



FRACTURE SELF

UN-REALS GAME STUDIO

Hack & Slash, First Person, Action, Boomer
Shooter, Dark Fantasy Horror Game

TEAM LEADER



GEORGE BOLIAS

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TABLE OF CONTENTS

01 INTRODUCTION

02 ROLES

03 GAME IDEA & CONCEPT

04 CHAPTERS-LEVELS

05 TARGET AUDIENCE

06 MARKET AUDIENCE

07 MONETIZATION
STRATEGY

08 COMPETITIVE ANALYSIS

09 POTENTIAL RISK

10 QUALITY CONTROL

II FINANCIAL PROJECTIONS

O I INTRODUCTION

"The enemy is yourself"

WHAT IS FRACTURED SELF

First Person Game
2D Pixel Art Dark Psychological Science Fiction Thriller

02
THE
TEAM ROLES

OUR TEAM



GEORGE
BOLIÁS



THOMAS
KASTANARAS



ARIS DAVETAS
MICHPOULOS



PAVLOS



GIANNOS

ROLES



PROGRAMMER

Thomas Kastanaras



LEVEL DESIGNER

Aristotelis Davetas
Michopoulos



UI / UX

George Bolias



AUDIO

Pavlos Bouchagiar



AI-NPC

Giannos Alexoulis



UN-REALS



WHY UN-REALS STUDIO



PROGRAMMER

Thomas Kastanaras

- Worked on multiple first-person projects in Unreal Engine, from prototypes to playable demos.
- Handles core gameplay programming in BP NODES (character movement, input, abilities, interaction systems).
- Comfortable integrating logic with Blueprints, enabling designers to tweak and extend functionality safely.
- Passionate about optimization, using Unreal profiling tools (Stat commands, Unreal Insights) to improve performance.
- Collaborates closely with designers and artists to quickly iterate on action focused mechanics and level flow.
- Deep passion for action and shooter games, constantly polishing "game feel" and proposing improvements to combat and responsiveness.





LEVEL DESIGNER

Aristotelis Davetas
Michopoulos

- Owns the design, block out, and iteration of levels, focusing on clear navigation, readable spaces, and strong combat encounters. Designs rich environmental soundscapes that support mood, tension, pacing, and world-building throughout levels and combat encounters.
- Designs level layouts that support the game's core mechanics, player abilities, and pacing, from early whitebox to polished final versions.
- Collaborates closely with gameplay programmers and AI designers to script encounters, patrol routes, ambushes, and dynamic events.
- Uses metrics and playtesting feedback to refine difficulty curves, enemy placement, cover positions, and player flow through the environment.
- Integrates gameplay elements such as objectives, pickups, traversal paths, and interactive props to keep each area engaging and purposeful.
- Works with the art team to ensure levels are visually coherent, performant, and aligned with the game's narrative and atmosphere.





AUDIO

Pavlos Bouchagiar

- Takes ownership of the creation, editing, and integration of all sound effects, including footsteps, weapons, environmental audio, and UI SFX.
- Defines and maintains the game's audio identity, capturing tone and atmosphere to deliver a cohesive and immersive sonic experience.
- Designs rich environmental soundscapes that support mood, tension, pacing, and world-building throughout levels and combat encounters.
- Implements adaptive audio systems such as layered SFX, pitch-randomized footsteps, and dynamic cues that respond to gameplay states and player actions.
- Ensures clear audio readability so players can instantly interpret important events (damage, alerts, interactions) through sound alone.
- Builds strong player feedback loops through responsive audio cues that reinforce controls, abilities, and game mechanics.
- Collaborates closely with designers and programmers to hook audio events into gameplay logic, UI flows, animations, and cinematics.
- Continuously iterates on mix, loudness, and spatialization, using feedback and playtesting to refine the overall audio quality and immersion.





AI-NPC

Giannos Alexoulis

- Worked on multiple personal projects with a strong focus on AI-driven NPCs and systemic gameplay.
- Has studied multiple facets of game development (gameplay programming, AI, level design, systems design), with a particular emphasis on game AI.
- Has created multiple short games and prototypes for friends and family, often experimenting with different NPC behaviors and difficulty tuning.
- Undergraduate of the University of Derby in Game Development, with academic exposure to game AI concepts and design of intelligent agents.
- Constantly learning and trying new and innovative AI techniques, such as state machines, behaviour trees and utility-based decision making.
- Strong interest in AI and dynamic behaviors, aiming to create NPCs that react believably to player actions and changes in the game world.
- Comfortable collaborating with designers to translate intended NPC roles, personalities and tactics into data-driven AI behaviour.
- Passionate about building AI systems that feel less scripted and more adaptive, enhancing replay ability and player immersion.





