

# PROJECT GALIGUPTA

Be a fearsome pirate in a world of swords and sorcery...



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# WHO ARE WE



Over a decade of experience in **creating games** with high level of quality, a team full of veterans with **experience on indie, AA and AAA games**.




Worked on big projects, like the **action-adventure RPG game Moo Lander** with an **international team of up to 17 people** and thus established a solid game production pipeline.



Moo Lander has been **critically acclaimed** (75 Metacritic score) and has won numerous prestigious awards (like **Game Connection** and **ChinaJoy's - Most Creative Indie Game of 2022**).



# WHO ARE WE



We already have **established business connections with Sony, Microsoft and Nintendo** and the **know-how to develop games for their console platforms.**

Experience with investors - we have **previously secured funding** from the venture capital fund **Innovation Capital.**

We have completely **self-funded** the development of Moo Lander.

All parts of game development are done **in-house.** We have our own dedicated **artists, level** and **sound designers, programmers** and **writers.**

# TEAM HIGHLIGHTS



## Miroslav Dimitrov

Creative Director

**Art Experience:** 27 years

**Worked for:** Disney, Warner Bros, Nickelodeon, LEGO, New Boyana Film Studios

**Previous Projects:** Watchdogs, The Expendables, Rambo 4, Conan, Snowpiercer

**Areas of Expertise:** Art, Animation, Storyboard, Screenplay, Level Design, Game Design



## Jonathan D'Anjou

Lead Game Designer

**Game Design Experience:** 17 years

**Previous Employers:** Electronic Arts, Disney, DC Studios, Lucia

**Previous Projects:** Far Cry 3, Wolfenstein, Dead by Daylight

**Areas of Expertise:** Level Design, Game Design

# TEAM HIGHLIGHTS



## Serge Punchev

Lead UI/UX Designer

**Experience:** 22 years

**Previous Employers:** UI/UX Director at EA Games, UI/UX Director at Gameloft and UI/UX Designer at Corel Corp.

**Previous Projects:** The Sims, CorelDRAW X3, Lord of the Rings, PokerStars, Godfall, Mutant Year Zero: Road to Eden, Hero Forge, SpongeBob: Krusty Cook-Off



## Tihomir Hristozov

Music Composer & Lead SFX Designer

**Experience:** 24 years

**Previous Projects:** Uncharted, Star Wars: The Mandalorian, Star Wars: Boba Fett, Godzilla: King of the Monsters, Jurassic World, Resident Evil, Fast & Furious 9, Maze Runner, Sherlock Holmes, Wonder Woman

**Areas of Expertise:** Composing music and creating sound effects for movie trailers

# TEAM HIGHLIGHTS



## Alexander Trayanov

Lead Level Designer / Writer

**Experience:** 18 years

**Previous Employers:** Lead Level Designer at Arrowhead Games, Level Designer at Snapshot Games, Level Designer at Ubisoft Sofia, 2D artist at Gameloft

**Previous Projects:** Helldivers 2, Assassin's Creed 3, Assassin's Creed Rogue, Assassin's Creed Origins

**Areas of Expertise:** Storyboard, Screenplay, Level Design, Game Design



## Kamen Yordanov

Lead VFX Artist

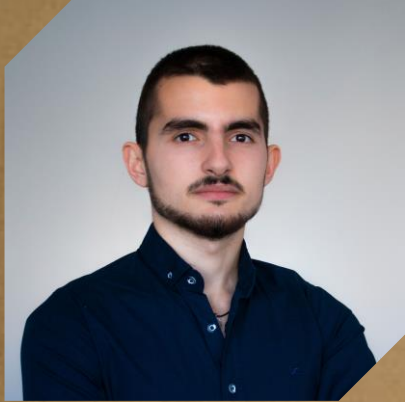
**Experience:** 19 years

**Previous Employers:** Lead VFX Artist at Haemimont Games, Technical VFX Artist Snapshot Games, VFX Artist at Bulgarian Unified Film Organization, 3D Character animator Gameloft

