

SHADOWS OF DAWN

An immersive, open-world FPS with RPG elements, developed with a focus on visibility and community involvement:

As one of the few designed to provide hope to a world fractured by alien conflict, you must navigate treacherous landscapes, uncover hidden truths, and rally allies to confront a hidden evil that threatens to engulf the world.



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Shadows of Dawn combines elements of open-world survival, action-adventure, and RPGs with FPS gameplay mechanics - consisting of two main gameplay modes: A single player campaign mode and a multiplayer arena.

The single player, open-world mode will allow the player to be introduced into the world of the game with clear goals and will act as their base of operations. From here the player will have to explore, gather resources, and craft items to survive. As they explore and investigate for info to explain what happened to the world and who they are, they will gain access to new resources and new technologies but also new threats in the form of mutants, wild animals, and environmental challenges. In addition, they will encounter new AI NPC factions which can be either friend or foe (depending on how you play).

Players can also enter the multiplayer bunker arena as an alternative source of resources, weapons and technologies, and crafting possibilities. Here you will compete with other players to secure resources and craft items within the time allowed. The aim is to balance the rewards of both modes to ensure players can partake in any combination of the two without any disadvantage.

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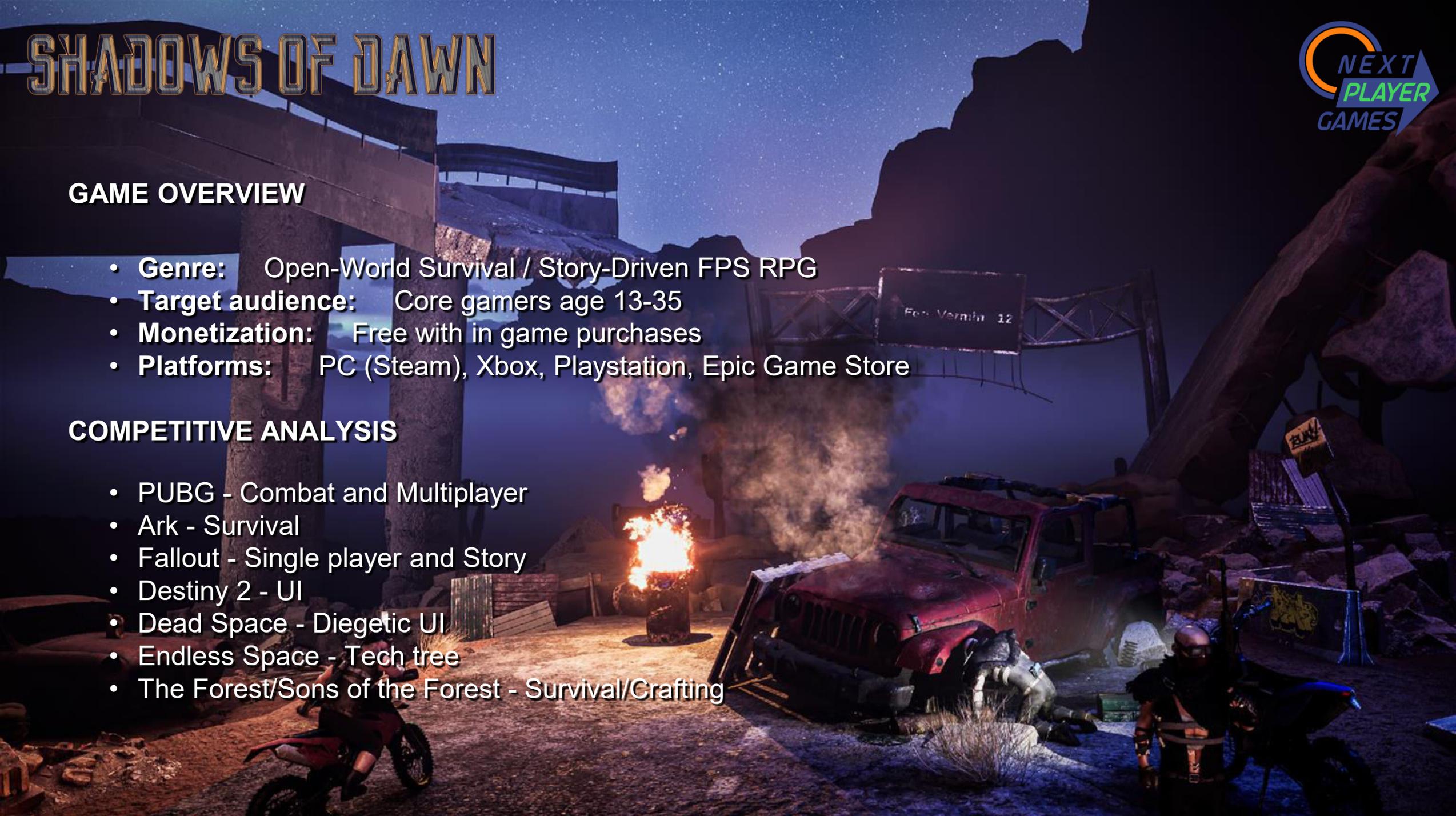


