Qassas

القصص

In the sands of silence, every shadow has a story.

Fesal Alsubie   21/10/2025

Pitch Deck

Platforms	**PC & console**
Game genre	Action, Adventure
Target audience(s)	Arabs & hardcore Gamers
References	Uncharted, tomb raider, assassin's creed origins Prince of Persia: The Sands of Time
USP	culturally grounded Saudi Arabian heritage & supernatural folklore
Game Mode	One-player[Campaign mode ,sandboxes & free-roam]
Game structure	Solo Open world
Rendering	Full 3D
Business model	Premium
Age rating	15+

Game pillars

A Journey of Tracking, Combat, and Discovery

Combat

Dynamic third-person battles mixing traditional Arabian weapons and supernatural powers. Each enemy demands timing, precision, and strategic use of the Qareen's abilities.

Tracking

Use Bedouin-inspired tracking skills and heightened senses to follow trails, uncover secrets, and hunt supernatural creatures across the desert.

Exploration

Explore a vast open desert inspired by Saudi landscapes. Discover ancient fortresses, cursed villages, and hidden lore through environmental storytelling.

Platforming

Traverse dunes, ruins, and cliffs with agility. Fluid climbing and jumping create cinematic movement and environmental challenges.

Core GamePlay

Narrative

Puzzle

Tracking

Combat

Platforming

Track, Hunt, Confront The Unknown.

Each mission begins with tracking clues to find traces of supernatural activity.

Players may:

Clear corrupted areas by defeating minor jinns and monsters

Solve puzzles to unlock the boss arena
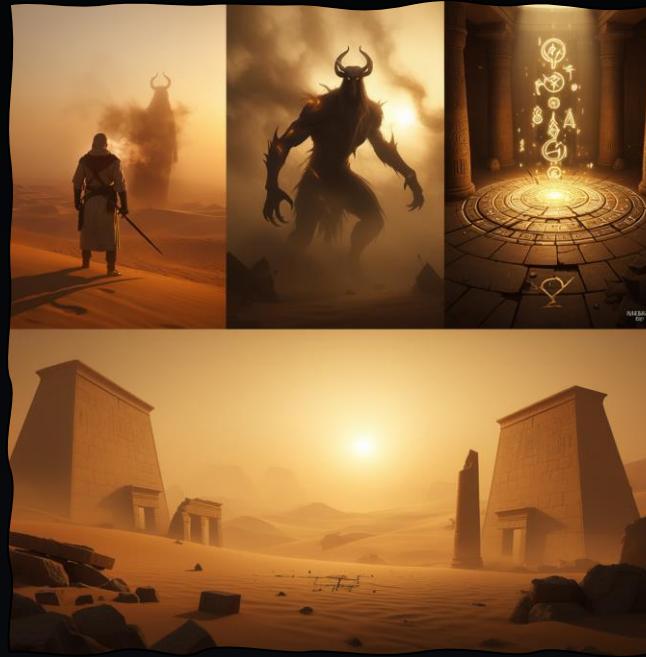
Boss fights test the player's mastery of combat, mobility, and spiritual connection with the Qareen.

Rooted in Arabian Heritage

- Art direction inspired by Saudi Arabian architecture, attire, and desert landscapes
- A blend of real-world Bedouin culture and supernatural folklore
- The protagonist, Al-Qassas, embodies the spirit of an Arabian knight — brave, resourceful, and guided by his Qareen.
- Creatures and symbols are drawn from authentic Arabian myths and oral stories.

Art Style

The World of Qassas

Al-Qassas - القصاص
The main protagonist, a Bedouin knight on a divine mission.

The Jinns
Supernatural enemies haunting the deserts and ruins.

The Qareen – القرين
A spiritual twin and jinn companion, offering powers and guidance.
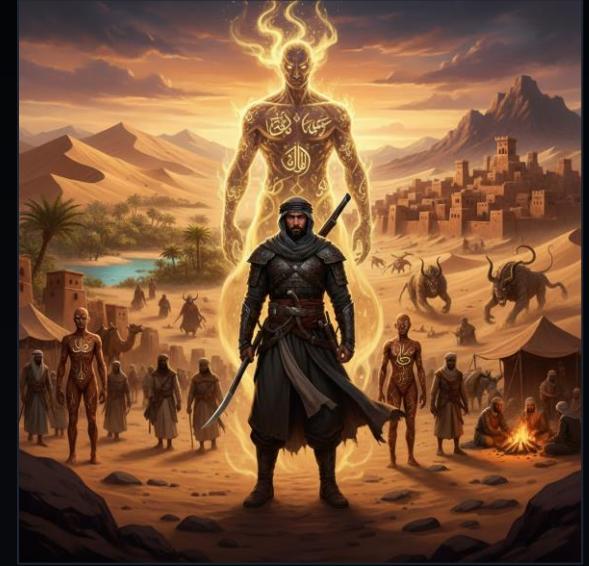
Hybrid Beasts
Mythical animals like ghouls, and giant serpents and scorpions.

Rahol - الرحول
The loyal camel used for traversal and carrying gear.

Tribes Men
Clay city people and nomadic factions who shape the land's politics.

