



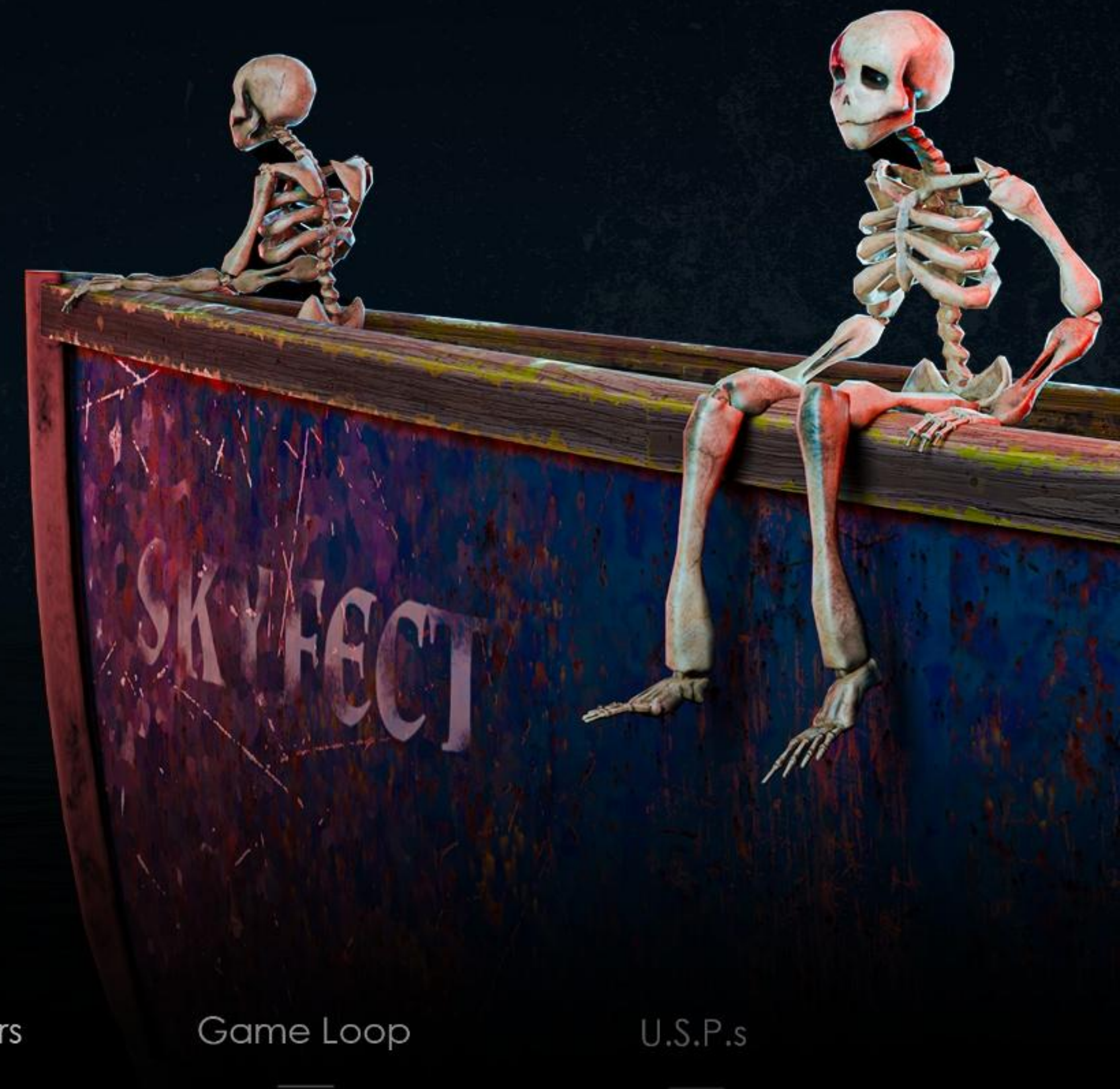
# S.O.S

S a v e   O u r   S h i p



# S.O.S in a Nutshell

“**Save our Ship**” is a survival and discovery game where you'll experience a full-fledged horror experience while laughing with your friends. Set in the ocean and across different concepts of islands, you'll need to develop different strategies to survive against the enemies you face and stay alive for as long as possible.