GAME OVERVIEW

- **Genre:** Open-World Survival / Story-Driven FPS RPG
- **Target audience:** Core gamers age 13-35
- **Monetization:** Free with in game purchases
- **Platforms:** PC (Steam), Xbox, Playstation, Epic Game Store

COMPETITIVE ANALYSIS

- PUBG - Combat and Multiplayer
- Ark - Survival
- Fallout - Single player and Story
- Destiny 2 - UI
- Dead Space - Diegetic UI
- Endless Space - Tech tree
- The Forest/Sons of the Forest - Survival/Crafting



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IP Development

Create a Universe

Shadows of Dawn was born from a much larger vision of world creation started by Jonathan Cooperson decades ago. With writing partner, Joshua Boden, they decided to first conceive an entire galaxy with which to base their story. From this, a rich cosmic backdrop was created in which many ideas have been developed to tell the story of an interstellar dance of different races, aliens, and entities across the galaxy. Many stories have unfolded exploring the nature of the perceived threat to their planets and the various responses to it. This gives us a unique foundation to create endless content and showcase a diverse but familiar setting to our audience for future projects.

Why Shadows of Dawn?

Shadows of Dawn offered us a perfect starting point with which to introduce our audience to this world. Considering the interactive medium, we are able to concentrate on introducing this world and the effects of the broader state of the galaxy, as it pertains to one planet and allow the player to discover and experience that on their own terms. We feel this allows for an easier and deeper investment of the players into this world.

Other Media Projects

Initially created as a long-form narrative animation script, we have concepts for many other possible projects across various media that we are discussing with other possible partners including but not limited to:

- Animation
- Live Action (feature and long-form)
- Other game genres - Fighting, Mobile, MMORPG

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UNIQUE FEATURES OF SHADOWS OF DAWN

Tech Tree Free Class System

The tech tree is a free class progression system where the player gets to choose their stats, skills and technologies in a way that allows them to customize the play style of their character. Players can concentrate on one area of expertise or choose a range of different skills for a balance of any styles. You can be a stealthy sniper, a heavy gunner, a speedy melee expert, a skilled combat medic or any combination thereof; the choice is up to you.

Faction system

A faction is a group or tribe of AI NPCs that maintains their own unique society, demeanor, ideals, resource interests, skills, and technologies within the world. Players can interact with the factions in any manner they choose such as by trading, helping with missions, fighting, or allying against a common enemy. Players will gain affinity or animosity with factions depending on their actions. Your affinity with the different factions will determine your potential trading power with that faction, what resources they allow access to, mission availability and special skill sets tied to the Tech Tree levels. As the player explores and opens up the world of the game, they will encounter more factions creating an ever-changing societal dynamic within the world.

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COMMUNITY TRANSPARENT DEVELOPMENT

Next Player Games is dedicated to making the gaming community the focal point of its development. We plan on having numerous forums and features to show the community our progress and allow them to see, try out, and have a voice in the improvement of our game. Some of the planned elements include:

- Podcast discussions and interviews
- AMAs
- Developer blogs/updates
- Closed and open Alpha and Beta sessions
- Live forums
- Community roundtables
- Website features for community generated content

DEVELOPMENT PHILOSOPHY

Our decades worth of game development experience has given us significant insight into what works and what hasn't. This has led us to a development philosophy, not unheard of, but analogous to building a home - create a solid foundation first on which to build.