**Previous Projects:** Lies of P, Jagged Alliance 3, Phoenix Point, 9mm, Rambo 4

**Areas of Expertise:** VFX, Graphics Programming, Art, Animation

# TEAM HIGHLIGHTS



## Dimitar Popov

Technical Director / Lead Programmer

**Web Experience:** 16 years

**Game-dev Experience:** 11 years

**Previous Employers:** Senior programmer T-Mobile, PepsiCo, Inc., Mastercard, For Dummies, Trio Group, Intel Gruppe

**Areas of Expertise:** Game Design, Level Design, Project Management, Programming



## Yassen Bagalev

Producer / Game Director

**Web Experience:** 15 years

**Game-dev Experience:** 11 years

**Previous Employers:** Senior programmer at Pernod Ricard, Jameson Whiskey, Mississauga Canada (government), Arcade Museum, Azrieli

**Areas of Expertise:** Level Design, Game Design, Project Management, Programming



## GENRE & PLATFORMS

Multiplayer Action RPG with  
cross-play support

PC, Xbox, PlayStation, Mac,  
Nintendo Switch, Steam Deck

## SUMMARY

Be a fearsome pirate in a magical world of **countless islands and deadly oceans!**  
**Command your own ship and forge your ultimate destiny** with swords and sorcery.

Overcome unimaginable foes in **fast-paced hack and slash combat**. Find your lost treasure and resolve a world conflict in the process, or start the end of everything...

# THE HOOK

IT'S A PIRATE GAME...

...WITH AN HONOR SYSTEM



# HONOR SYSTEM

Rich plethora of gameplay choices – **steal or buy** goods, **sacrifice or save** allies, **pillage or help** settlements in need. Get what you need **the fast way** or **the honorable way**.

Every **decision** you make will **affect** your **honor** in the game, **reshaping the in-game world**.

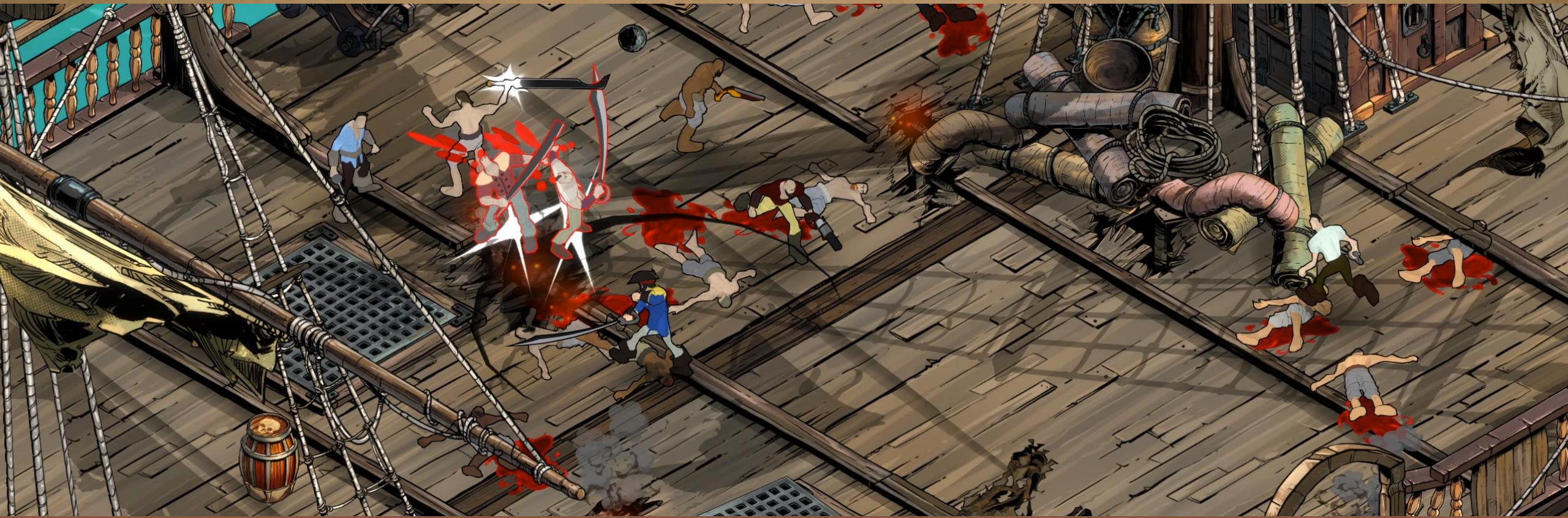
Skill options, merchant prices, NPC interactions, weapon variety - **all depend** on your **pirate honor**.