Nutshell



Draft Trailer



Format



Game Pillars



Game Loop



U.S.P.s





# DRAFT TRAILER



Draft Trailer



Format



Game Pillars



Game Loop



U.S.P.s



Big Vision





# VERTICAL SLICE







Lethal Company

Sea of Thieves

We are blending the fun and scary gameplay dynamics of Lethal Company with the adventurous atmosphere of Sea of Thieves.

Format



Game Pillars



Game Loop



U.S.P.s



Big Vision



Genre





Play up to 4 players



Game Pillars



Creepy and dynamic atmosphere...



Game Loop



U.S.P.s



2 different gameplay areas



Big Vision



Genre



Various enemy types with different strategies



Market Landscape





## Gameplay Loop On Land



### Get ready or run

Face against scary beings.  
Hide or they will claim your soul.



### Concept Islands

Explore different islands  
to pay your debt!

### Pay for your soul

Collect the trader's collection, bring it back!  
Or he will collect you!



Game Loop



U.S.P.s



Big Vision



Genre



Market L.



Target Audience





## Gameplay Loop In Ocean

### Infinite, Unforgiving !

Try to survive and operate  
your ship on rough waves and weather.

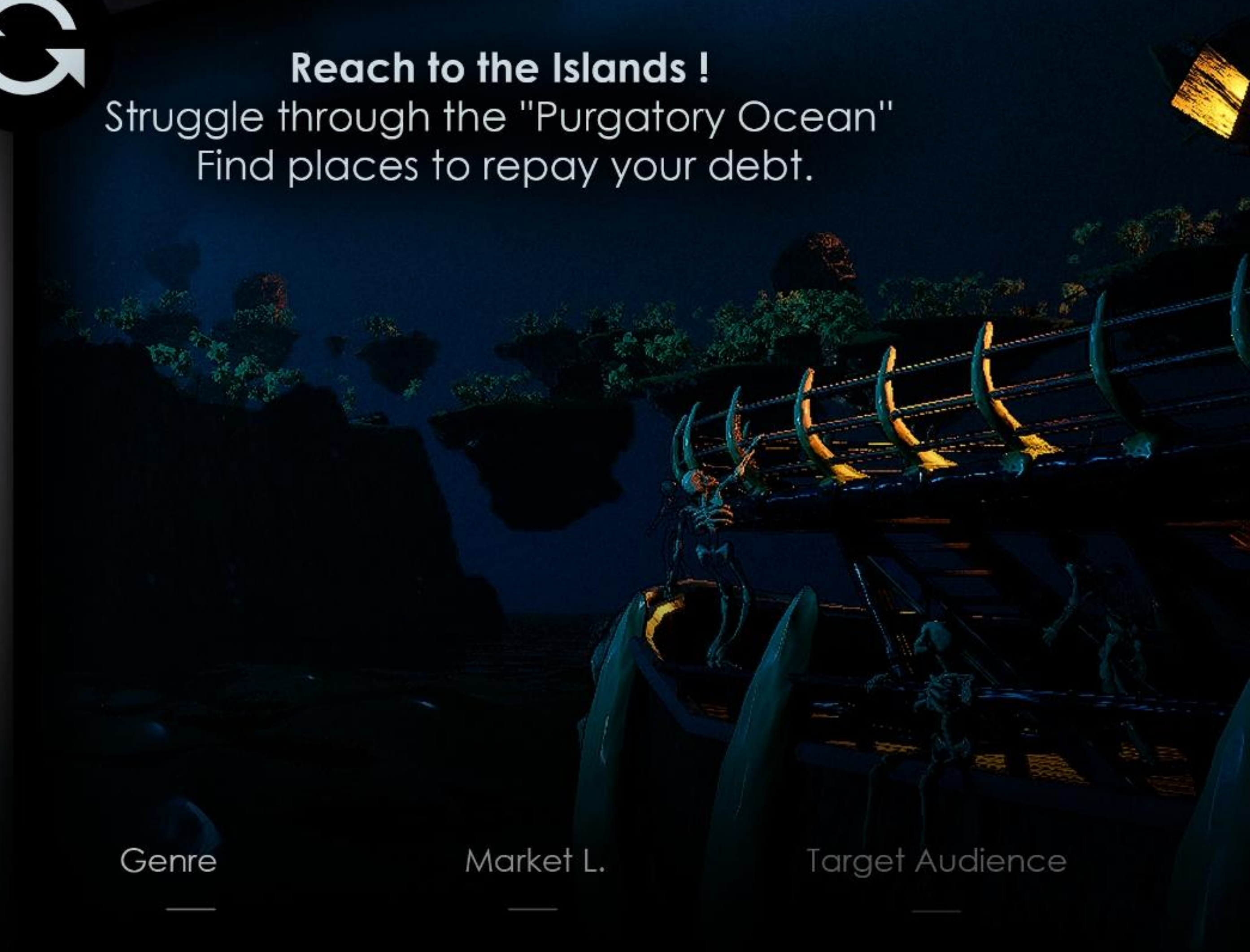


### Stay Alert!

Scary beings will spot you  
Don't get spotted.

### Reach to the Islands !

Struggle through the "Purgatory Ocean"  
Find places to repay your debt.



Game Loop



U.S.P.s



Big Vision



Genre



Market L.



Target Audience





## Limited Time and Resources

Race against time to pay your debt.  
Because your soul is in danger.

## Ever-changing concepts and atmospheres on each island

You need to collect items to  
sell in order to pay your debt  
Enemies will get more dangerous  
with every passing second.

# PUKE

A company with 3 years of  
game development experience,  
And a team with 2 years of expertise in  
horror game production.

U.S.P.s



Big Vision



Genre



Market L.



Target Audience



Leadership