As such, we have concentrated on building many key, foundational systems first. For example, multiplayer support is one of our primary systems on which all other code has been built; if it works in multiplayer it will work in single player.

We have developed platform code to support the following key systems:

- Ranged Weapons and Tools
- Inventory system including weights, capacities, and loadouts
- Damage, Health, Hunger and Thirst components
- Crafting logic and base systems
- Multiplayer logic and replication

These platform systems create a solid base with which to easily expand these features.

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GAME DEVELOPMENT STATUS

The Cave - Single player tutorial level with gameplay objectives introducing navigation, interactions, scavenging, and crafting. The level introduces melee and ranged weapons and ammunition; and includes a boss fight in final area.

Companion Bot - An AI assistant drone-bot that follows the player and acts as a narrative and tutorial supplement.

The Bunker - Multiplayer arena with multiple rooms and floors for interactions and gameplay elements. Enemy NPCs are introduced with scouting and attacking logic.

Full Multiplayer lobby support with matchmaking. Multiplayer gameplay fully supported.

Character Customization: Players can customize their character by choosing the sex, and fine-tuning their height, physique, and other features like hair and skin tone. All clothing, gear, and accessories will also affect the character's look when equipped.

Pre-Alpha build available on request. - sample gameplay video available on next slide.

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**Single Player Gameplay
Trailer**



Narrative Teaser Trailer

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GAME ELEMENT TECHNOLOGY

Several key game design elements have been supported by technology implemented in the game. These elements use the concept of merged components allowing significant character and weapon customization.

Our weapon component system lets players customize every part of their guns: grips, barrels, magazines, sights and stocks. Each component offers unique stats and game changing abilities. You might equip a magazine that prints bullets on the fly or a particle collider barrel that infuses rounds with radiation. By scavenging and dismantling components to learn their blueprints, players unlock a progression loop that rewards creativity, experimentation, and encourages exploration and collection-building.

Our character component system allows the player to personalize their player character by choosing between the male or female base model and then from an array of different shirts, pants, hair, and shoes; each with several color options as well. In addition we utilize shape keys to allow the player to modify the body type's build and muscle definition. As we progress further in development, we will be adding more controls, such as height and facial features, and many more clothing options to further customize the look of the character. We have also enhanced Unreal features so that once the player has customized their character, the resulting body meshes are merged into a single mesh significantly boosting performance in multiplayer mode.



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MONETIZATION STRATEGY

Shadows of Dawn will be free-to-play with in-app purchases available via an in-game marketplace and will have a 2-tier currency system ubiquitous to competitor games within this and many other genres.

- Hard Currency - Tokens purchased with real money via the Steam or Console store. Players can use hard currency to purchase most items in the marketplace.
- Soft Currency - The in-game currency used to purchase items both in the marketplace as well as from NPC vendors. Players can gain soft currency by completing certain missions/quests or by selling items to vendors.

IAP items

A wide variety of items will be available for purchase through the marketplace. These items will fall mainly into 2 categories; Customization items and QoL (quality of Life) items. The goal is to avoid any pay-to-win mechanism with the game economy. Examples of items that will be made available include but are not limited to:

- Player Character Skins
- Custom apparel
- Weapon Skins
 - Custom Kill Banners
 - Custom SFX
- Specialized weapons
- Custom Blueprints - Save and name your specific weapon configurations.

Season Reward Passes

A subscription-like reward system that can be purchased for Hard Currency. This consists of two tiers of rewards; one free tier and one premium tier (purchase required). Premium rewards are generally much more valuable than the free tier. Rewards are granted for progress and retention in the game.

Future items - In conjunction with future planned features, more items will become available in the store such as: Base building items/furniture, vehicle skins, Companion bot skins/pets, inventory/storage buffs, combat/crafting buffs. etc.

