



The Cheeresire' - Home of The Bugillagers



Danger Aware

Adopt A Character

If we expose the grooming, we can prevent the abuse.

Prepared By:

G. Ray Howell

Chief Information Officer for

Danger Aware

IRS EIN: 87-1398369

Phone 970.980.1827

Email info@DangerAware.org

<https://DangerAware.org>

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Executive Summary

History

Danger Aware is a secular nonprofit organization for preventing abuse by educating the young and vulnerable using Play and Entertainment. By creating stories, games, contests, comics, videos, cartoons and more we will provide information about the early stages of abuse, how to recognize them and call them out, not only to the right person, but to multiple people. We have had a few SIMPLE computer games created that have about 10% of their content being about personal rights and calling out abusive actions.

Problem Statement

All of what we are doing must be funded by the public if we are to take our simple idea into a movement of changing abuse awareness in the world, we need more employees, we need to hire child psychologists to help us build games that will engage and will always keep the mental and personal rights of the player in mind. We need to hire programmers to build our games and make them more attractive to modern computer users. We need to hire consultants to optimize our website and social media presence. We need to hire employees to be animators, voice actors, community engagement and more to raise money to fulfill our mission to make Talking About Abuse a common everyday conversation, because if the conversation is taboo, the activities will continue.

Proposed Solution

We are in the infancy of creating our cartoon characters, the back story, and details of what will be the footprint much of our material will be based upon. We expect others to volunteer for us, as they may not have money to give but they agree with our mission and want to help. They may be exceptionally talented in storytelling, animation, drawing illustrations, or voice acting. And that is great, but we cannot maintain consistency without a full range backstory of what and who the Bugillagers, The Brasston Family, The Super Aware character stories, and so on will be, so that in two years, a new writer comes on board and needs to write a new story without having to read all the other stories, they will have a background to follow for each character they need in their story. This makes story writing

quicker, as a character will have already had their background prepared by another writer, or in this proposal, by having been Adopted. With modern animation software and proper training, we can make characters that become the basis for an entire community of characters. So, our RowJoeBee character, once created, was taken, and altered with a process we call Digital DNA, where once set up, a character can be altered into one of as many as 8 octillion individuals with unique features in mere seconds. If we add color changes, the number of characters we can create based on ONE main character is unlimited. So, we want to build a program where a donor could visit our website and donate to Adopt a Character. We will have a web app created that will display various pre-created characters, some which we may already be building a story using, but we have not given it a specific name yet. For instance, in our Bugillagers cartoons, issue 13 or so, I introduced the Yevester Ant Colony. They had dozens of individuals in the story, but so far, only two or three have been given names. The others are SET characters, but they are simply held in digital form without a true name. The app would display an image or even a short animation of that character, and the doner will be able to not only name the character, but if desired they could provide a personality or a backstory for the character they are naming. We will then use that name and personality (under our discretion to change any part of the name or description based on what our mission is, we cannot allow vulgarity, political promotion, or political defamation) in one of our cartoons, comics, stories, coloring books, etc. etc. etc. So, we will be giving the opportunity to people to not only donate to a worthy cause, but to honor someone or their company, or business type, etc. within the materials that we will be using to help change the paradigm of abuse awareness. A Donor can visit our page, find a character, and donate to Adopt that specific Character, Tribe, Clan, Colony, Group, etc. Once they have donated through PayPal, they will be given access to the Characteristics of that character or group.

Timeframe

This project will become a permanent part of Danger Aware, as anyone donating to our Adopt a Character program will have that character placed on a Thank You page where all named Danger Aware Adoptions will live permanently, and as we write the stories that include that character, we will provide links back to those stories, cartoons, comics, coloring books, contests, etc. Whatever we use that character for, will be linked to that character. Since our materials will grow, much like YouTube has many videos. We will have many

cartoons, comics, etc. eventually, but the early ones are most likely to become recurring characters in our productions.