# BIG VISION

As Skyfect, consisting of team members who have worked together for a long time to develop their own solutions to different challenges and who are constantly focused on improving themselves and their team; we have started planning on different games that will expand the art style diversity we started in our "Save Our Ship" project.

Our "hack'n slash" game codenamed "Element" that we play with an isometric perspective, our story-based 2D horror game "Project Anime" where we tell personality disorders in an "anime" style, and our simulation game "Earth" where we protect the Earth from earthquakes, asteroids and all kinds of factors are just the first of our plans in this art style diversity.



We will develop our game library by bringing together art and quality with our "VisionFect" sub-project, which we will create from successful and promising people by adding members and teams we find through GameJams that we will organize in Turkey and around the world.



# Genre

Co-op, FPS , Action, Adventure, Indie



## Features

Infinite Profit  
Playtime 10H  
Island Gameplay  
Ocean Gameplay  
Cooperative gameplay system  
Immersive Enemies + Concepts

## Monetization

Game Price: **8\$** DLCs: **5\$**

## Target Release Date

**Q1 '2026**

Genre



Market L.



Target Audience



Leadership



Core Team



Roadmap





# MARKET LANDSCAPE

|          | 28.01.2021  | 23.10.2023   | 2026 Q1   | 11.08.2022  | 20.03.2018  | 20.03.2018  |
|----------|---|--|---|---|---|---|
|          |  |  |  |  |  |  |
|          | 10\$  | 10\$   | 9\$   | 9\$   | 40\$  | 9\$   |
| BUDGET   | 100-250K\$  | 100-250K\$   | 200-300K\$  | 200-300K\$  | 50-120M\$   | 80-150K\$   |
| SALE     | 2,5M  | 1,5-3M   | 500K-1,5M   | 2,M-3M  | +30M  | 200-400K  |
| PROFIT   | 12M\$   | 10-20M\$   | 4-12M\$   | 12-20M\$  | 450M\$  | 1-3M\$  |
| PLAYTIME | 24H   | 8-10H  | 10H   | 8H  | 40H   | 6-8H  |

Market L.



Target Audience



Leadership



Core Team



Roadmap



What we need?