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DEVELOPMENT TIMELINES

PLAYABLE ALPHA – target August 2025

The goal is to build on our solid platform base to create a version with game play objectives and functionality. This will allow us to:

- Provide proof of concept
- Allow us to tune game play areas
- Allow us to share game with early adopters to gain game play insights
- Perform detailed QA
- Perform a major design review

FINAL MARKETABLE GAME – target April 2026

- Base monetization and purchasing
- Support for PC (Steam), X Box, PS
- Additional Levels, Weapons, Animations
- Additional character rigs
- Additions BG Music and SFX
- Multiplayer player interactions (chat)
- Tech Tree
- Factions and NPC interactions

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OUR TEAM

Next Player Games is a highly collaborative coalition of creative minds who want to make great games people love; the kind of games we want to play. With a diverse makeup including industry veterans to top-tier next-gen-savvy talent, we are thirsty to prove our skills, experience, and passion for gaming. We are design-centered and focused on immersive gameplay, deep storytelling, and strong community involvement.

Our Founders

Next player Games was founded by George Kiss and Jonathan Cooperson as a vehicle for lifelong storytelling ambitions and ideal company structure and culture.



Head of Product

George Kiss started as one of the first software developers in the game industry and followed with development leadership roles at companies such as Sega, Atari, and Coleco. George founded and operated BlueSky Software, a leading developer of console and PC games such as Jurassic Park, Joe Montana Football, World Series Baseball and Vectorman. George has also founded and led mobile game development and publishing companies utilizing both Unity and Unreal engines. George's passion is the process of game development - building games the "right way".



Head of Design

Jonathan is a veteran of the industry for over 25 years working with some of the biggest franchises such as Final Fantasy, Kingdom Heart, and Dragon Quest. Jonathan has helped build many startup companies as well as designed for top IPs like Sherlock Holmes, Tarzan, and contemporary IPs like House M.D., Psych, and Mean Girls. Jonathan's passion is designing customizable gameplay experiences that allow the player to hone their gameplay experience to their own gameplay style.

We view all our team members as equals simply with different roles to play in the process; whether they are a producer, engineer, designer, composer, or 3D modeler, we consider everyone an artist in their field. This has nurtured an incredible level of mutual trust, in each other and in our process.

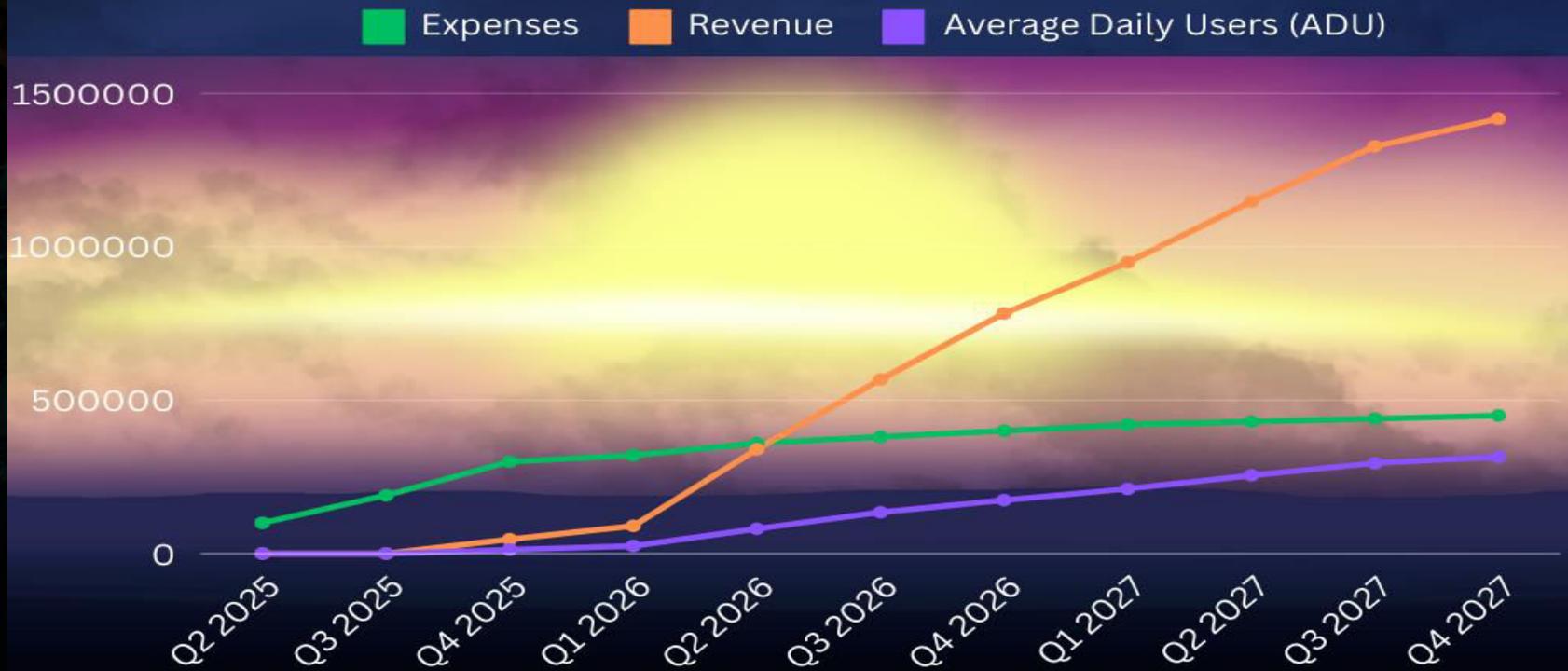
Our next step is to extend that to our gaming community. We plan to open the development process to the community to help them gain a better understanding and connection to the industry and its processes and help us gain a better insight into what our audience considers fun. Everyone has a voice and each person's experience has the potential to lead us to great awareness.