Entire new questlines can **appear or vanish** depending on the **honor meter**. NPC attitude and reactions change based on the decisions made.

**Honor determines** which skills and weapons are available for a **high honor** or a **dishonored** style of play.



# HACK & SLASH



OVERCOME YOUR ENEMIES...

...WITH SWORDS, MAGIC AND GUNPLAY

# HACK & SLASH

Players have access to the classic pirate tools: **steel**, **gun powder** and a twist of **spellworking**.

Spears, swords, pistols, shotguns, cannons, axes, hammers, fire, lightning, cold spells and many more.

**Mythic** weapons – these come from the long lost reserves of powerful **heroes and villains**. One need to hit a certain **honor** level in order to use them.

Every weapon and spell can be enhanced with **runes and gems**. They can be combined into **unique combat builds**.

The **wide variety of enemies** dictates the need of constantly switching tactics to gain edge in combat.



# ○ NAVAL COMBAT ○



BE THE CORSAIR...

...TO CONQUER ALL ENEMY SHIPS

# NAVAL COMBAT

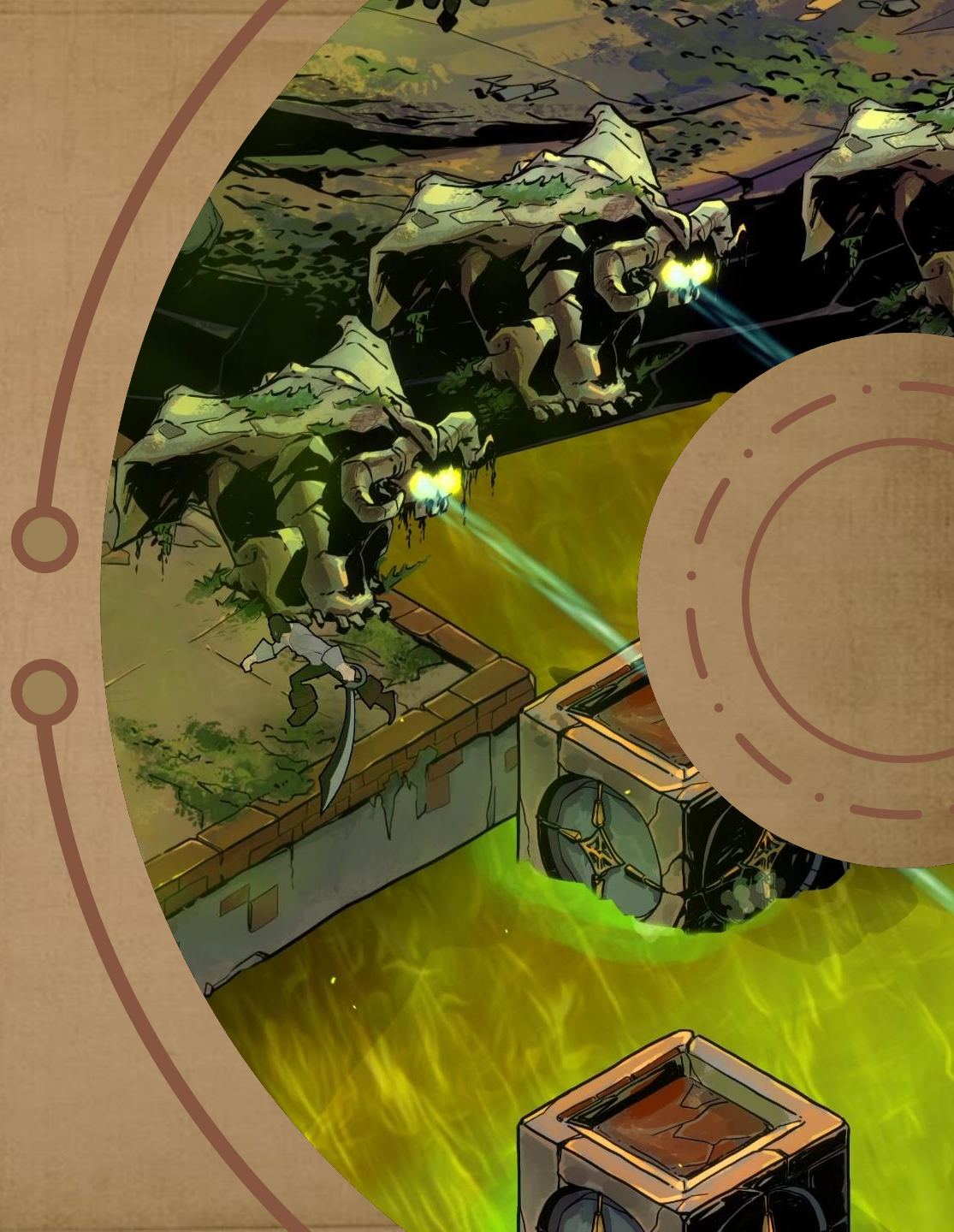
- The player steps into the role of **captain** of their own **pirate ship**.
- Every ship needs a **crew**. Scouting for, and recruiting **buccaneers** is the best way to bigger scores.
- A vessel can be equipped with **cannons, mortars**, and ancient **magical artefacts** for defense and offence.
- **Pillaging forts, looting merchants** and burning rival **outposts** is a daily routine.
- All pirate, commercial, or military vessels can be **boarded**. Every successful capture yields rare **loot** and precious **resources**.