# Target Audience

| Description  | <b>Horror Adventure Gamers</b><br>Adventure-lover gamers who love horror elements             | <b>Mainstream Gamers</b><br>Fans of casual game players who wants to have fun with their friends |
|--------------|---|--|
| Demographics | <b>20 - 45 yo</b><br><br>60/40 men/women<br>100.000 - 200.000<br>players up to <b>500.000</b> | <b>16+yo</b><br><br>50/50 men/women<br>50.000 - 100.000<br>players up to <b>millions</b>         |



Target Audience  
○

Leadership  
—

Core Team  
—

What we need?  
—

Story  
—



# LEADERSHIP



**Zübeyir  
Temel**

Co - Founder

Has 5 years of game development experience, working on the overall management of the project, game mechanics and level



**Üzeyir A.  
Baştürk**

Co - Founder

With 5 years of experience, he establishes the narrative structure, creates task flows and provides support for project management.



**Hakan  
Kurtoğlu**

Co-Founder

With his 4 years of experience, he has directed other plays before and is providing artistic consultancy on this project.

Leadership



Core Team

Roadmap

What we need?

Story

Game World



# CORE TEAM & ADVISORS



**Tarkan Antoan  
Başar**

**TECHNICAL LEADER**

As the technical leader of the project, he establishes the software architecture; he is also responsible for the integration of multiplayer systems.



**Ali Cem  
Gülçiçek**

**Developer**

Works on Gameplay. Deals with artificial intelligence and environmental factors.



**Ömer  
Genç**

**Developer**

Takes part in general software processes and contributes to in-game mechanics and system flows.

Core Team



Roadmap



What We Need



Story



Game World



Characters





# CORE TEAM & ADVISORS



**M.Emir  
Ergör**

**ART LEADER**  
**Animator**

As the visual art lead, he is responsible for the environment designs and overall art style, as well as handling animations and VFX production.



**Emine  
Durgun**

**2D ARTIST**

Works in the field of 2D concept drawings and UI/UX; also provides graphic design support.



**Ergenç  
Okur**

**CHARACTER ARTIST**

In addition to character modeling duties, he is also responsible for the editing of project promotional videos.



**Beka  
Keburia**

**3DARTIST**

He has advanced knowledge of environmental 3D modeling as well as material systems.