Together we can build a better gaming experience for all.

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Financial Projections



Assumptions and data used:

- 400 million (MAU) Monthly Active Users on Steam, Xbox, PS and Epic Game Store (Steam has approx. 30%)
- Total Console and PC Game market \$85 billion, with over 3 billion active players. Market is growing at 5% to 15% rate.
- Initial marketable game published April 2026 on Steam/Epic with Console introduction October 2026
- Our goal is to reach 50,000 Active Daily Players by September 2026.
- Calculations for revenue use a conservative ARPDau (average revenue per daily active user) of \$0.12 to \$0.15

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THE INDIE GAMES MARKET

Steam reports: The global indie games market has hit new heights in 2024

Indie games have emerged as a focal point of interest for the gaming community over the past few years, with the percentage of PC and console gamers playing indie games in the US increasing from 13% in 2021 to 18% today. One driving force behind this trend is the unique connection indie gamers seek with their games. Emotional engagement is a hallmark of indie games, which often prioritize narrative depth and innovative storytelling. More than 36% of indie gamers look for an emotional connection to a story, a sentiment that is notably higher than the 18% of gamers who play other major genres.



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FUNDING REQUEST AND USE OF FUNDS

Seed Stage - \$200,000 - \$250,000 (initial investment of approximately half of this stage has been secured).

USE: Accelerate development efforts to achieve Playable Alpha:

- Provide an initial level of compensation/stipends
- Expand server infrastructure and support for multiplayer development and testing.
- Community services set up and initial production, including forums and podcast
- Increase animation pipeline bandwidth to avoid bottlenecks
- R&D and documentation for Unreal plugin uses and capabilities

Series A - \$1,000,000 to \$1,500,000 - on successful completion of Playable Alpha

USE: Accelerate development of marketable game

- Salaries and Necessary Expenses
- Add key staff including marketing manager
- Continued server infrastructure and support for multiplayer development and testing.
- Continued Community building efforts
- Introductory Marketing efforts and Steam Release

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WHY INVEST IN US?

A successful indie game studio must:

- Be design focused - ALWAYS
- Be development smart – build the foundation first, implement base functionality quickly and be ready to refactor, pivot and even throw code away
- Be team and culture focused – keep organization flat, work together and make sure everyone feels they have a voice
- Be organized and communicate – make sure everyone understands their part and also the goals
- Be ultra-cost conscious.

THIS IS WHO WE ARE.....

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Social Media Links:

Thank You

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