white ethnicity to the game is not why people are gripped with your marketing strategy, it's the fact you make passive prejudice remarks towards white ethnicities, mixed ethnicities and even other black ethnicities all because you find your opinion more validated and superior than other peoples feelings. These comments should not find their way into any game that supports love and expression; as an indie studio you should remain professional and refrain from making prejudice remarks to all people on any social platform if you pride yourselves in creating any form of creative media. Games, film, animation, and music; they all unique for the fact that it doesn't matter who made it, all that matters is they tell a story to inspire and provoke a movement, a problem, an ideology, you inspire the audience to challenge their views and values to grow as people to encourage ones mental health, support a progressive movement and keep everyone united. The comparison of ValiDATEs pitch and ValiDATEs marketing contrast greatly and only disprove the idea that ValiDATE is not from a place of love, but a place of passive aggressive spite; while yes the game doesn't have to

appeal to me, it doesn't have to berate people for factors they can't control or change.

Danielle, Huey and Jada; I can't speak for the rest of the team but your behaviour has been beyond disgusting in not only a professional matter but as human beings yourselves; no one deserves to have their opinion invalidated due to their skin colour unless their opinion is to discriminate and lowers others self worth; while I agree that some backlash is far too harsh/discriminative on you and your friends but while these are strangers who have criticism of your game, you retaliate in the form of crude jokes, prejudice/insulting remarks and have even gone as far as to dox others; in any profession or non professional setting this is downright despicable and any business or studio that is right of mind would terminate any contracts with you immediately due to your discretions. I personally haven't looked into everyone at Veritable Joy Studios as you three have been the standing ovation for ValiDATE at this point in time but one person I have seen a bit of and am admirable of is Persephone; you have shown a level of professionalism and strength that is a standard your co-workers should be upheld to as well; rather than retaliate aggressively you have instead explained a few reasons as to the backlash you are receiving and remarked on how ruthless some responses are, for that I appreciate you and hope that you take this letter as not one of hate but as a response to improve Veritable Joy Studios as a whole for future endeavours; though I speak this with optimism that you will listen and take my comments with stride and if you are willing then I have hopes that others within your studio will also listen and that'll strengthen you as people.

Danielle, Huey and Jada; while your behaviour is shocking, I still have hopes for you to overcome this and learn from the situation, I don't believe in cancel culture myself as people are always learning and growing, mistakes happen and words can hurt, everyone has experienced disrespect in some way or another and some people have had it worse than others but it doesn't lessen the blow it has (or will) to our mental health. I personally don't want to see ValiDATE go down as it has a loyal fanbase and a talented diverse team, what you're building is beautiful and it hurts to see so many comments on disrespect from both the developers and the critics. I don't expect you to apologise at all but I would appreciate you taking the time to dwell on my words and reflect as well as your fans and the critics; everyone should pride themselves on supporting anyone and everyone.

I don't know if people will read this and I have so much respect for those who have, I apologise for any aggression that is put forth in this letter as I'm this is being written in a heat of passion and I don't wish for any disrespect, doxing or prejudice towards the fans, the critics and the ValiDATE Team. I know a lot of people will be having different opinions on my comments as well and I'm not here to force you to accept my views cause it's okay to have different values and regardless of what yours are at the end of the day, I will do my best to listen and accept them as long as they're respecting

yourself, respecting me and everyone else in the world.

As a final sum, Team Veritable Joy Studios; I'm not here to hate on you and demand white respect. Respect should be earned and valued by both parties hence why I'm holding you up to a high regard as a fellow creator myself; I think the pitch for Validate is wonderful and wholesome, but if you have to push others down to come out on top then it's not something I can support. Again; I'm not asking or expecting a white person to be put in the game, but marketing against ethnicities as jokes and as a socialising business is what drives people away to develop hateful views on your business. At the end of the day ValidDATE is a game that should be a love letter to POC, not an excuse to be spiteful; stick to that value and make a game that's worthy of love and respect.