

SHADOWS OF DAWN

PARTNERSHIP PROPOSAL

NEXT PLAYER GAMES



SHADOWS OF DAWN



THE OPPORTUNITY

A Strong Foundation A Game Ready to Grow

Shadows of Dawn is a playable open-world sci-fi survival RPG built in Unreal Engine 5 by an experienced development team.

We built the core systems and technical foundation first - creating a structure designed to support an expanding game world.

SHADOWS OF DAWN



BUILT, NOT JUST PLANNED

Core Systems Already in the Playable Build



COMBAT



WEAPON CUSTOMIZATION



CHARACTER CUSTOMIZATION



TECH TREE

SHADOWS OF DAWN

THE PLAYER EXPERIENCE

**Explore.
Survive.
Get Stronger.
Push Further.**

The core game play loop continually rewards players for pushing deeper into the world.



EXPLORE → SURVIVE → PROGRESS → PUSH FURTHER

SHADOWS OF DAWN

DESIGNED TO EXPAND



One Foundation. Many Ways to Grow the Game



MODULAR SYSTEMS

Core systems are designed to support additional weapons, enemies, abilities, progression and content.

INTERCONNECTED DESIGN

New features are developed as parts of the larger player experience – not as isolated mechanics.

BUILT FOR ITERATION

The foundation allows us to test, refine and expand the game as the world and player experience evolve.

The goal was not simply to build what Shadows of Dawn is today – but to build the foundation for what it can become.

SHADOWS OF DAWN

OUR TEAM

Experienced Creators. United by One Goal.

Next Player Games is a collaborative team of industry veterans and passionate creators who share a single mission — to build great games people love to play.

OUR FOUNDERS



GEORGE KISS
Head of Product

Pioneered game developer and software leader with 40+ years of experience across console and PC. Former BlueSky Software founder and executive, with shipped titles spanning sports, adventure and strategy. Led mobile development and publishing at Jurassic Park, Joe Montana Football, World Series Baseball, Vectorman and more. Expert in Unity, Unreal Engine, and building games the right way.



JONATHAN COOPERSON
Head of Design

Veteran game designer with 25+ years of industry experience. Contributed to iconic franchises including Final Fantasy, Kingdom Hearts, Dragon Quest, Sherlock Holmes and more. Helped multiple startups with team building, production pipelines and portfolio expansion. Designer on over 100 IPs both established and original. Passionate about creating customizable gameplay that lets players make the experience their own.

We value collaboration, honest feedback, and shared ownership. Every team member brings a unique perspective — and together we turn ideas into experiences.



COLLABORATIVE BY NATURE

We challenge ideas, share knowledge, and solve problems together.



FOCUSED ON QUALITY

Years of shipped games have taught us what it takes to deliver.



CREATIVE & RESOURCEFUL

We innovate within constraints to build impressive experiences.



BUILT ON TRUST

Respect, reliability, and clear communication drive everything we do.



We combine deep experience, creative passion, and a relentless drive to make **Shadows of Dawn** something truly special.



WHERE WE ARE TODAY

The Foundation Is Built. Now We Expand.

Shadows of Dawn is already a fully playable, technology-strong game.
We are deep into development and focused on creating the full experience.



We are not seeking a partner to help determine whether the game can be built.
We are seeking a partner to help us expand, refine and bring it to market.

THE PARTNERSHIP

The Right Partner Can Accelerate What Comes Next.



NEXT PLAYER GAMES

GAME & VISION

A compelling world, strong gameplay vision and clear direction.



CORE TECHNOLOGY

Proprietary systems and a flexible foundation built for scale.



DEVELOPMENT TEAM

Experienced, collaborative team of creators and technical specialists.



PLAYABLE FOUNDATION

A fully playable game with core systems, vertical slice and proven fun.



PUBLISHING PARTNER

PRODUCTION SCALE

Expand development capacity and accelerate content creation.



PUBLISHING EXPERTISE

Bring experience in positioning, launch strategy, distribution and commercial execution.