# TEAM TRACK RECORD



Draft Trailer



Format



Game Pillars



Game Loop



U.S.P.s



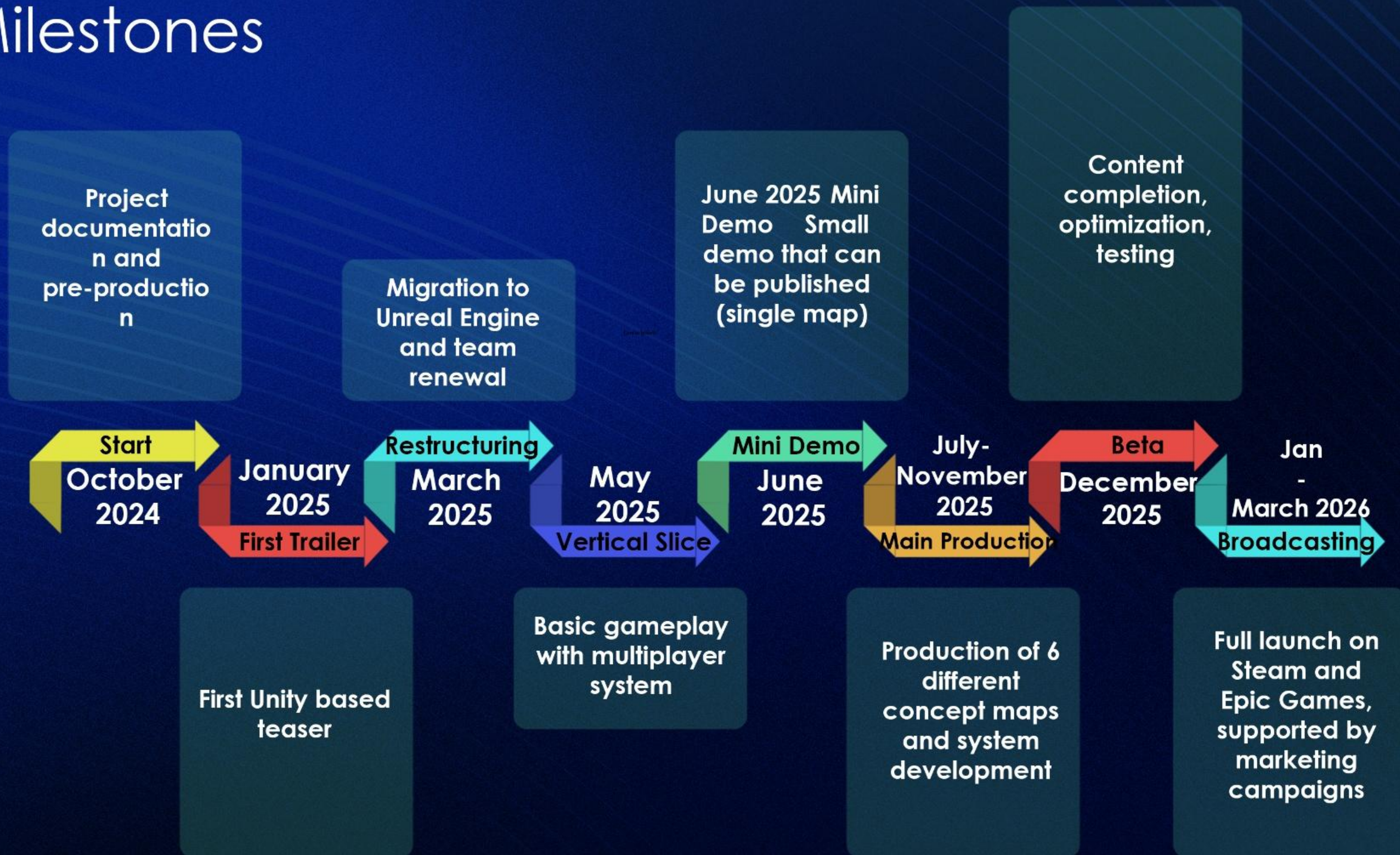
Key Highlights





# ROADMAP

## Milestones



Roadmap  
○

What we need?  
—

Story  
—

Game World  
—

Characters  
—



# What We Need?

## Cap Table

Founders: **%98**

Weplay Ventures: **%2**

We are seeking an investment of \$250,000 to \$300,000 in exchange for 10% to 15% equity, depending on strategic contribution and the final valuation.

This investment will enable us to:

- Develop 6 new thematic maps and polish the core gameplay
- Sustain a 9-person team through full production
- Execute a global marketing campaign for the Q1 2026 launch
- Cover multiplayer server costs and platform fees
- In addition to financial backing, we are also seeking:
- Publishing support for Steam & Epic Games platforms
- Guidance on monetization and go-to-market strategy