UI / UX

George Bolias

- Full specialization in Unreal Engine 5.
- Deep dive into C++ programming and BP NODES.
- Capability to create Complete Interactive Worlds
- Strong experience in Game Play Systems and AI Behaviors essential
- Integrated Production Pipeline & Cost Efficiency
- Specialized training in "Design of Serious Games" and "Basics of Game Development".
- Served as a Team Leader in previous projects



CLEAR VISION AND STRUCTURE

- Well – Defined Progression.
- Core Mechanics
- Challenge.
- Replayability.

COMPETENT AND ORGANIZED TEAM STRUCTURE

- Dedicated Leadership.
 - Technical experts.
 - Atmospheric focus.
 - Tension focus.
 - Using latest softwares.
-

03

GAME IDEA &
CONCEPT

GAME CONCEPT

- A dark psychological science fiction 2.5D pixel art thriller.
 - Player wakes up tied in a mysterious laboratory.
 - Forced injection leads to time travel.
 - The enemy is himself ("The Architect").
-

GAME IDEA

- 2.5D Pixel Art Game.
 - Dark Atmosphere and immersive sounds.
 - Fast Pace FPS.
 - Gravity manipulation.
 - Unique Weapon.
 - Unique Story.
-

GAMEPLAY

TIME JUMP

SURVIVE

Survive from waves

EXPLORE

Explore the environment

ENGAGE

Melee & Range Combat

COLLECT

PowerUps & Items

CLUES

Discover story clues (Fragments)

NEW TIME JUMP

GAME LOOP

CONSCIOUSNESS

Wake up in the laboratory



EXPERIMENT

Realized that he is the experiment subject



INJECTION

Injected with a substance that triggers time travel



TIME JUMP

Travel to past, future and parallel timelines



HUNTING

Hunt the "Architect"



CLUES

Discover and collect clues to unlock story



REVEAL

The Hunting "Architecture" is himself



04

CHAPTER-LEVELS

CHAPTERS - LEVELS

CHAPTER 1
THE AWAKEN

CHAPTER 2
TWIN SHADOWS

CHAPTER 3
3025

CHAPTER 4
THE MIRROR

CHAPTER 5
CLOSING LOOP

CHAPTER I

THE AWAKEN

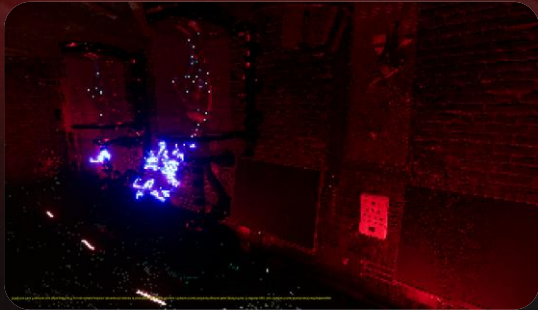
- The player wakes up tied to recline chair in an unknown laboratory.
- Walls with monitors with code and equations.
- Containers with liquids and subjects inside.
- A doctor leaning over the player
- Doctor gives injection and the player get unconscious.
- White light fill the screen.
- Start the time jump.



CHAPTER 2

TWIN SHADOWS

- 1st jump: Austria 1943 ss research secret facility.
- Navigates through dark corridors. Guards and failed experiments.
- Doctor is in a central room.
- Player tries to reach the doctor but disappears.
- Fragment memories are revealed.
- Player gets back. Starting the 2nd jump.