الرجل ينظر للأمور المهمه

نظرة يتيمٍ يدور الثأر لابوه

في خطته ما علم اخوه وامه

لو يعلمون بخطته كان ردوه

يخلّص اموره بحزماً وهمه

ولا يلتفت للي عن الطيب ردوه
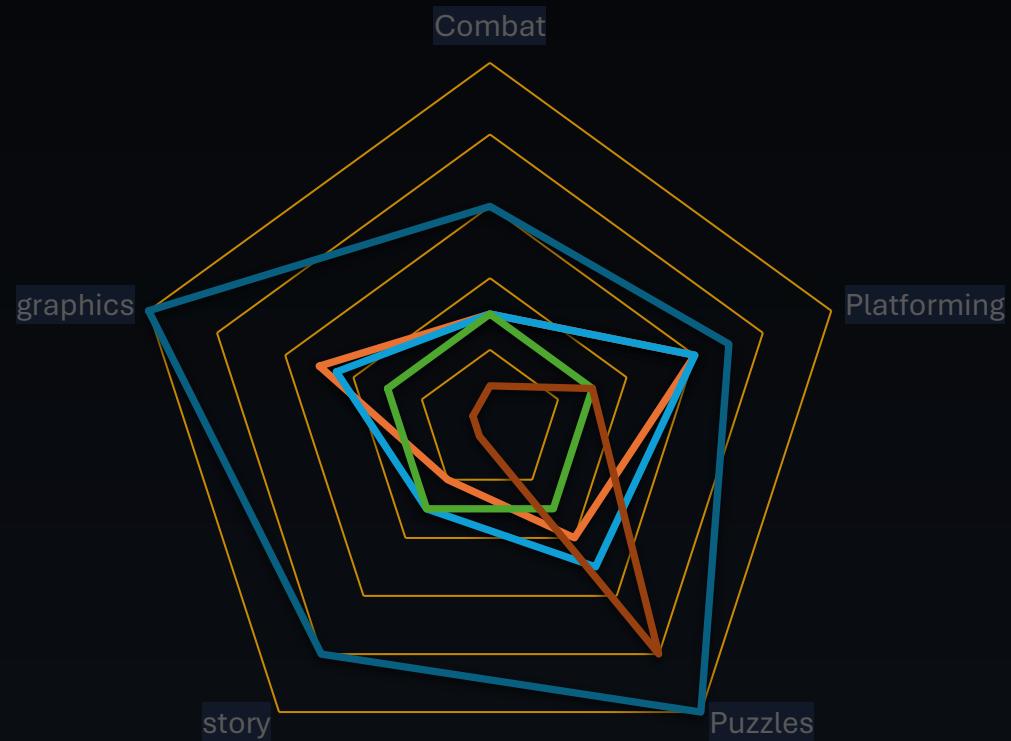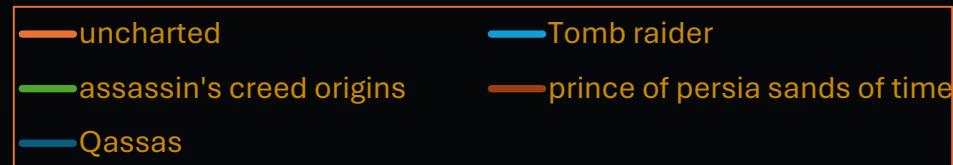
Narrative

Narrative Pitch

A Bedouin orphan raised by a jinn discovers the truth of his family's supernatural murder. Fueled by vengeance, he journeys across the desert to confront the creatures that haunt the land and destroy the evil sorcerer controlling them. Accompanied by his Qareen, he walks the thin line between the seen and the unseen.

Story Summary

The game begins with a haunting flashback of a Bedouin camp annihilated in a night of bloodshed. A Qareen rescues the lone surviving infant and raises him in secret. 20 years later he learns the truth, his mother was a jinn. This sparks a journey across cursed villages, deserts, and ancient fortresses

Market positioning

Combat

Platforming

graphics

Puzzles

story
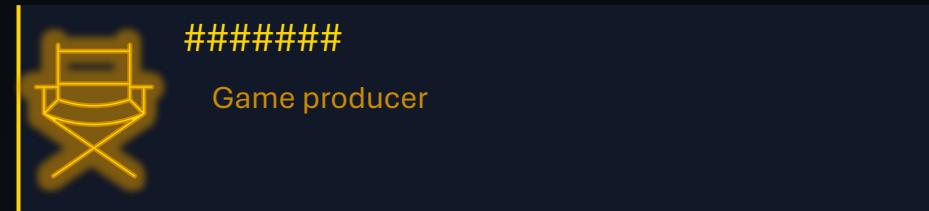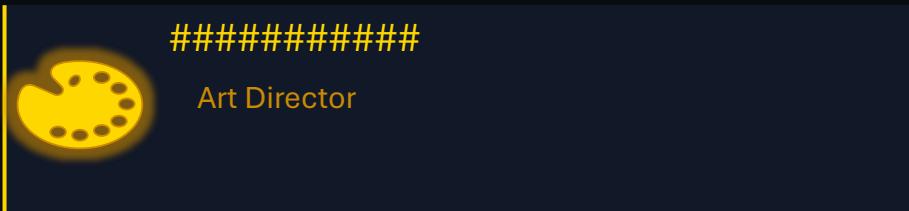
The Ask

Target Goal: $#### USD Seed Round Use of Funds:

- Hiring 2 full-time Environment Artists.
- Hiring a team of writer to research the Narrative and poetry
- Hiring actors for the voice and motion capture
- Expanding the playable Vertical Slice into a full Alpha build

The Team

Fesal Alsubie

Lead Game Designer & Game Director

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Lead Game Programmer

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Art Director

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Game producer

The Timeline

Pre-Production

(Months 1–3)Goal: Define the vision, scope, and technical foundations.

Vertical Slice

(Months 4–6)Goal: Create a small playable demo that represents final gameplay quality.

Production

(Months 7–16)Goal: Build full game content and polish systems.

Alpha & Beta

(Months 17–20)Goal: Achieve full feature completion and stability.

Final Polish & Launch

(Months 21–24)Goal: Deliver the final version and prepare post-launch support.

Thanks

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