# EXPLORATION

- The open world of **Galigupta** is entirely **handcrafted**. **Vast oceans**, lots of large **continents** and **islands**.
- **Procedurally generated** environments include dungeons, islands and area layouts.
- Players can encounter various enemies, **quests** and bosses. Find **treasure maps**, bounties and **puzzles** on each land.
- **Biomes** range from deserts, forests, dark ruins, wild jungles to icy peaks, small villages and big cities.
- The huge open world contains **4 main continents** and **60 medium and small islands** and archipelagos.



# TREASURES & BOUNTIES

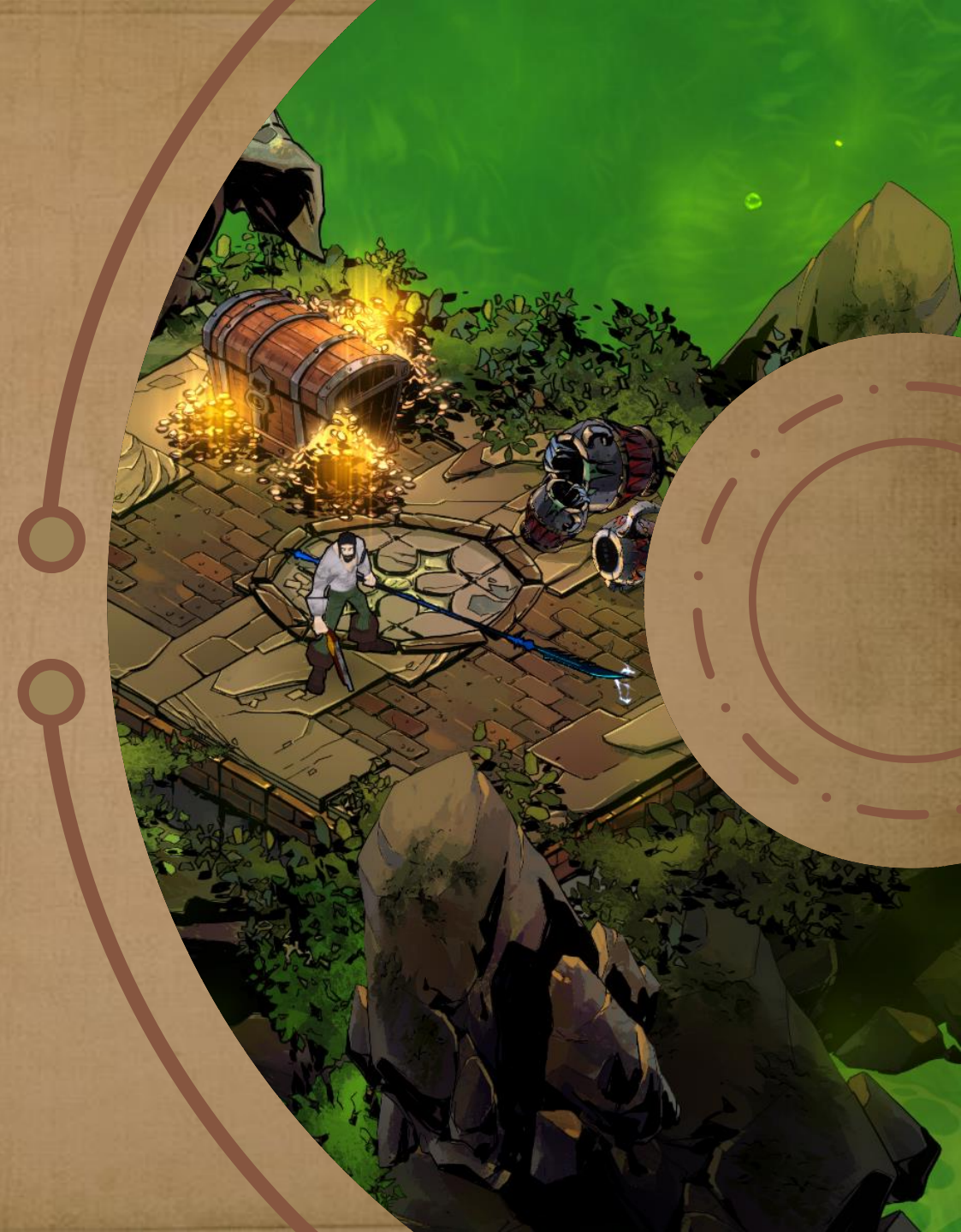


HUNT, LOOT, PILLAGE...

...CLAIM ALL RICHES FOR YOURSELF

# TREASURES & BOUNTIES

- **Legendary loot** can only be obtained by discovering hidden **treasure maps** and **clues** throughout the world.
- Players have access to a **bounties job board**, offering a complete **bounty hunter** archetype experience.
- Hunting for **elusive prey** and **mythic monsters** (like krakens and demons) is also great for gold hoarding.
- Every **trophy** and bounty won can be collected for **base decoration** and **achievement** hunting.



## CHOICE & CONSEQUENCE



### DEMON

ISN'T THAT WHAT YOU SEEK, PIRATE-SLAVER? A MEANS TO OBTAIN POWER AND HAVE REVENGE AGAINST THOSE THAT HAVE DEFEATED YOU.

1. [CHOICE: ENSLAVE DEMON] \*OR\* I CAN CLAIM BOTH THE MOLTEN HEART, AND YOU, MIGHTY DEMON.
2. [CHOICE: KILL DEMON] DIE WRETCHED CREATURE, I BARGAIN WITH NONE OF YOUR KIND!

FORGE YOUR DESTINY...

...EVERY CHOICE CHANGES THE WORLD

# CHOICE & CONSEQUENCE

- Players are often faced with difficult **decisions** and moral **choices**.