The time to implement is six months. A programming company will be engaged (we have a couple of options we have already used successfully) to design the web application with Admin level access, to control all other aspects of the application, Manager Level access to add users, correct spelling, alter inappropriate names or descriptions, etc. and User level where the person can donate, and then create the name and personality of the character.

Budget

\$25,000

With the full funding we can have a superior application developed that will accept payment and directly deposit it to Danger Aware bank or PayPal thus providing Danger Aware the possibility of constant income. As we grow and more people become familiar with us, more people will want to Adopt a Character, thus helping Danger Aware grow, become more effective and helping us reach more children and other vulnerable people with learning their personal rights.

1. History of Danger Aware

1.1 History and Current Status

When Lorilla F. Lehman was seven she was kidnapped and was the victim of abuse. We really do not want to explain more of it than that. Many years ago, her trauma and life experience led to her write a Final Letter to the world about the abuse she had suffered, and she put it away in her safe, for it to be found on her death. This was so that she could feel some vindication and a sense of closure now, knowing that it was there, The TRUTH, the exposing of the actions taken not only against her, but against others she knew and loved. For a while it helped. But it was not enough, because she kept watching the news, and every story about abuse touched her personally. Though not raised in the organizations that made the news due to massive child abuse cover ups, when the issues became exposed there, she was saddened, and she knew that it was not just that organization, that there is not any religion that was causing the problems with abuse, it was simply the organization was well known, and so exposure there meant exposure worldwide.

And, after a time, those stories fell away in the news cycle, and another organization became the focus, then other churches and organizations, and so on and so on. So, she felt the need to do more than just wait for the letter in her safe to be found upon her death. So, she drafted a little book, having her granddaughter who was ten at the time draw the illustrations with her for the book. The book is Stranger in the House (A testimonial), and it is meant to be used by parents and children together to discuss what may be exceedingly difficult conversations. Being the third oldest of twelve children, she has been raising children all her life. She spent fifteen years caring for a great-niece with special needs when her niece simply could not continue with the child being out of control. Lorilla took her into her home, and taught her, raised her from about the age of 11 until she was nearly thirty. Every few years she would order a few thousand of her Stranger in the House books, and would deliver them to schools, churches, dentists, pediatricians, etc. etc. etc.

Her youngest brother was watching videos on the internet, and was finding many about children being lured, using the internet, to leaving home and becoming involved with people who took advantage of them and/or worse. He called and suggested that Lorilla create a new book to give away, Stranger on The Internet. This was happening during the early

stages of Covid, and the idea soon expanded into not only trying to put her book in electronic form on the Internet, but to expand the idea into games, contests, etc. etc. One of her six sisters, Christine, was conscripted to manage the money for the organization we were attempting to build, we realized we would need funding from others to make it really work well. So, we decided to form a nonprofit and thus on April 15, 2021, Danger Aware applied for 501c3 status.

On December 2, 2021, we were awarded our Non-Profit status. Unfortunately, Christine had contracted Covid 19 and passed just the week prior. So, with bittersweet confirmation we could finally start asking for donations that would be tax deductible for the donor. But we no longer had a money manager. We have struggled along, employing various people, some of which are as passionate as us. Others chose to move on to other, more lucrative, things. We cannot pay well until we have funding coming in steadily. We have set up our website, we have created the Stranger in the House book in electronic form, we have created several games, we have created a number of cartoon characters, learned to use animation software, learned to make online videos of that learning process and eventually creating animation shorts, with the plan on producing many cartoons in the future. The more characters we have the easier it will be to create new cartoons and stories and more. We have many characters now, with only a few species set up so far, we can create more ants than are alive on the planet. Of course that would take better computers, programmers, animators, etc. We want to employ such people so we can ensure the best outcomes. We are struggling along but we really need funding for this project.

We began to receive donations of goods instead of money, so we built The Turn About Boutique, where we sell donated goods and do clothing repairs and alterations for donations.

We have a donation option on our website, but we know we must constantly be offering something back to the public, not just the children and elderly who visit our site, but the people with money that can help us grow as well. Our latest plan is "Adopt a Character"

1.2 Mission Statement

To change the paradigm of Abuse Awareness by informing the young and vulnerable about their personal rights and how to recognize and call out the early stages of abuse using Play and Entertainment.