**we share**

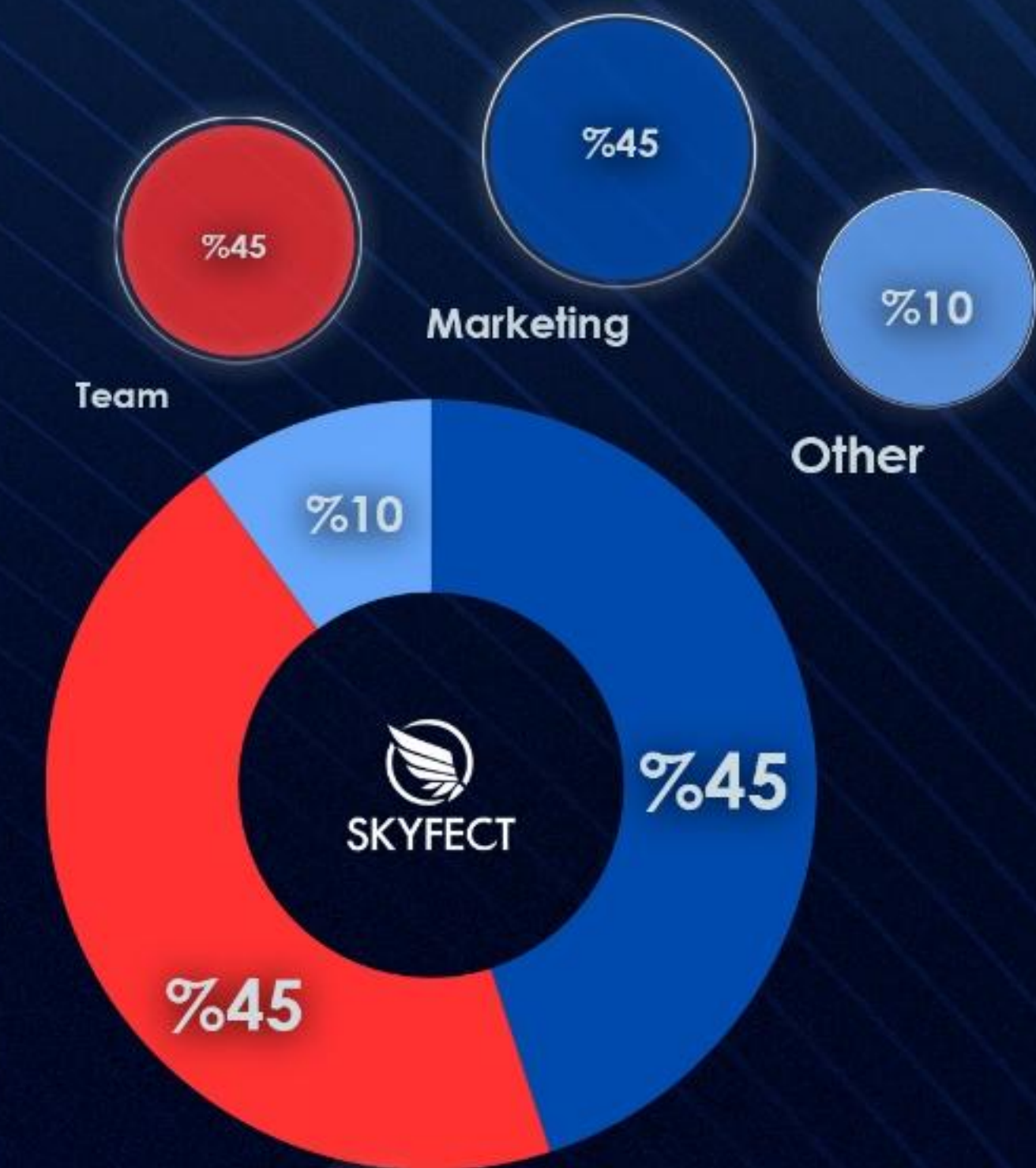
%7-15

**Current Valiation**

2,33M-2.5M\$

Based on our funding strategy:

- \$250,000 for 10% equity → \$2.5M valuation
- \$350,000 for 15% equity → \$2.33M valuation
- We are currently offering 7% to 15% equity depending on the investor's contribution, valuation agreement, and strategic value beyond capital.
- This valuation reflects:
- A fully staffed 9-person development team
- Completion of a Vertical Slice and near-term Demo
- Clear production roadmap until Q1 2026
- Genre market comparables and scalable IP potential reach, and regional partners



What We Need



Story

Game World

Characters



# STORY

## Story:

Those who make deals with extraterrestrial beings do not know what it means to sell their souls.

Those who sell their souls fall into the sea of Purgatory after they die.

There are two beings who rule this metaphysical world.