- Every choice made will **change** the world – some NPCs will benefit, while whole regions may suffer. There will be a **positive** and **negative** side to every decision.
- Mutually excluding quest lines: depending on the playstyle – an **honorable run** of the game will open up different possibilities compared to an **evil run**.
- The **endgame world** completely changes based on the achieved ending. **Revisiting** old locations will present **new activities** and interactions.



# CHARACTER DEVELOPMENT



BECOME THE GREATEST PIRATE...

...LEVEL UP YOUR SKILLS, STATS AND ABILITIES

# CHARACTER DEVELOPMENT

- 5 unique **skill trees** offer a variety of customization options for every distinct playstyle.
- **Crew members** and the ship itself are also subject to level up and development, all part of the **pirate operation** the player leads as **captain**.
- **Angelic abilities** are given to honorable players, whereas **demonic powers** are granted to dishonorable ones.
- Special **mythic weapons** and **craftable gems** offer an additional level of build customization.



# BASE BUILDING

- Players have the opportunity to **build** and develop their own **base of operations**.
- Upgradeable structures include **merchant hall**, **pirate tavern** and **personal mansion**.
- The Mansion offers a fully **customizable interior and exterior** for players to design however they like.
- **Trophies** from completed bounties and treasure hunts can be kept as **decorations**.
- Developing the base brings **additional gameplay options**. New merchants, crew members, ships, quests, bounties and **furniture** become available.



○ CO-OP MULTIPLAYER ○



GATHER YOUR PIRATE CREW...

