

agave

Founding Team

Teamwork begins by building trust



Alper Oner

Data & Strategy consultant at Beghou Consulting in San Francisco

Previously, strategy consultant at PwC Strategy&

Industrial Engineering and Operations Research degree from UC Berkeley



Oguzhan Merdivenli

Casual studio lead at Good Job Games

Previously, growth manager at Good Job Games, responsible for UA, monetization & marketing of 7 titles that he owned



Burak Kar

Product manager at Good Job Games' casual studio

Previously, Head of Growth at Good Job Games



Baran Terzioglu

Head of Growth at Fugo, while directly contributing to level design, game economy and feature improvements at Fugo's casual studios.



What we will do

Casual Puzzle 2.0

Long Retaining Casual
Puzzle Games



Serving Large
Audiences



Dual Monetization
Strategy



As a long-term greedy company, we aim to have multiple long retaining games in different casual puzzle sub-genres.

How we will do

Maximizing user experience for broader audiences

Scalable Target Audience

Understanding the needs of a scalable target audience that we want to penetrate in

Disruptive Mechanic

Executing a mechanic innovation by iterating proven mechanics and genres to make the game accessible to even greater audience

Flawless Level Design

Perfecting level design with a streamlined data-backed level scoring system that is built considering the audience's needs

Top Live Ops Events

Implementing the most suitable live ops events and work to take them one step further

Crack Marketing

Cracking marketing to acquire users with lowest cost while making sure that the creatives appeal to the right audience

Competitive Landscape



We see a huge growth opportunity in the dual-monetized casual game area

In-app advertising revenue model allows us to widen the audience as we won't only be dependent on in-app purchase targeted campaigns

Team

We have built a great team that share the same dedication for the challenge

Senior Game Engineer

3+ years of casual game development experience at Narcade as Lead Unity Engineer

Technical Artist

2+ years of combined experience as game developer and 2D animator/technical designer

Senior Game Artist

6 years of experience in concept/2D art and illustration at Fugo, Masomo and Magiclab

Game Artist

1+ year at Enrich Games as 3D artist

Game Engineer

3 years of game development experience at various game studios as well as a freelancer

Data Scientist

3+ years of data science and analytics experience

Backend Engineer

3+ years of experience in server development and micro-service architecture

NARCADE.



fugo



ENRICH
GAMES



< softtech

evet

arçelik

Funding

\$7M - backed by Balderton Capital, Felix Capital and 500 Istanbul

- We plan to have our first game ready in Beta in 6-8 months
- We will then test the game (soft launch) for 3-6 months — at the same time, we will start building the second studio

Thank You!