2. Problem Statement

2.1 The Problem/Opportunity

The problem is we need funding, and to produce superior materials, we need superior funding. We sell t-shirts etc. through online e-stores to try to raise funds, but so does everyone else. We need to stand out, and the only thing we have to offer other than knowledge so far is the naming of our characters for our stories and cartoons.

- Abuse touches 80% of humanity in some personal manner, it is so prevalent in the world, currently there is a 50% chance anyone will become an abuser.
- We searched the Internet, and there are thousands of websites that cover recovery from abuse, and how to spot abuse, and what are the laws concerning abuse for caregivers of children and the vulnerable. The RULES they must follow if they suspect abuse, or if they encounter abuse. But do you know what wasn't there? Abuse PREVENTION for the CHILDREN. All the sites we found were geared to educating ADULTS on their legal obligations and codes of conduct. There was NO ONE creating materials for children or for the elderly to help educate them against abuse. There are a lot of REPORTS, but if a person is prevented from viewing such reports or does not have the mental capacity to understand the full repercussions of such reports, then they may not be able to understand that they are in the process of being abused.
- Abuse impacts everyone in the world. The reason is often that the victim is unaware that they have resources available to them, the most important one being their ability to tell others. We want to change the paradigm of abuse awareness, but we do not want to make accusations, or expose individuals. We want to teach that everyone has personal rights that OTHERS will help them employ even when those closest to them will not.
- We need to raise funds to produce superior materials. We need to give back to the community when asking for donations.

3. Proposed Solution

3.1 The Solution

The solution is to get funding from a business or person or many businesses and people, who will be credited with partial funding of the project in the application credits section, to pay the programmers, and animators to produce the webapp and characters to be named, and to pay for writers to put those characters into our stories, cartoons, comics and more.

4. The Proposal

4.1 The Project

You or your business donates money to our organization so that we can have a project created that will lead to further funding from individuals and organizations and you get a tax deduction (check with your accountant for details). We will place a dedication to your donation within the app or on a thank you for your support page depending on the amount donated toward the project.

4.2 Values and Vision

Our hope is to have a web application created that will allow us to create a new Character, Tribe, Colony, Group, etc. and offer those various elements to the public for the right to name and personalize them for use in our stories and products etc.

4.3 Outputs

With an application that takes donations easily, and allows a person to name a character, provide a personality, leave their signature and/or a donated “in the name of, in memory of, etc.” Option, we hope to attract more people to our website and to get them to not only participate in what we are doing, but to also donate and spread the word of our mission and vision.

4.4 Outcome

This will provide a new avenue of income for Danger Aware using many of the characters we have already created, it will not only incentivize the public to donate for the opportunity to say “You know that Bugillager character named ... THAT is MY character!” it will encourage them to tell others about Danger Aware and our mission to change the paradigm of abuse awareness. With each donation, we will have a new character with personality that we can then build on to produce even more stories and cartoons.

5. The Goals

5.1 Goals/Objectives

Our key objective for this project is to raise money for Danger Aware operational costs. Our secondary objective is to engage the public in naming our characters, to ADOPT our characters and want them to be Their Own, and since we are a public charity, the reality is, everything we do belongs to the public. Within a year, we should be getting so many characters and donations that we will need to hire more animators, artists, and writers, etc. Each donation will advance our mission and provide us with material for more stories. Your donation could have us doubling and tripling what you give because of what you give.

6. The Resources

6.1 Key Personnel

Our chief information officer and lead animator will be the lead on managing the development of the application, its testing, implementation, and promotion once it is online. Our contracted programmers and animators and artists will all be engaged to produce a superior and attractive web app that will make Adopting a Character fun and entertaining for everyone.