CHAPTER 3

3025

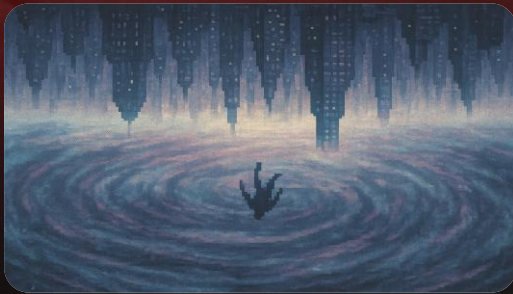
- **2nd jump: Transports to a cyberpunk city in 3025.**
- The world is controlled by a corporation “CronoCrop”.
- Navigate through the city.
- Corporation guards and security recognise him and hunting him.
- Player tries to reach the doctor, but he disappears.
- Collect the fragments, reveal story.
- Player gets back to the starting level for the 3rd jump.



CHAPTER 4

THE MIRROR

- 3rd Jump: Parallel dimension know as “The Mirror”.
- Gravity bends, the word is inverted, blurry scenery.
- All the sounds have echo and delay.
- Collect all the fragment memories to reveal his real identity.
- Task must be completed in a certain amount of time.
- Player gets back to the start.

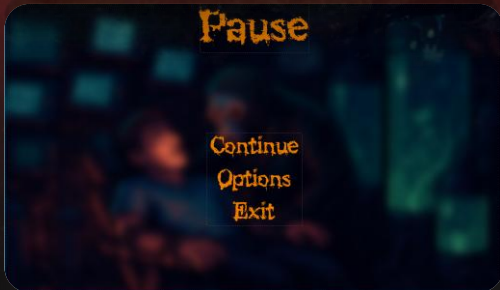


CHAPTER 5

CLOSING THE LOOP

- Player back to the first room where game started.
 - He has all the fragment memories and realizes that he is the Doctor, he is the “Architect”.
 - Choice A: Close the loop.
 - Choice B: Leave the loop Open.
 - Different ending depending the player choice.
-

A PICTURE IS WORTH A THOUSAND WORDS



A PICTURE IS WORTH A THOUSAND WORDS



05
TARGET
AUDIENCE

COMERCIAL VALIDATION

MARKET VALIDATION

- The "Boomer Shooter" sub-genre has a proven market appeal.
 - The comparable title, **Dusk**, sold over **570,000** copies on Steam.
 - This demonstrates a robust and paying audience for high-quality, fast-paced, retro-style action game.
 - Psychological horror fans.
 - Indie platformer players
 - Narrative mystery fans
 - Nostalgia
-

06

MARKET
AUDIENCE

GLOBAL INSIGHTS (ESA 2025 REPORT)

GLOBAL GAMER DEMOGRAPHICS

- The global average of active players is 41 years old.
 - The gender balance is nearly equal globally, with players identifying as 51% male and 48% female.
 - The top three reasons for playing are to **have fun (66%)**, **stress relief (58%)**, and to **keep their minds sharp (45%)**.
 - Provide mental stimulation.
 - Help improve creativity (77%) and **problem-solving (76%)**.
 - The **Action** and **Puzzle** genres are the top two favoured genres in 20 of the 21 countries surveyed.
-

U.S. Video Game Industry Sales, 2002-2024 (in billions)



\$59.3 billion

Total consumer spending on video games in 2024

\$51.3 billion on content

\$4.9 billion on hardware

\$3.2 billion on accessories

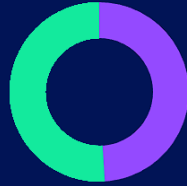
[Learn More](#)



The Global Video Game Player Profile

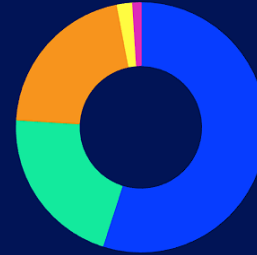
41

Average age
(of players 16+)

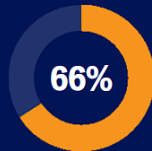


Nearly equal gender split:
48% women, 51% men

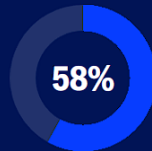
Mobile
Computer or laptop
Game console/handheld
VR headset/device
Other hardware



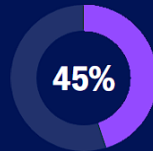
Top Reasons for Playing



To have fun



Stress
relief/relaxation



To keep my mind
sharp/exercise
my brain

Researchers at Oxford University studied the impact of playing video games on over 80,000 players and reported that their findings "corroborate qualitative research and reports from video game players around the world have long suggested: people feel good playing games." Positive impacts of gameplay surpassed mood improvements from watching television, reading, and shopping.