MARKETING & DISCOVERY

Build awareness and reach the right players as Shadows of Dawn moves toward market.



QUALITY & LAUNCH SUPPORT

Support testing, optimization, certification and the final path to release.



SHADOWS OF DAWN

SUCCESSFUL COMMERCIAL RELEASE

We bring the game, the foundation and the development team.

The right partner helps us take Shadows of Dawn from a promising playable game to a successful commercial release.

BUILDING TOWARD MARKET

Development Is Already Connected to the Market.

We are actively preparing for a strong commercial launch – building presence, learning from the market, and evolving the game based on real player experience.



STEAM PRESENCE

Shadows of Dawn already has a live Steam presence, creating a foundation for discovery, wishlists and future player engagement.



EXPANSIVE WORLD STORY

Shadows of Dawn has an expansive story and world, written and developed by Arie Kaplan. Discover the conflicts and mysteries between factions, find the outcomes of a world gone awry and much more.



PLAYABLE EXPERIENCE

Shadows of Dawn can be experienced today, allowing development, player feedback and future marketing to evolve around the actual game.



A publishing partner would not be starting the commercial process from zero – but would bring the reach, expertise and resources to **significantly accelerate it.**

WHAT PARTNERSHIP UNLOCKS

From a Strong Foundation to a Complete Commercial Game

WHAT WE HAVE



PLAYABLE FOUNDATION

Core game loop, systems and content that players can experience today.



CORE SYSTEMS

Combat, progression, AI, technology and tools built for scale.



EXPERIENCED TEAM

Leaders and developers with shipped games and deep production expertise.



SCALABLE TECHNOLOGY

Unreal Engine foundation and flexible architecture built for a growing world.



WHAT WE UNLOCK



EXPAND THE WORLD

Build additional environments, encounters, missions and narrative content.



DEEPEN THE EXPERIENCE

Add greater variety to enemies, weapons, progression, customization and player choice.



ACCELERATE PRODUCTION

Increase development capacity so content creation, iteration and refinement move faster.



PREPARE FOR LAUNCH

Expand QA, optimization, balancing, localization and all work needed for a polished commercial release.



The technology and core systems are in place. **Partnership allows us to focus resources on expanding the experience, increasing production velocity and delivering the finished game.**



Built for Launch. Designed for a Longer Life.

LAUNCH



PREMIUM PC RELEASE

Bring Shadows of Dawn to market as a polished premium PC title, building from its existing Steam presence.

EXPAND



ONGOING CONTENT & GROWTH

The game's foundation supports additional environments, missions, enemies, weapons, progression and narrative content after the initial release.

EXTEND



BROADER PLATFORM OPPORTUNITY

With the right partner and resources, evaluate additional platforms and opportunities to extend the audience and commercial life of the game.

RELEASE

GROW

EXTEND



Shadows of Dawn is designed and built not only for its first release, but as **a foundation with endless room for growth.**



A GAME DESIGNED TO GROW BEYOND LAUNCH

We believe the best games are built with their players—and continue to evolve for years to come.



TRANSPARENT DEVELOPMENT



Bring players into the development journey
Developer updates, AMAs and community discussions



Share progress and meaningful development decisions
Give players visibility into what we're building and why



Put builds in players' hands
Closed / open testing and structured player feedback



Build an engaged community before and beyond launch
Roundtables, community content and ongoing conversation



SUSTAINABLE MONETIZATION



Premium game experience but in a F2P model to scale the player base fast.



Continued content can expand the experience after launch



New environments, missions, equipment and gameplay systems create opportunities for meaningful expansion



Monetization should add value to the player experience—not compromise it



BUILD WITH THE COMMUNITY. LAUNCH A COMPELLING GAME. KEEP GIVING PLAYERS REASONS TO RETURN.

SHADOWS OF DAWN



THE NEXT CHAPTER

LET'S BUILD WHAT COMES NEXT.

Shadows of Dawn has the foundation.
Next Player Games has the team and the vision.

We're looking for the right partner
to help us realize its full potential.



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