6.2 Other Resources

Resources	
Type	Quantity
Programmers	3
Computers for Programming	2
Computers for Animators	2
Animators	2
Artist	1
Management	1

7. Timeframe

7.1 Project Schedule

	Phase Description	Timeframe
Phase One	Develop application idea, plan, and proposal details	4 weeks
Phase Two	Hire programmer and develop characters and images	2 months
Phase Three	Implementation of Application	4 – 6 months

Activity	Phase	Duration	Responsibility
Develop idea for Pay for Naming cartoon characters into app	1	8 weeks	Ray Howell
Produce animations and images for web app home page	1	8 weeks	Animation Team
Hire Programmers and detail needs for application and functionality	2	4 weeks	Ray Howell
Produce specific characters, saved permanently with an ID number, and then prepared for upload to application	2	8 weeks	Animation Team
Testing and refinement of application during development with contracted programmers	2	6 months	Usama Khan – Ray Howell
Implementation of Application and advertising of same	3	4 weeks	Sadie Flores
Tracking of funds donated and use in company	3	Forever and ever (hopefully)	Angie Lopez

8. Budget

8.1 Budget Determination

	Phase Description	Cost
Phase One	Develop Details for Application	\$2000
Phase Two	Develop Application	\$18,000
Phase Three	Advertise Application to public	\$5000

Activity	Phase	Cost
Develop basic webapp look, offerings, logon, application management and layout	1	\$2000
Hire programmer and provide detailed implementation and desires for app and get quotes	1	\$1000
Develop ideas/stories for various characters to highlight and offer for naming and begin to ID each and store it in Animation Department files. Create spreadsheet for character use	2	\$4000
Develop actual application, test, and implement	2	\$10,000
Clear app, install first set of characters for adoption.	2	\$3,000
Advertise that characters can be named for Danger Aware cartoons, comics, and coloring books.	3	\$,5000
	Total	\$25,000

9. Monitoring and Evaluation+

In the first month we will have developed a detailed plan for the look and functionality of the web application and have begun looking for quotes.

Every month we will require updates on the software's development status and address any concerns with integration into the PayPal, banking, and Danger Aware systems.

Our CIO is the Lead and will evaluate the development progress and inform the company in meetings on Monday Mornings throughout the development cycle.

Our Animators will be responsible for creating new characters, and providing ID numbers, and once the app is running will upload said characters to the application for adoption.

Our Writers will be responsible for implementing named characters into stories and scripts with the help of volunteers and employees.

Our Treasurer will monitor the transfer of funds from the project into the coffers of Danger Aware for employment and further development of programs.

Testing will be implemented by Danger Aware employees, faux donating and then naming characters and testing all the elements of the application in the final weeks of development. Once the application has proven to be functional and can notify us of donations and information about new characters. All data will be wiped, and full funding processing will be implemented.

The programmers will provide a first page development layout look and feel, and once approved, they will develop the back end that allows donating and then naming and personality features.

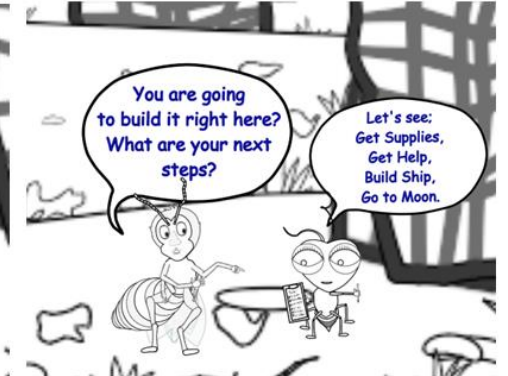
The day we get our first named character we will know it is all working as expected, and hopefully provide Danger Aware with additional income from then on as well as story material.

The Bugillagers

The Rocket Build Plan

Issue 0001 Special

A Danger Aware™ Production. 09/22



Visit <https://DangerAware.org>

Of the Bugillagers.

To see more



Color this page, as well as you can, then have your parent or teacher take a photo of it, or scan it into your computer, then have them upload it for you so you have a chance to win the current perpetual coloring contest on <https://DangerAware.org> or send to 2503 N. Fresno Street, Fresno CA. 93703. Vote Everyday