Fractured Self is a first-person action game aligned with globally popular genre.

07

COMPETITIVE
ANALYSIS

DIRECT COMPETITORS BOOMER SHOOTER

TITLE	CORE GENRE	SALES	DIFFERENTIATION
Dusk	Retro FPS Action Horror	633K+units sold (\$8.7M gross revenue) on Steam. High community praise (97% Positive Reviews).	We integrate Time-Loop Complexity into core gameplay, making combat and exploration narrative-driven, not just pure action.
Amid Evil	Retro FPS Dark Phantasy	High critical reception (100% Recommended), success in blending fantasy with FPS mechanics.	Our Dark Fantasy is infused with Sci-Fi & Psychological Horror (time/glitch effects), appealing to a modern existential horror audience.
Fractured Self	Action FPS Psychological Sci-Fi	LOW-RISK, HIGH-RETURN: Targeting 9.6% of the comparable market success in Year 1.	Narrative Core: The central enemy is The Architect (Yourself), creating a time-loop paradox and unparalleled narrative complexity.

INDIRECT COMPETITORS PSYCHOLOGICAL & NARRATIVE

TITLE	FOCUS	SALES	OUR ADVANTAGES
Soma	Sci-Fi Psychological Horror	Gameplay often criticized for being too slow, focusing primarily on stealth/exploration with unsatisfying combat.	We maintain a Fast-Paced FPS/Hack & Slash core, ensuring the psychological plot serves the relentless action, not the other way around.
Forgotten City	Time Loop Narrative Mystery	Combat is simplistic and discouraged, reliance solely on dialogue and investigation.	Our time-loop mechanic is used to re-engage in combat with new knowledge, catering directly to the action-oriented Boomer Shooter player.

UNIQUE SELLING POINTS

- **Genre Synthesis:**

We are the bridge between the fast-paced, high-Tension Action of the Boomer Shooter and the mind-bending Narrative Complexity of a modern Psychological Sci-Fi Thriller.

- **Visual Identity:**

We leverage a unique 2.5D Pixel Art style to offer a nostalgic, marketable look while enabling the visual distortion and glitch effects necessary for time and dimension jumping.

- **Narrative Hook:**

Our game is driven by an emotional and philosophical core: the player must hunt their own self ("The Architect") across fractured realities, a complexity inspired by films like Predestination.

- **Core Mechanics:**

The Time Jump/Gravity Manipulation mechanics are fully integrated into combat, exploration, and the narrative, setting us apart from purely action-focused titles.

TENSION

Insane Mode:

Creates a captivating and immersive experience for the user, adding a tense factor appropriate for first-person shooter games.



08

MONETIZATION
STRATEGY

MONETIZATION STRATEGY

LAUNCH PHASE PREMIUM MODEL

- Standard Edition \$19.99

The complete base game. Pricing is set to the indie "sweet spot" to maximize volume and accessibility.

- Deluxe Edition \$29.99

Targets "Super Fans." Includes the Original Soundtrack (OST), Digital Artbook, and High-Res Wallpapers.

2. Pricing Strategy: The "Indie Sweet Spot"

There is a clear divide between "AA/Indie" pricing and "AAA" pricing. The data suggests that players in this genre are price-sensitive but willing to pay for quality within a specific range.

Category	Price Range	Count in Top 10	Avg. Revenue
Budget / Retro	\$9.99 - \$19.99	4	~\$9.4M
The Sweet Spot	\$21.99 - \$29.99	4	~\$24.7M
Premium Indie	\$39.99	1	~\$5.6M
AAA Standard	\$69.99	1	~\$28.0M

- **Observation:** The most successful non-AAA games sit comfortably in the **\$24.99 – \$29.99** bracket.
- **Outlier:** *Bulletstorm* (\$39.99) is one of the lowest revenue generators on the list, suggesting that \$40 is a "dead zone" for this genre—too expensive for an indie, too cheap to be perceived as a modern AAA blockbuster.

MONETIZATION STRATEGY

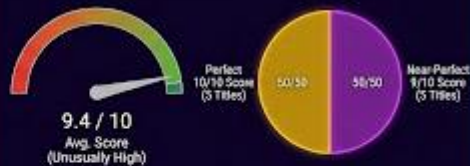
LAUNCH PHASE PREMIUM MODEL

2. Pricing Strategy: The "Indie Sweet Spot"



Key Insight: Most success found in the \$25-\$30 bracket.