...WITH CROSS-PLAY & CROSS-PROGRESSION

# CO-OP MULTIPLAYER

- Up to **4 players co-op online** multiplayer offers shared fun experience with friends and family.
- **Difficulty scales** based on the number of players in the party. Playing with more people at a higher difficulty yields **better loot**.
- Player inventory and progression **carry over** between sessions.
- Full **cross-play and cross-progression** support for PC, PlayStation, Xbox and Switch.
- Joining **other players' sessions** gives access to zones and vendors that may be locked in a personal playthrough.



# DEMO TIME



We have created a **Prototype**  
that showcases the main concepts



# CURRENT STAGE

○ **The Prototype** is already done and available for playtest, featuring most of the game mechanics.

○ We can optionally build a **Vertical Slice** of the game, that showcases polished all core pillars.

○ **The release candidate build** is estimated to take **24 months** to develop after funding is received.

○ We have the capability to **handle all of the different aspects of game development in-house**: from first concept to finished product.

○ We have already created a draft of **detailed production costs** and **timeline**.



# INVESTMENT OPPORTUNITY

- **The total development cost** of the project is estimated to be **roughly 1,700,000 EUR**.
- We are interested in **a partial investment** for funding the **Early Access** build which is estimated at **1,000,000 EUR**.
- We are also interested in **an investment** only for funding the **Vertical Slice** build which is estimated at **100,000 EUR**.
- We are offering a percentage of the **game revenue** and/or **an equity share** from our studio.



# GAME REVENUE MODEL

- **Premium revenue model** with a currently **estimated retail price of €30-45** (based on similar games).
- **Live service** features – dungeons, world events, and PvP arenas with regular updates.
- **Early access** is a possibility.
- **DLCs** can expand the game for an additional revenue stream.



# FULL GAME: COST RECAP

- Total man-months work: **~450 - 500**
- Number of employees: **~20-22**
- Average man-month salary: **~€3000-4000**
- Total cost: **~1,650,000 - 1,750,000 EUR**



# FULL GAME: SCOPE

- **PlayStation 5** and **Xbox Series ports** are **included** and will be available for v1.0.
- Full **cross-play** and **cross-progression** support for **PC** and **Consoles**.
- **20-25h** long **singleplayer** campaign with a lot of replayability value.
- **Endgame** content with live service elements.



# EARLY ACCESS: COST RECAP

- Total man-months work: **~250 - 300**
- Number of employees: **~20-22**
- Average man-month salary: **~€3000-4000**
- Total cost: **~1,000,000 EUR**



# EARLY ACCESS: SCOPE

- **First Act** of the Story Campaign – approximately **5 hours long**.
- **Monthly updates** based on players feedback.
- **Co-op Multiplayer** up to 4 players.
- **Base-building & Doom Dice minigame** are included.
- Released for **PC only**.



# VERTICAL SLICE: COST RECAP

- Total man-months work: **~30**
- Number of employees: **~4-6**
- Average man-month salary: **~€3000-4000**
- Total cost: **~100,000 EUR**



# VERTICAL SLICE: SCOPE

- **Reworked animations and 3D models** for achieving satisfying combat smoothness and fluidity
- **Co-op Multiplayer** up to 4 players
- **Improved** and **polished** visuals, SFX and extended gameplay featuring **ALL** of our core pillars
- **Non-placeholder** game UI
- Released for **PC only**.



# Post-Funding Milestones

## Year 1: 0-3 months

Create architecture, core systems. Start drawing concept and game art. Plan character skills, quests, enemies and level design.

## Year 1: 3-6 months

Finish core systems. Isolated level design concepts. Character and enemies implementation.

## Year 1: 6-9 months

World building, level design and quests implementation. Work on VFX and SFX. Start porting to consoles.

## Year 2: 3-6 months

Integrate side quests and VFX. Start composing music and SFX. Work on Act 2-3-4.

## Year 2: 1-3 months

Work on Act 2-3. Calibration of skills, enemies & economy. Localization. Start work on endgame. **Early Access.**

## Year 1: 9-12 months

Polishing & bug fixing. **Alpha phase.** Stress test multiplayer architecture. Start performance optimizations.

## Year 2: 6-10 months

Finish endgame and main story campaign. Integrate music and SFX. Continue calibration.

## Year 2: 10-12 months

Finish performance optimizations. Beta phase. Continue polishing and bug fixing.

