



Idle Thoughts into Interactive Realities

DAYDREAMING

 **DEEPZONE**

 **Feb.23.2024**

We build an AI native engine for O2O (Online-to-Offline) light and casual games





TEAM

DEEPZONE



✓ ZELIN



✓ KAREEM



✓ KASHAF



✓ MUDASSIR



✓ IRAM



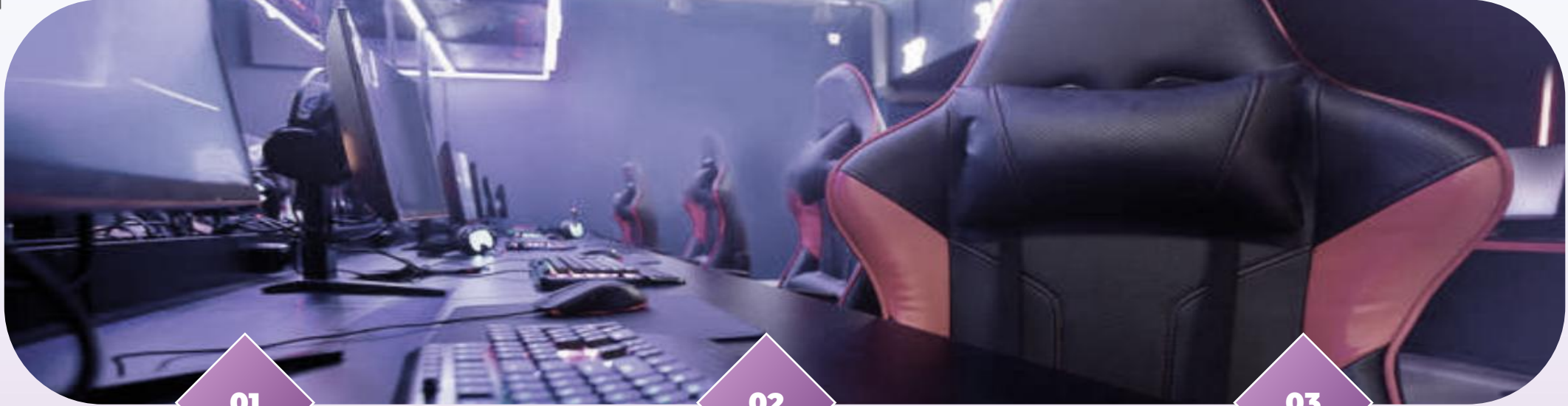
INTRO

- We've crafted an example set against the backdrop of Resident Evil 2. Step into the shoes of an ordinary survivor navigating the perilous streets of Raccoon City, where every decision you make shapes your unique story.



Immerse Yourself in an Interactive Resident Evil 2 Adventure





01

LLM Powered

We utilize a blend of powerful AI models, including OPENAI, GOOGLE Gemini,

02

Finetuning

We trained own custom-tailored open-source models

03

Multi-Agents

We created multi-agents based on our own agent framework.





44 TEST
RUNS

30 USERS

12 HOURS
PLAY TIME

storyboard/
showcase





● **AR+VR**

We're exploring the development of ARVR apps to further enhance the immersive gaming experience.



● **MARKET**

We plan to expand our product to different regions, starting with North America and Northeast Asia, followed by MENA and China.



● **CLIENT**

Additionally, we'll be offering API and technical services to clients who wish to integrate our platform into their own projects