3. Critical Reception vs. Financial Success



Quality Bar: 9/10 is the minimum entry level.

4. Publisher Power Ranking (Top 3)



Dominant Force: New Blood Interactive controls over half the top-tier market.

- Narrative DLC (Expansion)

New "Lost Chapters" or "Dimensions." Expands the lore of The Architect and introduces new time-travel puzzles.

- Gameplay DLC

Infinite Loop" Mode. Wave-based arenas or time-trial challenges designed specifically for the Boomer Shooter audience.

- Strategic Sales

Participation in Steam Seasonal Sales and "Retro Shooter" bundles to maintain long-tail revenue.

09

POTENTIAL RISK

POTENTIAL RISK MITIGATION STRATEGY

POTENTIAL RISK	MITIGATION STRATEGY
Technical Complexity	The Time Jump / Glitch Mechanic will be integrated and tested constantly starting in the Prototype phase, preventing late stage bugs.
Narrative Confusion	Implement Early Narrative Playtesting and a clear "Fragment" clue system to ensure the complex time-loop story remains engaging, not confusing.
Scope Creep	Strict feature categorization into "Essential" for launch and "Stretch" for post-launch **DLC** , ensuring adherence to the development timeline.
Market Visibility	Dedicated marketing push 60 days pre-launch, targeting retro FPS and psychological horror channels specifically for high-impact visibility.
Visual Readability	The UI/UX designer prioritizes contrast and HUD clarity during fast combat to ensure the pixel art doesn't hinder player comprehension.