## Official Release!



# ADDITIONAL GAME INFORMATION



# SINGLEPLAYER CAMPAIGN

- The singleplayer **campaign** is expected to be between **20 and 25 hours** long.
- The game will be divided into **4 acts**, each with its own **subplots** and story arcs.
- There are **two** possible **endings**, based on the **decisions** made throughout the game.
- A **completionist run** of the game will take at least 60 hours.



# REPLAYABILITY

## Choice and consequence

The game can be played as a **Robin Hood - type of pirate**, or an evil **bloodthirsty villainous corsair**.

## A wide variety of builds

There are plenty of skills and weapons to **choose** from. Experimenting with **different playstyles** makes every run a new adventure!

Some skills and items are only available to **evil heroes**, while others – to **good** ones.

## The Endgame

Based on your choices, the **endgame** changes - **new quests, monsters, items, world events and dungeons** become available.



# ENDGAME

Depending on the character's morality and choices two **different endgame outcomes** will be available.

Scenario 1: **Darkness consumes you** – access to powerful new arcane skills, going back to spread the darkness and conquer the game world. Previous allied hubs are now battlegrounds.

Scenario 2: **You fight off the darkness** – evil hides in different corners of the world. Remaining corruption needs to be purged from existence.

New dungeons, quests, treasures, enemy variations and bosses.



# LIVE SERVICE ELEMENTS

- Additional **seasons** could offer new gameplay mechanics, leaderboards, loot, bounties, treasure hunts and decoration packs.
- **Elite bosses** will spawn on hourly basis to spice up the endgame activities. Playing with friends will increase chances for success.
- **PvP activities** in the form of 1v1 **duels**, 2v2 or 3v3 matches can be added **post-launch**.
- New **furniture packs** for **base building** will be available through regular updates.
- **In-game skins** for character visual customization.



# DOOM-DICE MINIGAME

- The Doom-Dice captures the typical pirate life – a game of **rolling dice**, **high stakes** and **defiance of fate**.
- Players can **bet gold** for a chance to **win big**, or lose it all to bad luck.
- The rules of the game are simple enough, **easy to learn**, **but hard to master**.
- **Collectible dice sets** scattered throughout the world will increase win chances.



# UNIQUE SELLING POINTS

- Players' in-game choices constantly **reshape the world and it's inhabitants.**
- **Multiple contrasting story endings** and **endgame content.**
- Experience the campaign with friends – **multiplayer with cross-play support** for PC and Consoles.
- A **blend** of fast-paced **hack-and-slash combat**, advanced crafting and **base building.**
- **Explore an open world of piracy and treachery** – seek riches and fame, develop your ship and crew, encounter mythic sea creatures.

# GAMEPLAY LOOP



- A **story quest** begins.
- **Sea exploration** and **naval combat**.
- Fast-paced , **hack-and-slash** land battles.
- **Improving** character and items with earned **rewards**.
- Upgrading the **pirate base**, ship and crew.
- The next parts of **the story** await.



# MULTIPLAYER

- Up to **4 players multiplayer** sessions, with hero progression **carrying over** to personal playthroughs.
- More **challenging enemies** and higher **game difficulty** based on the number of players involved.
- Multiplayer sessions offer **better loot** with each **additional** player involved.
- Players can **join** or **disconnect** sessions at any time.
- The **host** makes the in-game **decisions** that affect the world.

# MULTIPLAYER ARCHITECTURE

- Built using the **Photon Fusion Engine**.
- **Previous** experience and **multiplayer games built** with it.
- **1.4 billion players** and **Fortune 500 companies** use Photon.
- Used by more than **700,000 Studios and Developers**.
- **Blazing fast performance** – thousands of networked objects over hundreds of client connections.

# Fusion

End **FPS/TPS/Action**  
**Multiplayer** for Unity

# MARKET RESEARCH



Source: Statista

# WHY AN RPG



- The RPG genre is the most suitable for the type of very **personalized story** we want to tell.
- RPGs account for ~30% of all gaming revenue worldwide.
- US \$76.9 billion in 2023 with an annual growth rate of 7.29%.
- 8.75 million downloads of RPGs in 2023.