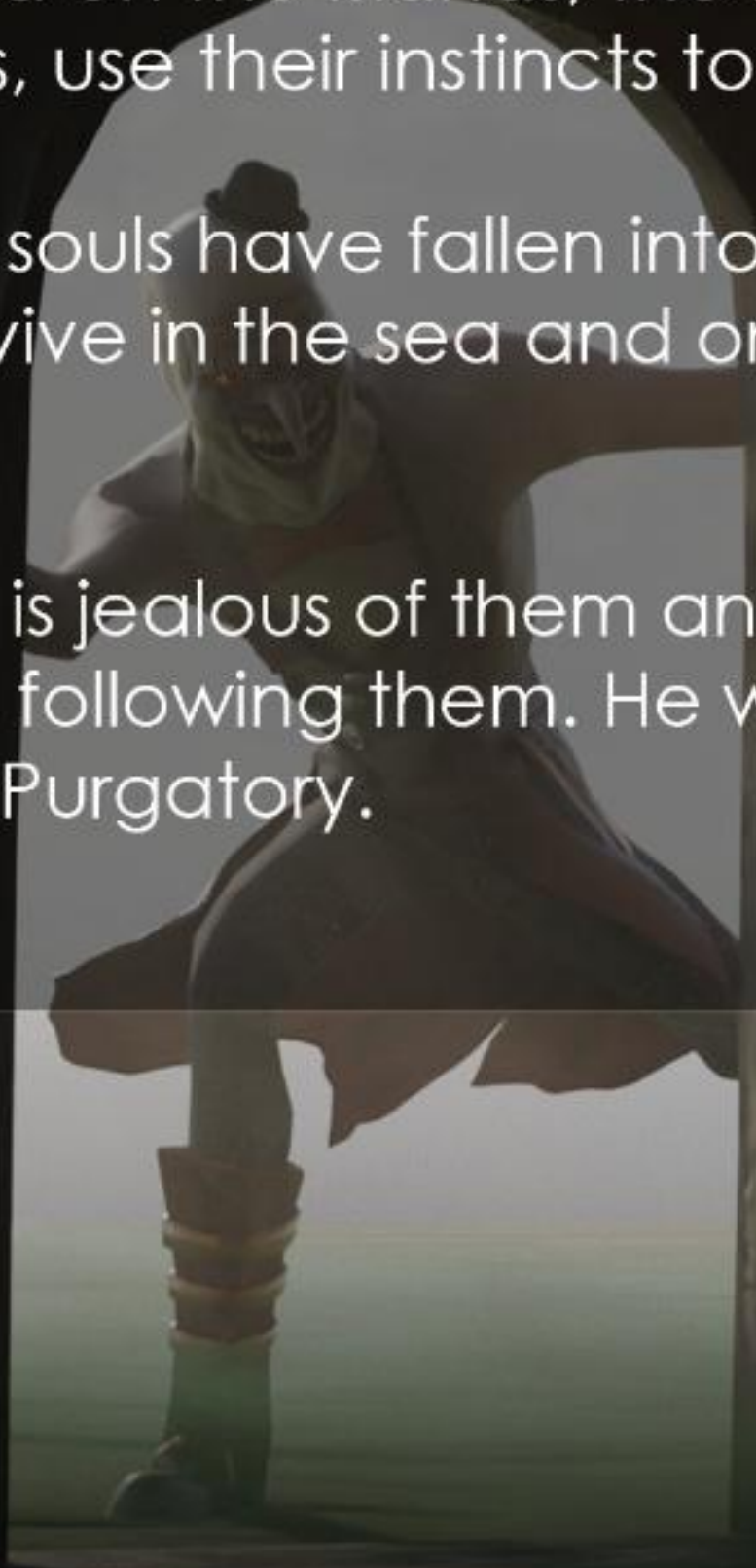
One wants silence in the sea and feeds on the souls of those who cause unrest in the sea.

The other leaves valuable items on the islands. He guarantees the passage of the souls of those who collect them to the other side. He takes the souls of those who fail.

In the sea and on the islands, the minions of these two beings, mindless creatures, use their instincts to hunt everyone.

Those whose souls have fallen into the sea of Purgatory come together to survive in the sea and on land and try to get to the other side.

A being who is jealous of them and has fallen into the sea of Purgatory is always following them. He wants the souls for himself in order to get out of Purgatory.



Story



Game World

Characters





# GAME WORLD

## Setting

An endless, dangerous sea containing different types of islands. Each island looks like it was brought from the world.

Game World



Characters





# GAME WORLD

## SHIP

This one fell into the sea, never got out but its soul was never collected. Now it helps those who want to go to the other side.





# CHARACTERS

## Shadow

King of the “Purgatory”. He collects the souls in the “Purgatory Ocean”.

## Trader

Maker of the islands.  
Collector of items and souls.  
He grants safe passage to the other side. Those who can't pay their debt gets collected.





# CHARACTERS

## Showmaker

The disturbance in the "Purgatory". He was once a man. He never earned passage. Never paid his debt. He is the hunter. Steals from Shadow and Trader.

## Little Shadow

King of the "Purgatory". He collects the souls in the "Purgatory Ocean".

## Dog

Mindless and savage. Drags poor souls to its cave. Lives on islands.







# THANK YOU!

## CONTACTS

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