IO QUALITY CONTROL

DEVELOPING TIME LINES

Game Pitch

Concept proof, basic prototype for presentation

Work items	20
Completed	8

Estimate 41 points
41% of estimated work complete
1 issue unestimated

Start date
November 5, 2025

Release date
December 8, 2025

Prototype

Playable slice with core gameplay, AI, and level greybox

Work items	8
Completed	0

Estimate 22 points
0% of estimated work complete
0 issues unestimated

Start date
December 9, 2025

Release date
February 10, 2026

Alpha

Fully functional systems and first level complete

Work items	13
Completed	0

Estimate 66 points
0% of estimated work complete
0 issues unestimated

Start date
February 21, 2026

Release date
March 20, 2026

Beta

Content-complete build, QA, balancing, polish

Work items	18
Completed	0

Estimate 69 points
0% of estimated work complete
0 issues unestimated

Start date
March 21, 2026

Release date
May 4, 2026

Gold

Final optimized version ready for showcase

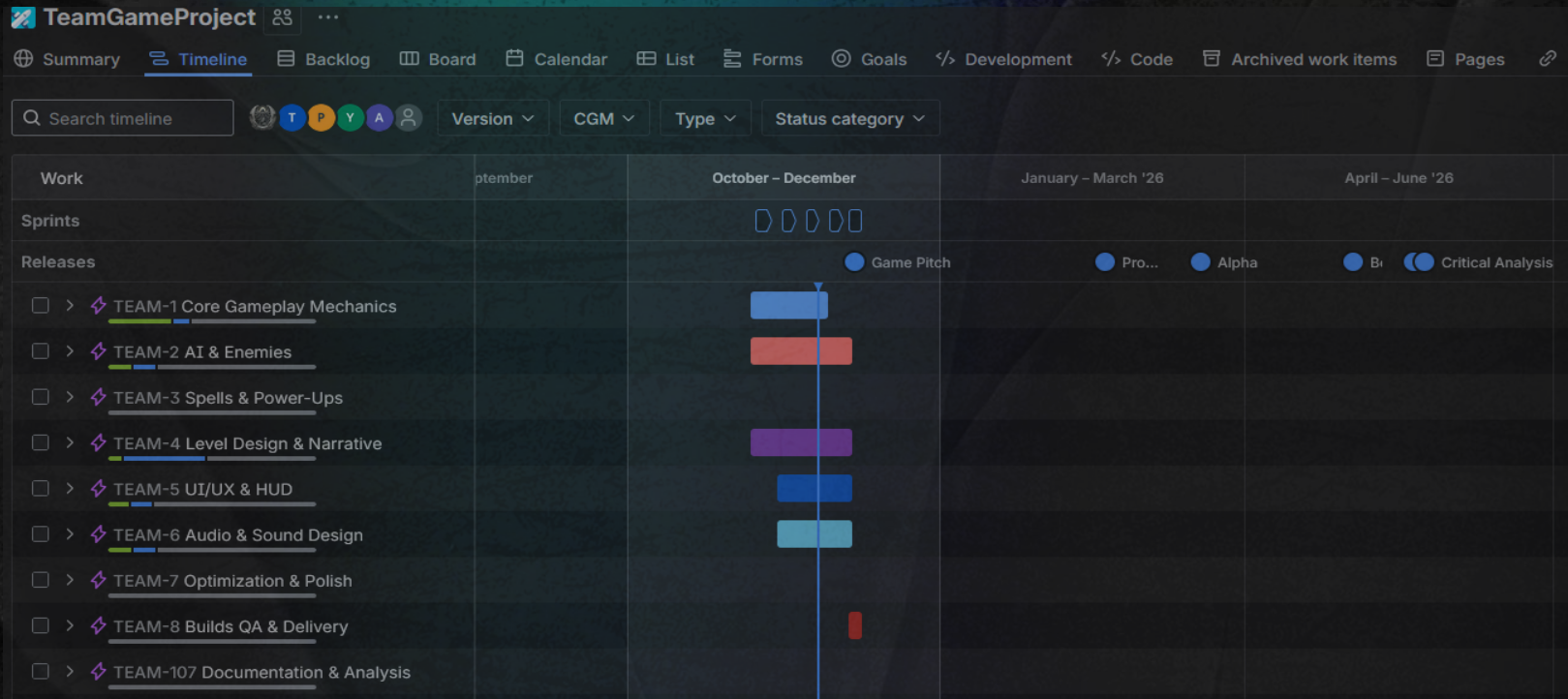
Work items	17
Completed	0

Estimate 45 points
0% of estimated work complete
0 issues unestimated

Start date
May 5, 2026

Release date
May 22, 2026

DEVELOPING TIME LINES



DEVELOPING VERSION CONTROL

The screenshot displays the Git interface in Visual Studio Code. The top menu bar includes File, Edit, View, Repository, Actions, Tools, and Help. The window title is 'Spellexis_Dissertation' and the active file is 'Hack_Slash(1)'. The toolbar contains icons for Commit, Pull, Push, Fetch, Branch, Merge, Stash, Discard, and Tag. The right sidebar has icons for Git-flow, Remote, Terminal, Explorer, and Settings.

The main workspace is divided into three panes:

- Left Pane (Workspace):** Shows 'File Status', 'History', and 'Search'. The 'BRANCHES' section is expanded, showing 'master' (11 21) and 'StartMenu' (17 21).
- Middle Pane (Graph):** Displays a commit graph with a vertical timeline. The current commit is highlighted in blue. The commit message is 'add crouching_jumping_gun template'. The graph shows a sequence of commits on the 'master' branch.
- Right Pane (Table):** A table of commit history with columns for Date, Author, and Commit ID. The current commit is highlighted in blue.