Source:Newzoo	PCs	Console
RPG Genre Rank	3 <sup>th</sup> by Monthly Active Users	6 <sup>th</sup> by Monthly Active Users

Source: Statista

# WHY AN RPG

<i>Most Popular Game Mechanics</i>	<i>% of players that played an RPG title with that mechanic</i>
Combat	100%
Character Progression	99%
Skill / Talent Trees	87%
Melee	81%
Shooting	79%
Open World	77%
Randomized Loot	76%
Classes / Factions / Races	76%
Levels / Maps	69%
Harvesting / Collecting	67%



**All of those** will be **present in our RPG.**

Source: Newzoo

# WHY FANTASY RPG

RPG Theme	% of players that played an RPG title with that theme
High Magical Fantasy	63%
Dark Fantasy	34%
Alien Galaxy	33%
Contemporary War	24%
Sports and Athletics	18%
Modern Day	18%
Low Magical Fantasy	16%
Advanced Human Society	16%
Monster Horror	11%
Modern Era	9%



The **fantasy genre** is by far the **most popular theme** for an **RPG**.

Source: Gametree

## TARGET AUDIENCE

Genre Popularity	% of players that played a game from that genre
Action	90.3%
Adventure	68.3%
RPG	65.8%
Strategy	45.7%
Fighting	39.3%
Sports & Racing	26.6%
Casual	24.3%
Music & Party	14.1%



**Regions** - The **largest RPG markets** by **MAU** are the **US**, **Japan**, and the **UK**, followed by Mexico, Italy, Thailand, Indonesia, Canada, Brazil and South Korea.



**Player Age** – current percentages of RPG players by years are:

- 10 to 20 years (30%)
- 21-30 years (29%)
- 31-40 years (24%)
- 41 to 65 years (17%).

Source: Statista

# WHY PIRATES

- The Golden Age of Piracy is one of the most interesting periods in history, but the video game industry seldom explores it and that should change.
- Humans love to explore, it is a genetically conditioned necessity (the role of a pirate conveys a feeling of being free, being a discoverer).
- Exploration games historically do well (Red Dead Redemption, Skyrim, Zelda, Assassin's Creed Black Flag, No Man's Sky).

AAA Pirate RPG	Stats
Sea of Thieves	<b>Gross Revenue:</b> \$2017 million <b>Estimated Players:</b> 38,343,754 <b>Steam 24-hour Player Peak:</b> 20,273 <b>Steam all-time Player Peak:</b> 66,906
Atlas	<b>Gross Revenue:</b> \$25.4 million
Assassin's Creed: Black Flag	<b>Gross Revenue:</b> \$68.4 million
Pillars of Eternity 2: Deadfire	<b>Gross Revenue:</b> \$22.2 million

# WHY PIRATES

- There just **aren't many pirate-themed games** out there.
- There is currently **only 2** big pirate-themed games offering multiplayer.

## Pirate RPG genre facts

There's a shortage of good pirate games - <https://www.brothersingaming.com/why-are-there-no-good-pirate-games/>

Fans want Black Flag remake (fans want pirate games) - <https://www.ggrecon.com/articles/assassins-creed-fans-demand-black-flag-remake/>

Black Flag is getting an animated series - <https://www.gamingbible.com/news/ac-black-flag-crying-out-remake-fans-say-660238-20230104>

The world needs more pirate-themed video games - <https://www.cbr.com/pirate-games/>

Source: Cloudwars

## WHY MULTIPLAYER

Enjoyment (1-5) of game by multiplayer type	Male	Female
Co-op Co-located Friends	3.6/5	3.7/5
Co-op Online Friends	3.55/5	3.73/5
Competitive Co-located Friends	3/5	3.26/5
Competitive Online Friends	2.8/5	3.15/5

*Co-op vs Competitive Multiplayer  
Player Enjoyment Score(1-5)*

- Social aspect is very important nowadays - **In 2022 77% of gamers** claimed to **play games with others** (in relation to only 65% in 2020).
- **Co-Op is consistently the most appealing mode** of social gaming **across gender** and age.

## WHY MULTIPLAYER



- Multiplayer offers potential for in-game **cosmetic purchases** and **microtransactions** (strictly non pay-to-win), bolstering revenue streams.
- Ongoing player interaction generates **limitless content**, keeping players **engaged** and invested in the game world.
- Team-based and **competitive modes** create diverse and challenging experiences, adding depth to the gameplay.
- Multiplayer features foster **social connections** and a sense of community, enhancing **player retention** and enjoyment.