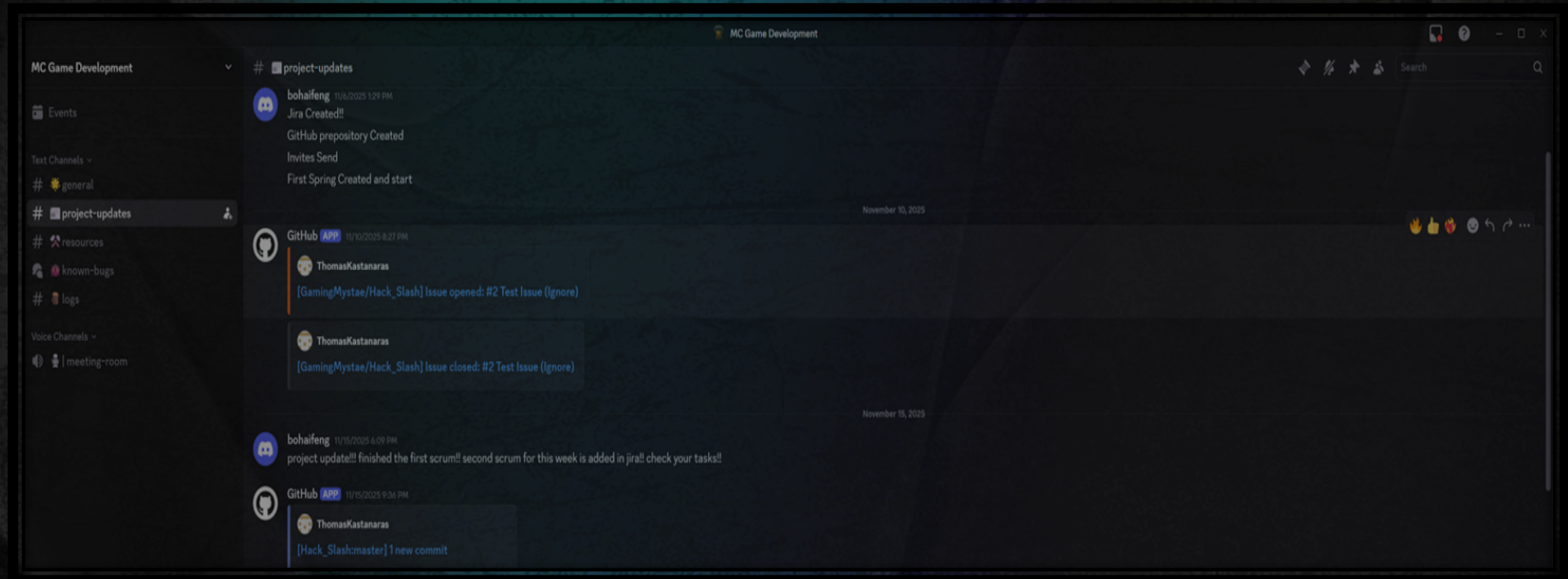
Date	Author	Commit
27 Nov 2025 19:10	ThomasKastanaras	0653c93
26 Nov 2025 23:12	gamingmystae <g	5558b9e
26 Nov 2025 15:24	Pbou2023 <Paulbc	3a81e28
25 Nov 2025 22:26	gamingmystae <g	39262d3
25 Nov 2025 14:08	gamingmystae <g	443047c
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24 Nov 2025 17:33	gamingmystae <g	692f6a2
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16 Nov 2025 23:12	gamingmystae <g	7ed712e
16 Nov 2025 19:53	gamingmystae <g	b4d46dd
16 Nov 2025 10:14	gamingmystae <g	d1662ba
16 Nov 2025 10:13	gamingmystae <g	290ceb6

Sorted by file status (6 files)

Commit: 5558b9e7b5e39b8d425560dd23e2fb6658fa2b91 [5558b9e]
Parents: 39262d3472

Content:/Assets/Hud/Widgets/MI_CRTScreenEffect.uasset

DEVELOPING DISCORD CHANNEL



II

FINANCIAL PROJECTIONS

FINANCIAL PROJECTIONS

Funding request	
Personnel (Team)	\$50.000
Marketing & PR	\$15.000
Dev Assets	\$5.000
QA & Testing	\$2.000
Contingency	\$7.200
TOTAL	\$79.200

BREAKEVEN UNITS

5.660

YEAR 1 ROI

530%

Metric	YEAR 1	YEAR 3
Target Units	30.000	55.000
Gross Revenue	\$599.700	\$1.1m
Net Revenue	\$419.790	\$769.615

REFERENCES LINKS

Dusk sales volume & pricing.

Description: Steam Data Analysis (Video Game Insights, 2025). Used for Dusk sales volume and pricing verification.

URL: <https://app.sensortower.com/vgi/game/dusk>

Critical consensus, Soma

Description: Critical Consensus (The Guardian Review, 2015). Highlights the philosophical depth but gameplay shortcomings.

URL: <https://www.theguardian.com/technology/2015/sep/25/soma-review-existential-horror-game>

Critical Consensus, The Forgotten City

Description: Critical Consensus (RPGFan Review, 2021). Verifies the strong narrative but simplistic combat system.

URL: <https://www.rpgfan.com/review/the-forgotten-city/>

Boomer Shooter Sales from Steam

Description: How profitable are indie games.

URL: <https://games-stats.com/steam/?tag=boomer-shooter>

THANK YOU!



Do you have any questions?
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